





Procedures for Populations

Special Reference Work

A compiled volume of information for players of 5th edition Fantasy Role-Playing games, including: objective rules for downtime activities; systems for players to influence the political landscape; construction guidelines for buildings, vehicles, and vat creatures; henchmen and hirelings rules; pacifying the wilderness; and various timekeeping procedures.

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Places

CIVILIZATION

This is the core conflict within Dungeons and Dragons.

The game has the quintessence of the eternal conflict between the age of flame and the age of darkness, reality versus the subconscious, Law versus Chaos.

There must be an unknown! Exploring this hostile space is the primary focus of the game and rules. But it was never intended as the entirety of the experience. Gygax provided rules for acquiring and pacifying domains, envisioning the changing arc of play at high levels.

Defining civilization as a background is a key component of play. There are certain basic assumptions regarding civilization in the rules. The first assumption is that Law, and the ideal of human civilization, is actively at war with forces of Chaos. A castle will be able to control and pacify lands up to nine miles distant, or a radius of one six-mile hex.



Beyond that, Chaos actively presses in. Due to this influence, national organization is cursory in nature. Castles may have an official representative or two who are agents of a larger nation state. Only near the stabilizing influence of castles can civilization flourish! This is the meaning behind a 'points of light' setting.

CITIES

Dungeons and wilderness can be explained away with ancient empires, ruined lands, and magic. But cities are built and lived in by humanlike creatures. Someone a player can talk to has to be there. This places guidelines on urban areas that don't exist for other adventure locations¹.

People have to eat.

Either a city must be entirely self-sustaining, or it must be near enough to a place that produces food. This means that city/hamlet placement is almost entirely dictated by the distance a family can travel in a full day. A larger city or castle must be supported by a smaller network of cities at one-half that distance. This central city would support a market for hamlets who could not produce enough to feed themselves. In medieval times this distance was approximately 4 miles, and expanded as roads and transportation improved.

Another option for adventures in civilized areas is a non-agrarian society made up of hunter-gatherers or nomadic people. Hunter-gathering societies can be static (although small) in very resource rich environments, such as jungles. The difference between the two population densities is pretty significant. Hunter-gatherer or dry-farming societies have .02-2 people per square mile. Settled agrarian lands will be somewhere between 30 to 120 people per square mile. These are minimums and maximums, the upper extreme is rarely reached. Nearly all of these people will be located in population centers a few miles from each other.



1. Ostensibly wilderness and dungeon ecologies should also make sense. However the purpose of dangerous environments is to present threats and adventure to the players, and verisimilitude is secondary to the player experience.

Contents of a civilized six-mile hex:

- usually 1 fortification or small castle
- a large village or town
- at least two smaller hamlets, up to 8, averaging about 4

Contents of an uncivilized six-mile hex:

- Several ruins
- one or two small population centers (up to about 50 people)
- up to 6 alpha predator monster lairs

This doesn't necessarily mean that the cities must be human. Non-humans, variant ancestries, or demi-humans might be considered if there are enough natural resources. Fishing, hunting, and wild plants could keep a bullywug village of a fairly large size fed, considering the reduced calorie requirements of 4 foot tall cold-blooded amphibians. Uncivilized hexes could support much larger populations if trade or sustainable agriculture were practiced.

Also, it's a fantasy world. Access to the underdark, a cloning machine, growing young from vats, interplanetary portals, divine shepherding, axiomatic covenant, watery tarts living in lakes handing out magic swords, wish spells, et al. all could affect population density.

What are the procedures for interesting gameplay, and how do cities provide those?

There are 5 city types (X54 in Cook Expert)

Hamlet	≤50
Village	51-1,000
Town	1,000-5,000
City	5,000-15,000
Metropolis	15,000+



What is the in-game purpose of a civilization center?

The answer to this question is dependent on the context. What do players want to do in a city?

- Is there a _____ shop?
- Is the town avoidable? Dangerous? How will our arrival be received?
- Who of import lives in the town?
- What religions and languages are spoken in the town?
- What do the townspeople have?
- Where can we rest?
- What does the town have in the way of supplies?
- Are there any quests or adventure seeds?
- What does the town have to offer us?
- What's the punishment for a crime?
- Why are we not bored? i.e. what is of interest, individual, or unique about the village?

BASIC PROCEDURES

Because this is a designed game, we should have a ready procedure for any attempt to take action in a city. This falls back on very old advice. Say yes to player requests.

In general, the answer to “can we. . .” should be yes, to focus more on the interesting parts of play. “Can I find a blacksmith to equip my henchmen?” “Can we find a place to sleep?” “Can I find a priest to bless us?”

This may seem trivial, but it is important to making the players feel empowered. Perhaps in a hamlet the answer will be no, because there won't be a priest. But if the city can support the request, say yes and move the game forward.

Only focus on interactions and choices that are interesting or significant. Doing so increases the quality of play at the table. Exploring a dungeon is interesting. Role-playing out shopping for item after item is tedious. Developing a relationship with local merchants is wonderful, but make sure table time is spent on situations that are particularly interesting in the sense of a game choice.

What is needed are procedures to cover the types of things players organically decide to do in cities. If we have this, then the players can have reasonable expectations of the outcomes of where they choose to spend (ed. waste) their time and money.

These types of questions could be handled on the spot. It's also possible to wing combat results. In order to have the game provide agency to players, concrete, objective, player-facing procedures must be used. This informs the players what they need to do when they want something.

Thorps (small hamlets of less than 20 people) are best either ignored and narrated as characters approach, or mapped out just like any small dungeon that the players can explore if there is interest. This isn't usually true at the village level, because having 140 different homes and houses renders both creation and presentation challenging.



NAVIGATION

The first thing that happens when a new town is entered is that everyone immediately gets distracted: looking in a store window, petting a dog, talking to locals, reading a map. When spending the night somewhere, in the morning someone will want a bath. Breakfast will take twice as long. Someone will be busy in their room. Anyone who's been on a trip to a new city with friends can understand.

At that arbitrary threshold (towns and larger) a game system should come into play to determine how long it takes to reach the desired destination.

Hamlets: Unknown hamlets should be presented as a small dungeon or point crawl. They usually consist of 1d10 buildings and 0-2 larger structures such as a granary, stables, inn, or warehouse.

Villages: Unknown villages are small enough that it takes about 1 hour to get oriented. After that hour, the environment can be treated as a point crawl, identifying all significant places via description or map. Villages contain between 100+10d10 buildings and 2d6 larger structures.

Towns: Unknown towns are large enough that they must be navigated until characters have been residents of the town for a month or longer. The number of buildings is too large to be relevant.

Cities: Unknown cities are large enough that they must be navigated until characters have been residents for a year.

Metropolis: These huge population centers are exceptionally rare. They are so large and have so many people that they must always be navigated. After a year of residency, characters know a borough (which are the size of towns) well enough.

NAVIGATION PROCEDURES

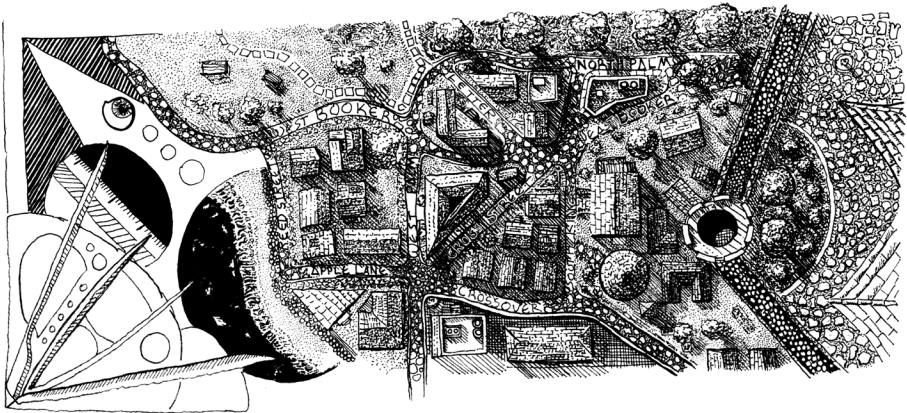
To navigate to a location:

INTELLIGENCE (INVESTIGATION) OR WISDOM (INVESTIGATION)

≤5	Failure	Failure after looking a full day
5-10	Clueless	2d4 hours to find the location
11-15	Success	1d6 hours to find the location
16-20	Canny	1d4 hours to find the location
21+	Rover	Finds the location in 1 hour

In particularly dangerous, alien, or hostile civilized areas (burrows of the thri-kreen, city of the goblin king, forest realm of the elves) or other unusual circumstances, such as not speaking the language, the roll should be penalized.

Navigating involves reading maps, asking for directions, talking to people, looking around, and getting to the character's destination. It assumes stopping for food, using the rest room, being wary against thieves, noting the local sights, fending off beggars and commoners, and various other distractions and mishaps. Random encounter checks are made each hour, and the flavor of these encounter tables define the character of the city.



CITY RANDOM ENCOUNTERS

Most published city encounter charts are hopelessly overcomplicated and require tons of work. They are generally not used. If the campaign is entirely about a metropolis, it would be a huge part of the campaign design, and should be addressed with a complicated, multi-table reference, like the legendary still-in-print *Cities* by Mikidemia Press.

However, a normal pair of encounter tables, one for the day and one for the night, should be plenty for spending a week or two in a large city. Consider the following ideas when designing the encounter table, and create a list of local characters.

Large dramatic events: fires, duels (fighter, wizard, or rogue), structural collapse, traffic jam, public murder or mugging, mobs, trials, executions, brawls, something falls, screams

Varieties and types of people: foreigner/"barbarian", merchants, slavers, urchins, beggars, fighters, wizards, priests, government officials, peasants, prophets, political activists, thugs, youths, caravans, pilgrims, sailors, pirates, drunks, wild animals, prisoners, work detail, madmen, prostitutes, carnies, drifters, town guard, nobles, landed people, knights, demi or non-human ancestry (lizard men, ocean elves, et al.), animals, pests

Supernatural encounters: doppelgangers, wererats/tigers/wolves, demons, devils (succubi/incubi), mimics, vampires, witches, gods/goddesses, lesser undead (zombies/skeletons), greater undead (ghosts/wraiths/shadows), hags, rakshasa, will-o-wisp

Events: seeking vengeance, harassing innocents, tracking a criminal, planning a crime, raiding a building, fermenting a revolution, shifting influence, escorting prisoners/magic items/treasure/religious relics/royalty/et al., accosted to buy or sell things/people, preaching, seeking enlistment/service

100 OBNOXIOUS PEASANTS

01 Ralf Muckleman, gongfarmer and street cleaner always covered in manure. Flings faeces at any uppity nobility who dare splash him on road. Civic officials need him as he is only one willing to do dreadful chores.

02 Pericule Brown, collects dead off streets in his waggon, likes to cheerfully greet everyone, "seeing you shortly", everyone fears touching him.

03 Hanna Gambalton, chops up fish scraps and makes cheap stew she sells daily, chunks of fish fly everywhere in mornings.

04 Miriam Prule, helps criminals and prison inmates hoping to reform them with charity and religion. She has been in stocks a few times for mouthing off at her betters for injustices.

05 Jeremy Burlap, walks about collecting unwanted pets and rats he sells for meat. Several times he has been wounded trying to club wizard familiars.

06 Margot Hogshank, large woman selling pig trotters, snouts and jowls. She can't believe anyone wouldn't eat them, and screams abuse at passers by who don't buy any.

07 Siebert Rumhand, has a collection of mostly fake old maps he tries to sell adventurers. Occasionally, he offers to come as a baggage hauler or camp tender.

08 Bigly Pondlescow, a large man who eats constantly, and misuses court system for gain. Looks for reasons to take to court especially lesser village level ones.

09 Sharmana Dreamly, loves adventurers and wants to marry one. She sells dolls of the dreamiest ones and other folk art of dungeon invading heroes. Her father lurks near, ready to slap paternity suits on her love interests

10 Korja Seramis, likes to follow adventurers and gossip about them, like where they camp, how much loot they pull out of dungeons, and what they spend money on. Several tax collectors visit her weekly for tips.

11 Forrest Gribbly, is a crotchety old man who leases out carts and donkeys. He is very suspicious of adventurers and demands high deposits from them. He is the only such dealer in frontier area with stock, which he loves more than people.

12 Passiona Roberts, a crazy girl who tells everyone how adventurers sneak into her room each night to ravish her in painful detail. Somehow she knows adventurer's scars and birthmarks.

13 Eckersly Fidgit, a landlord who has several abandoned houses he rents out. Not very haunted and cheaper than an inn. First night free if you evict homeless first.

14 Emil Cranston, lends adventurers money but wants pick of best magic or jewelry from next dungeon. Often employs urchins to spy on adventurers, preferably ones serving the party.

15 Elorna Plessora, pressures adventurers' servants to strike or demand more pay and death benefits for loved ones. She has had numerous servants give her money and leave her their death benefits for helping them. She finds adventurers despicable.

16 Margerie Pullman, protests to church and sheriff if filthy adventurers turn up in area. She's convinced they spread vice and ruin local economies; she tries to form a lynch mob.

17 Barry Collerman, convinced adventurers are witches in service of hell; spies on them and looks for evidence he can convince locals with to call a witch hunter.

18 Kelly Reardon, believes adventurers carry the plague and warns any love interests of adventurers away. Has charts and medical diagrams in a book to terrorize people about dungeon filth and disease.

19 Blacky Hillman, a old murderhobo who has a talent for telling long-winded, exaggerated stories and knocking over your beers. Tells many tales of gruesome local dungeon deaths.

20 Tamara Clag, wants to follow the party to cook up "dungeon meat". She is not fussy and will offer their servants extra copper for bringing her mystery dungeon kill. Some she sells to rich gourmets.

21 Billy Rabbitfoot, is convinced he is luckiest peasant alive. Boasts dungeon traps and monsters are easy for him. Follows adventurers around, belittling their achievements.

22 Korinda Marl, finds families of adventurers and sends them letters to reunite broken families ruined by lust for dungeon gold.

23 Mimi Quertermelon, runs up to visiting adventurers to sell them beer, lucky charms, and treasure maps. Whispers she knows where all the best vice and depravity are. Won't stop until she is chased off by a proper innkeeper or doorman.

24 Blarney Cormorant, tries to get adventurers to tell all the depravity and vice they have seen, "nudge nudge wink wink". Believes he is charming and not annoying.

25 Dottie Beaverpelt, tries to sell her trained dungeon beaver in a box that will shore up mine shaft with wood, fight wooden monsters, and, other miracles. There is a dead cat in the box.

26 Varty Smallman, offers special cures for diseases that generally include injections of mercury. Convinced all adventurers have terrible lice and worse afflictions he can treat.

27 Bonny Scuttle, likes to pry and spy and go through adventurers' rubbish. She likes to gossip about heroes' flaws and lives on the edge. Likes to speculate on adventurers' weaknesses at the pub. Works selling fresh squid and seabugs.

28 Ziggernaut Polsquatch, strange old tinkerer and rag seller; has a pushcart in street. Follows adventurers for scraps. If confronted, he offers to trade and services as a guide. Knows the hole the last party he stalked vanished into. He will try too hard to get what adventurers want, even willing to stab and rob someone.

29 Jimmeny Kracklet, the fastest kid in the orphanage. Wants to become adventurer's apprentice. Won't take no for an answer, will work for free and catch rats and steal scraps to eat.

30 Aubery Claymore, a large merchant who is a big deal around here. Demands she gets first chance to buy any relics or non-coin treasure if you know what's good for you.

31 Xar Screamingteeth is quite the expert on secret evil cults in the area.

32 Zanny Preggle, puppeteer who worked a parody of adventurers into his show. Now needs more fresh quality satire of murderhobos so stalks the party for ideas of terrible conduct.

33 Galdon Ral, was an adventurer once but got religion. Now he preaches how evil adventurers are and spreads horrible slander and truths about them.

34 "Old Cappy" Vortis Laarg, wants to cadge drinks of strangers and tell wild stories of deranged things adventurers do when trapped in the deep. If he meets any he will ask specific questions, like did you ever try cannibalism? How many times did you sleep with orcs? Have you got any drugs?

35 Vulpena Grey, a friendly huntress who likes to drink. Sometimes she takes a fella home and eats them as she is a werewolf. Preferably loggers, trappers, and wolf hunters.

36 Ciri Lexa, a young literate girl, wants to be a scribe. Follows around strangers asking them questions to document in her journal for practice. She has a surprising collection of gossip and what other adventurers have been up to.

37 John Shepherd, a sheep farmer. Found a dead sheep near the adventurers and blames them for animal murder. At first wants compensation, then tries accusations of witchcraft. Keeps appealing to beadles, bailiffs, magistrates, farmers council, village assembly, and local nobles to investigate the party as a threat.

38 Barney Lankhome, found trails of a rust monster that smashed into his store to eat stock. He blames adventurers for this as monster followed them into town. Accuses any party he can find.

39 Mindee Clawfoot, a backwood girl. Escaped her clan and works as laborer in village as she is pretty tough. Befriends adventurers or tries to join them. Hillbilly clan turns up to cause trouble constantly.

40 Pardlew Zador, foreign scholar studying area and investigating adventurers and ancient texts from dungeons. Offers to translate and identify and buy scrolls first for service.

41 Ladek Krule, foreign laborer. Buys adventurers drinks and declares friends. He will not mention his involvement in a secret vigilante cult who murder and rob demi-humans. People suspicious of his taint avoid him and assume adventurers chummy with him are his friends.

42 Vespina Ymertz, foreign serving girl in bad contract. Tries to get adventurer drunk so she can marry them for money and to escape contract. Has a seedy friar and woodsman thug for allies (q.v. use following two entries).

43 Torbert Gnor, huntsman, grim and serious, hates adventurers stirring up trouble and stomping about. He will publicly denounce adventurers and try to get crowd worked up in hopes of a lynch mob.

44 Friar Thomas the wise, earthy healer and clever at many things, and he does like to help adventurers for low rates if they tithe to the church. He likes to blackmail adventurers to attend church, hear sermons, and be given moral instructions like get married and have babies. He spends days-on-end drunk between his wanderings and services.

45 Blane Blair, convinced will be a mighty hero and demands to join the party. Whether he stays or goes away to join a rival party, he goes on to be lucky and grow in power and achievement annoyingly fast. Will go on to be a hero but all around him cursed to tragic doom.

46 Bardon Whiteflower, is forced to study but longs to join adventurers or at least follow them about. His modest but large family will hunt the party and set legal action for kidnapping their property, or if they hear he is harmed will offer reward for the death of the party.

47 Clarissa Gnash, with her friends are involved in a sex cult and try to seduce strangers to visit a rite. 1. cannibals, 2. demon worshippers, 3. witch cult, 4. secret chaos mutants.

48 Bannock Brandlethrew, knows a secret passage under area, and with some stout fellows could break into a wine cellar. He is a idiot and just gets hopelessly lost. Tunnel inhabited by 1. ghouls, 2. giant rats, 3. demonic cult, 4. wererat.

49 Squire Orlan Vangore, merchant and well off farmer; employs many workers. Pretty sure adventurers up to no good and starts investigating them for 1. treason, 2. witchcraft, 3. banditry, 4. murderhoboism.

50 Cathy "Northy" Nordstrom, good with a sling and hopes to get arms and travel a bit, while her parents plan for her to marry a goosefarmer. She tries to join adventurers and performs errands in hope of getting a job. She even dresses as a boy to get a better job.

51 Barnaby Thrush, offers free delicious baked treats to adventurers for endorsements. As business grows he can put in more and more parts of the worm-god's flesh into his cakes.

52 Zabor Grugnut, invites adventurers to a private drinking men's club, and the club welcomes them with the promise of making life easier for the party in local matters. Only a third of them are practising human sacrifice, so mostly good guys.

53 Yabbar Mabbath, foreign merchant, stranded and looking for work. He has a knack for finding cursed items while trying to pocket stuff for himself. If he dies, a successions of kinsmen come looking for dearest father heard to be in area.

54 Bramble Carter, a muscle man; invites adventurers to his manly gym. If adventurers are not keen to join his club, he will unite the whole club against the adventurers and will taunt them for being weaklings and soft.

55 Blather Stromly, knows the dirty secrets adventurers have and their hidden dungeon taint. So he spies on them to see for himself what vile unspeakable things adventurers do in private. When sure has seen enough will tell mob and then inquisition.

56 Noxul Savage, works as an inn porter. He likes to inform the tax man of interesting matters for an occasional copper coin. He will try to get close to adventurers and assess their net worth and any secret bundles they are protective of.

57 Lainy Bannister, dear sweet woman. Offers adventurers to stay for free in her tiny shack, and she will make them pie (rat or apple or mix of both). She promptly settles them in, then tells all the town gossips that the party are secretly her children and if anyone messes with her they will get a bunch of angry murderhobos visiting them. She will hug and kiss party members in public when she meets them.

58 Sam Penright, ambitious junior bard; ran away from home to follow adventurers and has picked up a few coins helping people. He is very well dressed and mannered from a merchant family. He will follow the party and try to compose poems about them on the fly, narrating the party's actions aloud from his privileged and entitled perspective. He is worth money, and kidnappers will be eyeing him off.

59 Pepper Kruncle, miner's daughter; does laundry for living while her father is away. Offers laundry and lodging (i.e. a shed). She hopes to enlist villagers to scare off creeps following her. She is worried about her father not coming home this time.

60 Sally Crunshaw, asks for locks of adventurers' hair to remind her of how dreamy the party are. Once she has some hair samples, she takes them to her coven leader to make witching dolls with them. Her father is a magistrate and mother is a witch.

61 Red Cutter, a street hooligan who thinks adventurers are cooler than his gang. He tries to join them, and if he fails, he will bring them stolen trinkets, stolen food, or stab people who disagree with the party as a lesson.

62 Bjorn Knutjarl, an old northern sea merchant. Opens his home to adventurers ,where he has a small library and local historic maps. He feeds them clues about local dungeons and tries to get them to investigate the dungeon he serves. Informs monster friends by messenger bat.

63 Patty Reardon, local bard and performer, worried about getting old and has decided to marry an adventurer. She will be friendly to investigate which character is most worthy. She wants property, status, and nice things. If this fails, she will use one of her grandmother's charm potions. Though very deceitful and greedy, she can be nice.

64 Randal Galore, a jaunty lad in with local bandits, but comes to town to swagger and meet women he can annoy with his "seduction". If not bothering the party, he will harass women folk near them. He might decide he should join the party as they are a step up from bandits.

65 Gordy Chumley, local drunk and ex-adventurer; follows the party, tries to sit with them, and brings up bits of horrible deranged murderhobo stories of old. He often mentions the crypt his party all died in, full of treasure and skeletons! He mutters about shadows when asleep or passed out. He is actually a quality fighting, man just unreliable and brain damaged.

66 Cynthia Netly, teacher and priestess; berates adventurers for bad influence on orphans. She is hostile, but if adventurers come and talk to children about how horrible their lives are, she might forgive them, and treat them nicer.

67 Garvin Penant, a drunken old ex-squire, pawning off last of his stuff for beer. He decides to join an adventuring party while he still has clothes and a dagger. A drunken fighter/thief of the worst kind used to waging guerilla warfare on humanoid tribes.

68 Pental Yappersly, keen to join the party so he can be so cool like them. If rejected he will become obsessed with outdoing them and start own party to jump claims of adventurers.

69 Sebran Marshly, keen to find a lover so she can return to the sea pregnant with her fish folk kin, while she still looks human.

70 Pendleton Archer, has a bow and looking for work. If rejected, he will follow the party hoping to prove his worth by shooting some enemy by surprise for them. Anyone the party meets on the road is at risk.

71 Pardy Tardpar, a local baker; thinks kids today and their dungeon adventures are silly. To prove it he forms a party of other tradesfolk with clubs and treks to a local hole to show everybody how easy dungeons are. Unless helped, they never come back damaging the local economy.

72 Storbin Tweedpar, an old man in large well-kept house. He offers adventurers a meal. He wants to make sculptures of adventurers and to draw them. He feeds them for a day while drawing them and making tests. After, he goes down to work on wax golem duplicates in his laboratory given to him by devils. He's always jolly to see them and have them visit.

73 Warren Prexley, wants to be a writer of new printed tabloid press but has decided he needs to travel with adventurers to see their lives, so he can write them up in lurid detail for profit.

74 Proffessor Malden Thwaarg, former teacher at wizard school, happy to chat with adventurers over brandy in his cottage with his familiar. He will show them his attractive flesh golem and offer it as a plaything if he can watch. He also has a charmed doppelganger servant and a mimic friend living in the house.

75 Camwen Shaftwood, a well-dressed rakish bard asks if adventurers would endorse him and come to a free dinner with beer. He intends to run for a local office in ward assembly. At the meeting he tries to blame all local problems on halflings and convinces mob to help drive them out of region.

76 Tobin 'fishfeet' Foak, local minor official of local assembly; invites adventurers to hall for drinks and to be entered into local history. He has them registered as adventurers, then brings in a tax agent.

77 Louis Fabwain, a bailiff; has two subordinate beadles come to adventurers to bring them before local magistrate. Adventurers are to be fined for non-registration of claims on dungeons and possible spend a month in prison if unlicensed and with no tax records.

78 Harper Goldthwain, attractive local widow; invites adventurers to her posh cottage house and offers them a spare room. It is her dead older sisters room Gloriam. Her spirit returns to drain the living. Both practice witchcraft.

79 Paden Trowel, local shopkeeper and member of a fraternal order.

80 Elon Drake, outsider and edgy poet; knows where there is a cool party in the woods tonight. The party is for necromancers, drinking wine in skull-decorated costumes making out with zombies.

81 Flammen Cordell, older gentleman bard; wants to hear about adventurers' battles and treasures so he can tell city folk of their heroics. He will spread the party's fame but will tip off a thief gang too, then try wilder confrontations for his story.

82 Murmott Steeple, farmer, offers the party beer if they will hear his tale of woe. Something is bothering his sheep, they can't sleep and baa all night! One of his teenaged children is a lycanthrope.

83 Calron Thune, wears makeup and the leather of exotic foreign courier. He's studying wizardry and asks adventurers to investigate a vault containing a spellbook. He carries a broach that allows other wizards in homeland to watch for entertainment. Calron will serve the party loyally and pray to his strange god as he narrates events to his viewers.

84 Fisher Muldownby, has a creek with a prehistoric eel trap, and she sells eel pie and smoked eel and eel stew to inns and locals. Bold and independent, she is happy to help the party with a boat trip to a local dungeon or swamps. She is a druid and won't tolerate disrespecting nature but does want certain places cleansed of monsters.

85 Kandrid Thaple Moore, wife of local land owner; wants to know how long adventurers will be in area lowering real estate values.

86 Haffel Snellman, old man with blanket sneezing will wish to be introduced to party and shake hands. Blows nose often and carries the plague after meeting party, coughs up some blood.

87 Blaken Wolfdottr, granddaughter of vikings who settled here. She has a coat of mail and a sword and an axe hidden. She offers to fight party if they refuse her, which draws a crowd. Eventually she joins a rival outfit if refused.

88 Kamen Snalthabber, grows skunk cabbages for market but some big bug is eating them. She could pay party with sauerkraut and cabbage wine. If they refuse, she pelts them or their belongings with sauerkraut, which attracts flying giant beetles for 1 in 6 chance per turn for a hour.

89 Kanewald Martermer, of a mining family; needs some adventurers to clean undead miners out of a mine but tries to spin it that workers are trapped inside and nobody will help them. He offers 100 silver pieces to help. Actually, he locked striking workers in mine with undead and thinks they must all be dead. He can't pay back wages so he arranged all this.

90 Hensly Bingle, mature woman shopkeep; says her husband was an adventurer who left old map in attic. Hopes to get adventures visiting her to impress her neighbors or get some money.

91 Barkley Vestabule, is sure evil old women in the woods are witches and needs help forming a mob to get them. Anyone not joining the mob must be allies of the witches and used to fuel paranoia of local mob.

92 Peasley Archibald Wilberforce, is looking for some washed up murderhobo she can use the name of to write her books. She doesn't expect they will live long or pose any problem.

93 Whimsly Adams, hopes if she can get prominent adventurers to join the anti drinking crusade. It will get the ball rolling on this issue to bad booze in town.

94 Prissy Willowbough, thinks an adventurer looks dreamy and has her family try to approach them for marriage. They will persist and offer bigger dowries. Eventually the clan quits and becomes vengeful.

95 Soderguard Vlaburst, merchant; invites adventurers over to see his magic item collection, teasing he might be convinced to part with a few. Once in basement, he traps them inside prison cell till they starve to harvest their magic items.

96 Lodrick Thimble, town clerk; needs extra executioners for some big jobs coming up. 30 gold coins for a day's work and you protect your ID with a hood. Only 3d4 executions each.

97 Sheriff Luton Callerberry, has list of escaped convicts and hereby deputizes the adventurers to help find them. Many of them pay bounties dead or alive.

98 Tallerton Quinby, town scribe, claims secret cults are everywhere manipulating everyone. He is forming a secret society to take back our town! Meeting tonight!

99 Ebert Ternard, surly old warrior. Buys strangers beer, tries to get anyone to criticize state or church or say anything treasonous or seditious. He is a secret policeman agent of nobility.

100 Eliza Pluck, orphan with her scruffy cat, asks if adventurers will adopt her and follows them. The cat is a brownie that protects her. Phucky the brownie rewards kindness with shiny coins and good luck. other times he fires a few shots at a foe while invisible.

100 NOBLE PATRONS

01 Sir Conrad Biddlington, will sponsor dungeon explorers in return for first option to buy magic items, religious paraphernalia, and written documents. Seeks occult material and demonology items to impress his cult friends. If he is exposed, inquisitors will consider adventurers persons of interest.

02 Sir Damien Bartley, publicly rewards and celebrates adventurers and sponsors public celebration of them with grog and food. He uses it to leverage for local position on guilds and banks, possibly uses celebrations for subterfuge and murder through agents.

03 Dame Margaret Filbien, invites adventurers over for dinner to hear their adventures. She offers them gifts and invitations to return. She will use information gleaned to inform her own adventuring party, who will try to beat the party to future treasure.

04 Lady Jane Carrington, invites adventurers to stay in her manor so her vampire master can rob and murder them or manipulate them to seek treasures.

05 Lord Jamie Talach, invites adventurers to join his club if they complete a task to suit their talents. The club is a decadent club for rakes who love vice, murder, and blasphemy. They frequently go on murderous rampages in poor suburbs and villages for thrills.

06 Lord Melnor Canphert, a jolly knight who invites adventurers to join him in feasts and revelries. Turns out he operates in other territories as a robber knight famed as a kidnapper of women. He has many enemies who assume party are his allies.

07 Sir Garfield Mortmont, will sponsor party with goods and transport and peasant laborers if desired (debtors). After party has name linked to him, he is exposed as a traitor to the crown involved in a poison plot.

08 Lady Miranda Craymoore, a rich serial widow and famed beauty is interested in wedding rich adventurers. She has many stunning friends she helps find mates. She makes deadly poison and murders her husbands and teaches other women to do the same.

09 Baroness Sophia Krakenschitz, a kindly caregiver of widows and orphans who approaches adventurers to find homes and jobs for her orphans. Her palace is full of religious objects of art. About 10% of the orphans she sacrifices to devils, eats, and bathes in their blood. If killed she arises as a vampire due to a wish she got from hell.

10 Lord Nimeon Falzer, offers good money for objects of art from dungeons or ruins. He is also known as a loan shark who has debtors beaten and tortured and families sold into slavery abroad. As a buyer he seems reasonable and offers his aid or loans to adventurers after a few deals "between friends".

11 Sir "Johnny" Joseph Ligor, bears a dragon on his shield and offers drinking friends he meets to visit his castle and get a reward for killing the lake monster nearby. The monster is actually a prehistoric demon his clan worships and spectral phantoms remain from the beasts soul-drained victims.

12 Lady Chrysopathia Torrence, sends gifts of clothes and gold to visit her estate. Once inside doors are locked and monsters are released into her house, really a magic murder maze and she hides in the secret dungeon level watching with a crystal ball.

13 Sir Diggory Bladderwort, operates a home for deranged war veterans and will pay the party to visit them with full combat kit to cheer the poor insane fools. Unfortunately a few flip believing the party to be old enemies and the old timers attack hoping to join the gods in Valhalla.

14 Sir Kane Pureheart, paladin from a distant holy war has heard of adventurers and asked to meet them. He judges them as impure and seeks to kill them.

15 Lady Brianthia Cusperwell, seeks to meet the party only to ask them to donate to various charities for the poor, seek lost holy relics, and help rebuild churches. If they don't help, she reports them to her cousin, a royal tax collector.

16 Sir Robert Ravenburn, a war-weary veteran, offers party his magic blade in a public ceremony for the glory of his god. The blade is mighty but cursed, and may only be given to a willing recipient in a ritual.

17 Sir Mallard Cusperwell, seeks allies to fight an orc tribe and promises a share of spoils. With his degenerate mercenaries, he leads an attack on an unprotected village, intending to kill the weak and take slaves to sell to a salt mine owned by an ally.

18 Sir Barnaby Clubmore, serves a faction of evil cults and warlords who want the party dead. He invites them to an isolated hunting lodge where various old enemies of the party arrive to hunt and kill them.

19 Lady Roberta Culbert, invites adventurers to a monster hunt in her gardens with lots of important locals. Except monsters are peasants sewn into costumes.

20 Lady Elsie Valdern, offers to bring adventurers to court to meet important nobles and royalty. She has started a court fad of married nobles swinging with adventurers. After the party at court, various scandals break out even if the party was innocent.

21 Lord Barnabus Malthorpe, invites adventurers to palace in the country where rich gather for sex parties. Demons only occasionally visit after a few days of increasing revelry.

22 Lady Lorna Lurpac, invites adventurers to an outdoor concert for the well-to-do among colorful tents and spectacular feasts during the 14-hour show. A servant lures adventurers out of sight to give them a magic dagger. Upon their return a noble has been discovered stabbed in the privy tent, and the party have the murder weapon. The servant, secretly an assassin, is gone.

23 Lord Valen Korden, invites adventurers to house. By night he uses magic mirror to create mirror duplicates of them (opposite alignment). At dawn he equips them and sets them on the party for a jape.

24 Baron Jasper Cathelon, invites party to estate to kill the horror in the attic, who is his mother mutated by demonic blood rites.

25 Sir Bartly Horsefeather, asks adventurers to carry some crates through customs for him for a reward. The crates are full of evil idols, and the customs house calls clerics to investigate. While the customw house is held up, he abuses market price for big profits.

26 Lady Alicia Tattlethorpe, asks adventurers to stop nocturnal coastal smugglers who refuse to surrender and fight to the death. Their leader is her estranged husband, killing him gains new pirate enmities and frees her to marry again.

27 Lady Astra Carnelian, is a noble fleeing her lands usurped by religious riots and pogroms. She invites the party to accompany her on the road, knowing she has killers after her. She feeds them fancy treats and provides bards and comfortable tents and accommodation. She might be romantic to a noble adventurer to keep them close.

28 Sir Alex Tallander, chopped up some trolls into cubes and now his estate is crawling with them, and all his household are troll excrement now. He meets the characters by "coincidence" and offers them use of his home for a month. He arrives after the trolls are killed and thanks them and declares the troll treasure is his.

29 Sir Archibald Gandersock, asks adventurers to take a child to a location and offers a good sum of money. The child is possessed by a witch and causes all kinds of terrible problems before revealing her geriatric true form.

30 Dame Mary Gillpot, invites the party to attend her on her pleasure barge for a moonlit cruise with an important royal heir. Alas her fish folk ancestry emerges on the cruise, and fish folk attack the boat, seeking lovers to carry to their undersea kingdom.

31 Duke Arron Cumberlance, is holding four days of jousts and melee combat and invites party to help him judge winners of events. No matter who wins, the losers will become party enemies and seek violent revenge. Many fear the party might influence the duke, and various factions seek to eliminate the party.

32 Lord Percy Blackshaft, invites the characters to join him on a hunt. All goes well for a while as other guests arrive, including several plotting against the king. When the plot fails, all who attended the hunt will be watched by secret police unless they publicly denounce Percy and his friends. Paying off the king and swearing oaths might also help save the characters' necks.

33 Sir Jamie Curnwell, a jolly knight is actually a royal spy, who seeks to befriend the party to assess their loyalty to the kingdom and value for taxation purposes. The crown might also claim certain magic items after Jamie's report.

34 Lady Cassie Mallader, invites the party to dine in her castle. She does not know she is a were-panther and will try to ravage and eat the most attractive guest. If killed she reverts to her human form, and her servants cry murder!

35 Barron Ludvig Largerghast, invites adventurers to his castle. He is actually sizing them up for parts of his flesh golems he hopes to use to destroy his rivals.

36 Lady Fanny Underhill, offers party rights to charge a toll on a bridge if they maintain it and give her 10% of the tithe. Unfortunately, bandits, trolls, and were-goats keep trying to claim it and will need to be eliminated to make any money. The bridge has a gate-house with accommodation.

37 Lady Brianna Gollondor, offers party rights to an old manor on her lands at a low price, but if it has squatters, they should drive them off. It was home to a cousin burned for devil worship, and a witch cult uses it now. Secret doors and rooms of cult paraphernalia are common.

38 Sir Ludlam Vorpington, enjoys shrinking heads for his collection and invites party to his home. Bugbear footmen serve his household and are all garrote experts.

39 Lady Juniper Wintergate, offers the party a room and dinner in her estate. She has a cursed bed in her home that turns the sleeper into a host for her murderous grandfather's spirit. The bed cannot be destroyed and appears in the room nightly even if burned or removed. Every host killed becomes a gloomy phantom that wanders the moors. Capturing the murderous host, exorcising, then removing the curse will free her clan. Anyone in the house mentioning the bed becomes a murder victim, and the inhabitants turn a blind eye to everything and just clean up the mess. She invites heroes in hopes of ending the curse.

40 Sir Alexander Gilliray, offers to travel with party as he is cursed to attract wilderness encounters. He once jilted a witch.

41 Sir Corben Daggerfield, a friendly drunk; knows where you can spy on a witch sabbat unseen with witches, imps and animals cavorting lewdly. He assures the characters nothing can go wrong.

42 Sir Maladus Glorion, seeks travelling companions. He offended the elf king, and now whenever he travels elves attack. Anyone helping him invokes the elf king's hatred. He might forgive those who pay wergeld fees for harming his minions.

43 Lady Catherine Valadius, seeks to bed as many adventurers as possible to compete with her friends. She uses gifts, charm spells, illusions, disguises, and any means to add notches to her bed. A demon prince admirer already has plans for her to become a succubus when she dies.

44 Lord Ashton Balangus, has decided to cash in on the latest craze of dungeon-themed pornographic etchings and commissions. Artists base the character likenesses on adventurers and local famous monsters. The monsters, the church, and the law are all outraged by the party. The prints are banned, promptly increasing their value.

45 Lord Ebert Fernwall, befriends the party with gifts and uses of his property and ships. Eventually, he is revealed as funding an anti-demi-human movement. If they don't promptly denounce him and prove they are not involved, they will have dwarf, elf, gnome, and halfling assassins come after them.

46 Lady Jane Harringate, loves nothing more than watching giant spiders suck the life out of people. She is always offering adventurers to stay and visit and might wink at attractive ones. Once inside, she enters a secret passage network, locks the doors, and frees her beautiful spider friends. A spider demon goddess has plans for her soul.

47 Sir Lorden Falrose, wants to be friends and hangs around party too often. He turns up everywhere and has agents pry into adventurers' pasts. He likes to help the party, unbidden by surprise. He will pry too much and blab about the party to anyone who listens.

48 Sir Henry Barrington, after meeting the party in a friendly manner, gossips and wildly "speculates" about them in court. Other nobles mistake these as fact.

49 Lady Hortense Blatherby, meets adventurers, then starts to lobby rulers to have uncouth adventurers limited by law, pay more tax, require more licensing and other restrictive policies to protect the public from filthy murderhobos.

50 Lady Samantha Grimbleby, desperately wants fame and will seek to be near adventurers whenever in civilization. No gossip or rumors will be too scandalous for her. If shunned or ignored, she becomes even more desperate.

51 Lord Gideon Stonewall, wants to provoke war with non-humans using the party as pawns. He offers them maps with strategic dungeons and holy places with descriptions of treasures to be found.

52 Sir Randal Beasley, having heard of the adventurers' reputations, lobbies to have them put in service to the king. They are sent on frivolous missions to assuage the king's ego; the king takes credit for all the party's deeds, but may grant the characters entrance to the nobility.

53 Sir Conrad Bastow, everywhere he goes disaster follows. He visits your castle and giants attack. He gets on a boat and a kraken strikes. Part of his curse is to be a witness and survivor.

54 Lady Violet Moon, keen to sponsor adventurers and provide them with ancient elvish maps. She has a dark elf lover and hopes to be reincarnated as one when she dies. She provides the party with shelter and information, and seeks pawns to destroy their enemies.

55 Dame Melinda Castenbridge, collects pre-human artwork. She will buy goods from the party, but as she translates elder texts in stone she grows more insanely curious. Eventually, she resurrects the mummy of an alien wizard who seeks to revive its long dead race.

56 Lord Dunstan Glickman, has a magical painting with a world inside and hopes to convince adventurers to explore it. He claims there is no problem escaping but really does not know.

57 Lady Grace Lamply, will offer the party money to kill evil cultists living in the woods on her land. They are homeless people who have been camping here for several years. They sometimes serve the Lady's father as cheap labor, but she thinks they are revolting non-humans.

58 Sir Milton Payne, tells adventurers a giant rat nest in his basement needs clearing out and offers good money to exterminate them. In reality his brother Jules is a protoplasmic horror that eats rats and any intruders. This is how Milton feeds the horror.

59 Sir Clancy Borrington, offers free accommodation on his estate or suggests he has a hidden treasure the adventurers seek. The soul eating spirit of his grandfather needs sating so that it can rest for a few years.

60 Sir Oswald Morgenstar, an alchemist; he offers to make the party some cheap potions and magic items. It takes several doses for addiction to start, and the prices increase after the first few samples.

61 Sir Roger Magister, befriends the party at a feast and offers them maps and old potions. Once alone and friendly with the characters will offer to show them how to get wishes from devils with a simple blood contract. He says, "You will never hear anyone complain, don't believe the negative stories".

62 Lady Astra Pennington, she is a witch and seeks heroes to father her children. She is attractive but somewhat intimidating, and will resort to charms if necessary, then blackmail. If scorned, she will summon monsters and send curses.

63 Sir Blake Mangonel, will turn up at the same dungeon as the adventurers with a small army of servants and mercenaries. Will build stockade, block exits, and pump smoke into the dungeon, then shoot ballista at exiting monsters. He insists his modern approach is the future. He may also consider open cut mining or flooding dungeons and poisoning wells.

64 Dame Celarity Morgan, will meet adventurers in a civilized social setting, then spy on them with divination magic and her pets: intelligent ravens. Then she sells information to the party's enemies, dungeon bosses, and rival parties.

65 Lady Veronica Casterliegh, has several brutish, secretly part-demon sons, and she offers adventurers payment to apprentice them for a period of time. The ogreish lads are born psychopaths (or worse) and when in civilization barely restrain themselves.

66 Lord Russel Biddlington, offers the party a free stay in a coastal village with a rumored lost treasure in area. The villagers are vile cultists, and the last visitors were sacrificed to their dark lord.

67 Dame Patricia Hobblington, is a crazed old lady. She offers the party money if they can clear out the bugbears living in her garden. They have cunningly burrowed everywhere and planted plenty of traps. Possibly a deal could be made. . .

68 Duke Marodach Rupertson, controls a network of bards who spread slander and gossip. He will try to meet the party in a civilized social setting, and if they don't agree with his financial interests, religious fundamentalism, and theories of racial purity, he will destroy their reputations with the mob.

69 Lord Harry Bottersnike, has been breeding monsters for sport, but they have escaped. He wants them captured and returned before he has to pay any legal compensation from damaging rich people's property.

70 Count Aubury Windslow, thinks uncouth adventurers are no match for his hired duellist killers. In a public place will have duelists provoke duels which will be highly public affairs even if not strictly legal.

71 Lord Reginald Boulin, a cooking fanatic who likes to travel with foppish friends, often hires adventurers as guards. He is happy to go into the odd dungeon on the side. He is keen to try outlandish dishes from dungeon beasts. Eventually, he sets up a field kitchen outside the dungeon, awaiting the adventurers' return.

72 Countess Gringlemort, has built her own dungeon tomb complex for her family, who have been grave robbed in the past. She wants adventurers to test it. She has used non-lethal poison for now, but the monsters and deadfalls are real.

73 Lord Carter Hamilton, is a cheery and generous patron of adventurers, but he has many who seek to murder him for his unconventional love life. Assassins and religious fanatics will try to kill him with the party present and will include them as enemies forever more.

74 Lady Melody Portsbury, invites adventurers to musical concert garden party with many eligible young members of society. She has captured sirens and various musical monsters as a surprise, but they break loose and cause chaos.

75 Lord Horatio Humbolt, reputed to put on the finest feasts in the land and giving licorice samples made in his castle to people he meets. He has added addictive drugs to all his candy to keep people coming back. You might witness beggars pursuing him to be beaten by black truncheons of his guards. He welcomes interesting guests to his castle so he can feed them more drugs. In the dungeon candy golems guard his magical factory.

76 Count Clarion Munroe, likes to dress in black and red silk with capes. Decorates castle in a gloomy style with skulls, creepy paintings and torture apparatuses like iron maidens. He invites adventurers to quash the undead he had brought into his dungeon as a sort of zoo that backfired when the undead wrangling priest turned out to serve Orcus. A few have said the silly noble will get staked one day over his foolish fashion choices and mannerisms.

77 Sir Damon Carmandy, hires adventurers for gathering rare ingredients for making potions. In fact, he is an immortal wizard feigning his dynasty and is hoping to release an imprisoned elder god beneath the castle he built. He may trick a party into helping him open the seal.

78 Lord Michael Belfry, has a problem with undead templars who besiege his castle by night seeking a relic hidden by an ancestor he knows nothing about. The relic is mentioned in the library and depicted in some paintings in the castle. He will invite adventurers, or pay them to stay the night in hopes of them destroying the cursed undead.

79 Dame Scarlett Hawkley, is a vampire wizard. She adopts attractive young women to lure adventurers with magic treasure to her home to rob and murder. The girls have many colorful lies to lure in rescuers.

80 Sir David Poncenby-Stewart, hires adventurers to clean out his dungeons. Actually, he has been breeding monsters and wants to test them.

81 Lady Raven Highmount, complains of strange creatures attacking her serfs and offers a reward. In a secret chamber she has a fragment of an elder god she worships whose flesh acts as a mutagen if fed to mortal creatures to make the monsters. She is writing a book on the mutagen effects.

82 Sir Gordon Sommersby, has made a bet he can get adventurers to murder innocent people with his wife. They fabricate documents and plant them, implying locals are cultists. If possible, he will contrive connections to the adventurers' personal histories and enemies to entice them.

83 Sir Malardy Crosswell, an elderly knight roaming the land, hunting giants. Nobody believes him, and they think him a harmless but chivalric fool. He dares adventurers to travel anywhere with him. He can see into the faerie world, and a race of giants see him back and appear to stop his prying. After being slain, they fade away.

84 Sir Steven Autumn, generous man who gives away food to the poor and provides feasts for VIP guests and adventurers. He is part ogre, and all the meat he serves is part human. He hopes his curse will be spread and believes cannibalism makes you stronger. Occasionally, he and regular guests break into creepy uncontrolled laughter from eating brain tissue.

85 Sir Burian Haberfield, is a devil swine were-pig who likes to make friends he can corrupt and charm into servitude. He offers some scrolls and potions to entice visitors. Once charmed, guests are degraded and humiliated for his pleasure.

86 Lady Margaret Palmer, hires bards to spy on adventurers. She sends them gifts and attaches her name to theirs where possible, often with public feasts to celebrate them. If they cross her or do anything she disapproves of, she sends assassins and bard slanderers instead.

87 Lady Velma Carrotine, believes an adventurer is the chosen one ordained by prophecy. She sends them gifts including strange robes and wants to show elaborate lineage charts revealing they belong to a pre-human bloodline of rulers. She will even offer to marry or adopt them. She takes great interest in the chosen one's romances and offspring if any. In a secret temple she has a statue of the chosen one and wants to crown them ruler of the world. She is not sure if they are to be a host of an elder god or will be used as a fleshy portal but hopes the coronation will make all clear.

88 Lady Clarissa Cross, wants to make a deal with adventurers to buy all humanoids they capture as slaves for her salt mine. The children she keeps to train as servants. She claims to do this in the name of mercy to atone for her deceased paladin father's genocides.

89 Duke Michael Alderman, wants adventurers to take gifts to local goblin and orc rulers to make peace and establish embassies for them in his castle. Some time later he unites them in an attack on the kingdom. He offers them return of ancient holy places from before humans.

90 Sir Clayton Vestibule, wants adventurers to escort his spokesman and servants to a dwarf stronghold for trade deals. His agents are spies seeking to steal dwarf technology. If the adventurers survive, dwarves will hate them forever.

91 Sir Barnaby Cuddington, needs humanoid slaves for his plantations since his serfs all fled. Offers adventurers good money to help round up some of the soulless creatures. Offers clerics a chance to dictate a new faith to them. If they say no, he will send killers to hunt them and tell other slavers the party must be stopped.

92 Sir Helmut Coggman, lived among gnomes for a few years lost under the deeps of the earth. Now he seeks to destroy the state and aristocracy. Wishes to recruit adventurers to aid his doomed scheme. Will have them act against the foulest and most corrupt rich at first to make it easier (most of them on this table qualify). He will be branded a traitor, eventually forcing him to raise an army.

93 Lady Alicia Penningham, has been growing monster plants in her garden. Her druid lover has been spreading them over the whole region. She is a bit embarrassed and asks adventurers to find and destroy them but does not mention her involvement. The druid has plenty of seeds and is in hiding, but she is reluctant to mention him.

94 Sir Borris Khibor, known as a butcher and warmonger likes to meet adventurers and plays down his reputation. He is interested in dungeon adventures so he can murder humanoids as he pleases and get a heroic reputation.

95 Sir Casper Cottingford, is a friendly but naive knight who means well. Alas, he also befriends awful people and can't understand why others hate his new friends. He publicly defends them and gives them benefit of the doubt. Angry mobs start to associate the party with Casper and his new friends.

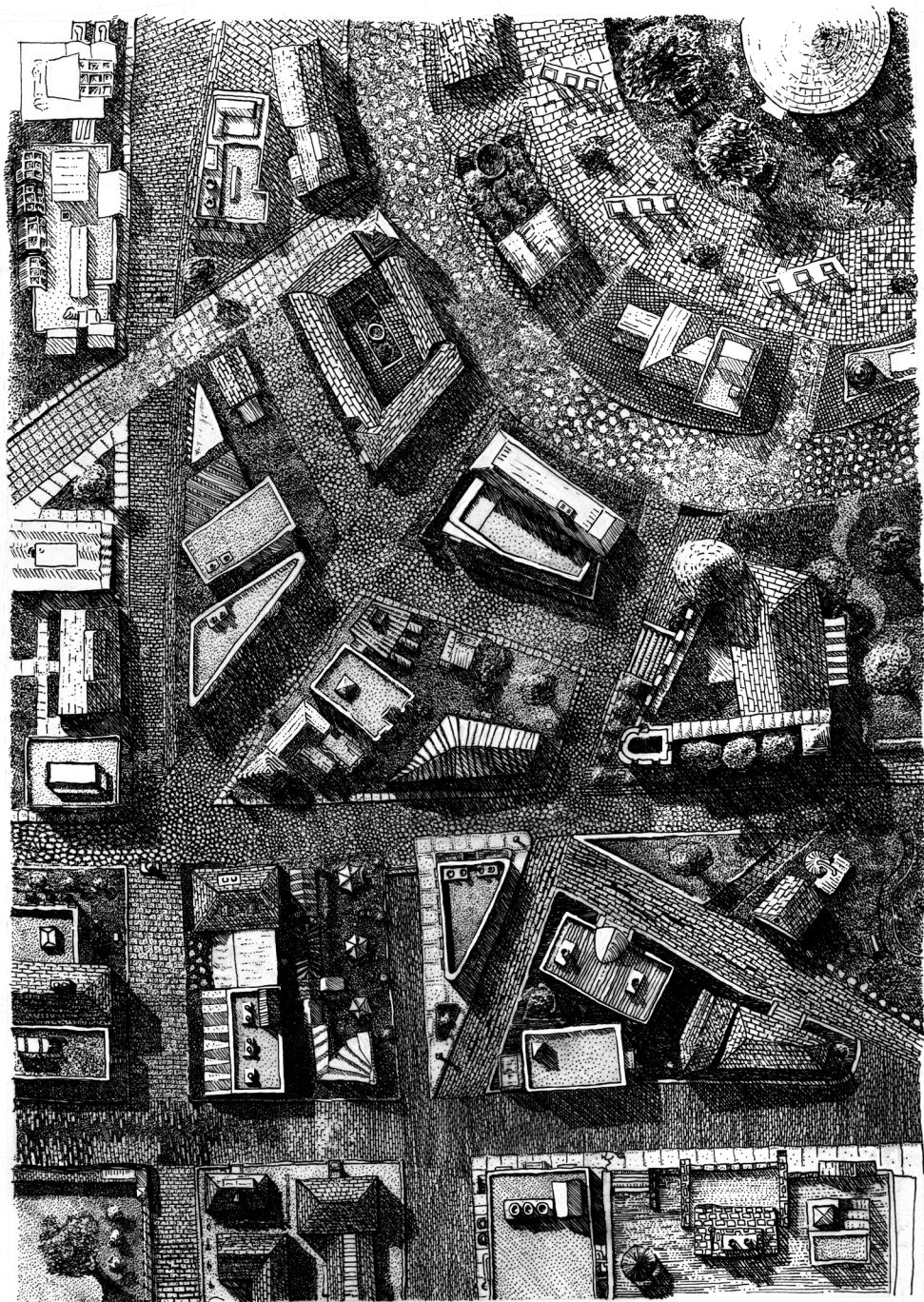
96 Lady Sadina Vorting, is a visiting wizard to make trade deals. She likes decadent celebrations. She is here to seek relics and will hire adventurers to find them. She wants to awaken her evil god. Local cults grow suspicious of her activity. Trade guilds do their best to protect her in the name of profits.

97 Sir Lucretius Rutherford, writes creepy love poems dedicated to adventurers which grow more obsessive. His published works are promptly banned. Adventurers are implicated as people believe the acts portrayed in poems are true.

98 Sir Laton Marnier, seeks to destroy the kingdom with chaos. He has been spreading mutagenic spores to contaminate mercenaries and adventurers, assuming they will join him as a hideous mutant in his chaos warband. Once the inquisition is onto him, he will take a massive spore dose and call upon his dark masters for demonic power.

99 Lady Harkley Perindopril, seeks a husband as she is pregnant to her demon lover. She offers the adventurers wealth and status on the condition she has her autonomy.

100 Lord Bellamy Tallinslow, requests giant beetle grubs and insect larvae and eggs offering good money. He worships an insect god, and his dungeons and mine complexes are full of them. Eventually, they swarm out and invade the kingdom.



Activities & Labor

ORGIES INC.

Players have an abundance of money. The following are ways to deal with financial inflation and excess cash.

ADORNMENT

Characters may deck themselves out in fashionable duds to gain status or experience. They do this by going shopping and buying fancy clothes. They may exchange a maximum of 200 gp for 100 experience by purchasing fancy pants and other adornments.

A character cannot spend over 50 gp a day and must locate a store that sells high quality clothes, shoes, or jewelry. If they don't know such a store they can use the navigation procedure to locate one. After spending 200 gp and 4 days, the character is recognized and secretly thought of as a gadabout and cannot use adornment to further gain experience until she returns from another adventure.

CAROUSING

Characters can trade cash for experience. They roll 1d8 and multiply it by 100. That is the amount of gold spent in one week. The character engages in one of several activities.

Philanthropy: Characters spend gold on a worthy social group. At the end of the week make a DC 15 Wisdom save.

Drinking/Orgies: Characters spend gold on vice and excess. At the end of the week make a DC 15 Constitution save.

Study/Research: Characters spend gold seeking ancient lore. At the end of the week make a DC 15 Intelligence save.

Gourmandising: Characters spend gold seeking new things to eat, consume, or experience. At the end of the week make a DC 15 Dexterity save.

If characters lack the funds, they gain $\frac{1}{2}$ the experience points indicated by the die roll and spend all their funds. The save is with disadvantage in this case.

On a failed save something interesting has happened. Roll on the appropriate random table of effects. Feel free to add and change these tables; they will help define the character of the city. Note that characters can engage in these activities for as many weeks as they have cash and the desire.

At the end of the week, unless contradicted by the entry, characters gain experience equal to gold spent.

PHILANTHROPY

1. The charity is a front for a vicious gang. Start the next session with a broken arm (cannot use for 4-6 weeks) or broken leg (-15' movement for 4-6 weeks).
2. The charity attracts thieves; lose 1d10×100 gp.
3. The charity attracts the enmity of a non-player character who steals a magic item.
4. The charity attracts the enmity of a non-player character who hunts the character.
5. The charity irks the pride of the receiving group; The character's next philanthropy attempt costs double.
6. Donation gala the night before. The character is hung over; -1 on all rolls next session.
7. The character gets lost in the manse of her latest fund raiser; leave behind a random piece of significant gear this session.
8. During a toast, the character is pressured to give more generously (spend 1d10×10 more gp).
9. The charity has a windfall and returns part of the character's investment ($\frac{1}{2}$ gold cost).
10. The character has impressed a townsfolk; permanently gain 1 free hireling for life (yours or theirs).

DRINKING/ORGIES

1. The character awakes, molested and robbed. Lose 1d10×100 gp and a random valuable item.
2. The character acquires a disease.
3. Brawl; start the next session with 1d8 points of damage.
4. Knife fight; start the next session with 1d8 points of damage.
5. Trouble with the authorities; pay 2d6×20 gp to get out.
6. Gain a "good time" reputation. Next carousing attempt costs double.
7. New tattoo: 1. lame, 2. blasphemous, 3. on face, 4. misspelled, 5. totally metal, 6. cool.
8. Horrible hangover. Start next adventure missing 1d4 hit points, disadvantage on all rolls for 12 turns (2 hours) and -1 to all rolls after that.
9. The character invested all her cash in a scheme. Roll 1d6. On a (1-4) lose money, (5-6) get 110%-160% return in 1d4+1 weeks!
10. Accidentally started a fire. Roll 1d6, on a (3+) party knows, (5) blackmailer knows, (6) everybody knows.

STUDY/RESEARCH/MEDITATION

1. A bookshelf falls on the character. Start next session with 1d8 points of damage.
2. Book actually has razor edges. Roll 1d4. On a (1-3) the character is that many hit points short at the start of the next adventure. On a (4) lose 1 finger to the first knuckle.
3. Research blows your mind! Gain no experience. Lose the same amount of experience the character would have gained.
4. The character's research disturbs a foe. she is hunted by a (1-2) non-player character or (3-6) enemy.
5. The character discovers a (1-4) fake or (5-6) real treasure map.
6. The character stumbles onto a new insight! Gain proficiency in a skill, weapon mastery, or add a new spell!
7. While fasting, the character's body is permanently weakened. -1 Constitution.

8. The character's time out of the sun weakens her. Lose 1d4-1 hit points permanently.
9. The character read all of the common books. The character's next research attempt costs double.
10. The character discovers a free rumor!

GOURMANDISING

1. Poisoned! Save versus death or take 1d6 damage.
2. Food poisoning! Gain 1d3 exhaustion levels.
3. Terrible indigestion. The character must rest 1 turn in 3 during the next adventure.
4. The character offends a dinner companion who now hunts them.
5. Bacterial infection. Without one week of rest, the character is nauseous on their next adventure, with disadvantage to all rolls.
6. Invigorating meal; gain 1d8 temporary hit points on the character's next adventure.
7. Culinary bliss; the meal increases the character's health. Gain 1d4 maximum hit points permanently.
8. Terrible nausea; the character has -1 on all rolls during the next adventure.
9. Divine inspiration; roll a 1d6. Raise the character's (1-2) Constitution, (3-4) Wisdom, (5-6) Charisma by one.
10. Parasite. Use unique parasite or -1 Constitution per month with advantage on poison saves.

Notice that the saving throws required drive certain classes to certain activities. Fighters and dwarves will drink, mages will research, clerics will engage in philanthropic enterprise.

SACRIFICE

The character can sacrifice gold or creatures to a dark master. The character must have a specific dark god to make a sacrifice in service of.

The blood of an animal counts as 100 gp.

The blood of a sentient counts as 1,000 gp per hit die.

This is doubled if a child (less than 19 years of age or whatever pre-adult is for the creature), doubled if a female, doubled if willing, and doubled if a virgin.

On a successful Charisma check (9+ on 2d6) the dark master has accepted the character's sacrifice and rewards the character with the gold value of the sacrifice. The gold can appear directly in front of the character or be given as a windfall. For every 1,000 gp value of the sacrifice, the Charisma check gains a +1 bonus.

Instead of receiving this gold, it can be exchanged 1:1 for experience, 1:2 for the acquisition of a magic item, or the services of a demonic, devilish, undead, or dire creature for the length of 1 year and 1 day. The creature(s) can have one hit die for each 1,000 gp spent.

On a failure the sacrifice is unsatisfactory and nothing happens.

All multipliers are cumulative. So a willing, young, virgin, human female would grant 16,000 experience, a magic item worth 32,000 gp, or the services of a creature of up to 16 HD. This can be attempted only once per month on the appropriately (un)holy day, usually the night of the new or full moon. Multiple creatures can be sacrificed. Sacrificing gold or gold equivalent, returns the same benefits.

RUMORS

Spend $1d4 \times 10$ gp and make a Charisma (Investigation) check. This takes 1 full day per attempt.

Check	Effect
≤ 5	Failure, lose another $1d6 \times 10$ gp tracking a lead
6-10	Spend another $1d4 \times 10$ gp to hear one rumor
11-15	Hear one rumor
16-20	Pay another $2d10$ gp to hear an extra rumor
21+	Hear two rumors

Rumors have to be designed around the local area and events.

RELAXATION

After being at full health, characters may simply spend their time relaxing. If a week is spent resting, this grants them advantage on saving throws to recover from long-acting diseases and poisons.

RODOMONTADE

If the entire party (i.e. everyone who was on the adventure) spends a week after their adventure bragging about their shenanigans, singing songs, telling stories, engaging in self-aggrandizement, and spreading the tale of their deeds of derring-do, they gain an additional 5% experience from the previous adventure. A successful DC 20 Charisma (Performance) check will grant an additional 10% experience instead. No other activities may be performed during this time.

PREPARING AND SCOUTING

If characters spend seven days scouting a site, doing research, training for their next adventure, and/or any other preparatory activity, they gain a +1 bonus on saves (including death saves) for the duration of that adventure.

LEARNING FEATS

If the character can find someone who has mastered a feat, the Dungeon Master may optionally allow characters to learn it! Learning a feat costs 3,000 gold pieces and 6 months of training, during which they cannot adventure. Each extra feat beyond the first costs twice that (6,000 gold pieces, 12,000 gold pieces, etc.)

SKILLS

Skills are part of game design. They indicate which ways the players can mechanically interact with the Dungeon Master's game. If the Dungeon Master has a skill in their game, it should be there because it is related to one of the primary themes or pillars of play.

Characters can gain proficiency in a tool or language for 250 gp in 10 weeks. Every point of the characters intelligence bonus reduces the time by 1 week, and the cost by 25 gold.

The Dungeon Master may *optionally* allow players to gain proficiency or mastery in a skill. It costs 6,000 gp and twelve months to gain a proficiency in a skill. Upkeep costs must be paid for this time, and the character cannot adventure or engage in any other activity. It costs 12,000 gp and five years (60 months) to gain expertise at a skill. Skill levels cannot be skipped; characters must become proficient before they gain expertise. The ability to learn and/or gain expertise in skills is very powerful and is not appropriate for all games.

TRAINING A SKILL OR WEAPON MASTERY

Characters may spend time in a city with the appropriate facilities and teachers training their skills or proficiency. Once you gain proficiency with a weapon, you are allowed to add your proficiency bonus to attacks with that weapon.

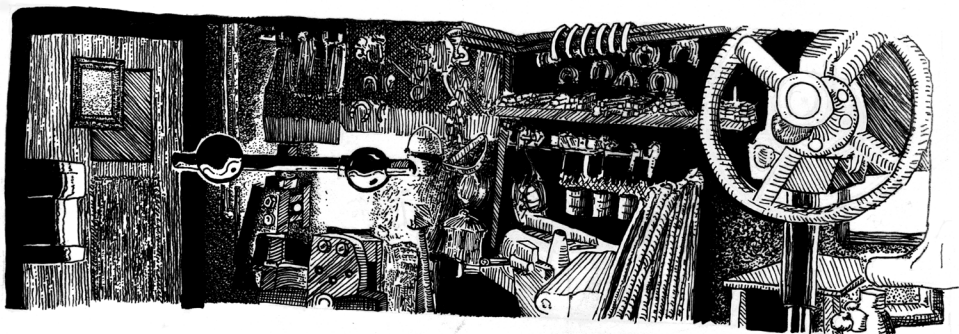
Gaining basic proficiency in a weapon costs 1,000 gold pieces and takes 12 weeks, allowing them to use their proficiency bonus with that weapon.

PROFESSIONAL INCOME

Characters can choose to practice a craft or a profession in a city. This negates their living expenses and earns them an appropriate salary in gold pieces per week. This requires a skill check (e.g. Strength (Athletics), Intelligence with a tool, etc.) to determine the money made. If the skill check is less than 10, they earn 2 sp, if it's between 10-14 they earn 1 gp. If the skill check is 15-20, they earn 2 gp, and on a 20+ they gain 27 gp.

CRAFTING MUNDANE AND ALCHEMICAL ITEMS

Making mundane items rarely comes up. You must spend half the cost in raw materials, and it takes a number of weeks to craft the item equal to its cost divided by 50 gp. Complex items require the appropriate tool proficiency (e.g. characters must have proficiency with leatherworkers tools to construct leather armor, etc.)



RAISING STATISTICS

Some Dungeon Masters may optionally allow characters to gain additional Ability Score Improvements. This is a good fit for high powered games. Note that allowing characters to do this can create powerful characters, so some Dungeon Masters might cap the increase in a statistic using this method to 12, 14, or 16, instead of the normal 20.

This costs 1,000 gp and takes 12 weeks. At the end of the period, they make a DC 15 ability check, using the ability they are trying to improve. If successful, they gain an Ability Score Improvement for that ability.

COLLECTING AN ARCANE LIBRARY

An arcane library is a collection of books, scrolls, and rare tomes that serve as a reference to opaque and cryptic truths. It is used in creating magical and alchemical items, researching new spells, and creating constructs and crossbreeds. In order to possess an arcane library, 800 square feet of space is needed. A scribe must be hired full time to attend the library and keep it in good condition. If no scribe is hired, the library loses value over time as references are lost or destroyed. In order to research new spells, characters need an arcane library equal to 10,000 gp times the level of the spell or the research costs are doubled.

BREWING A POTION OF HEALING

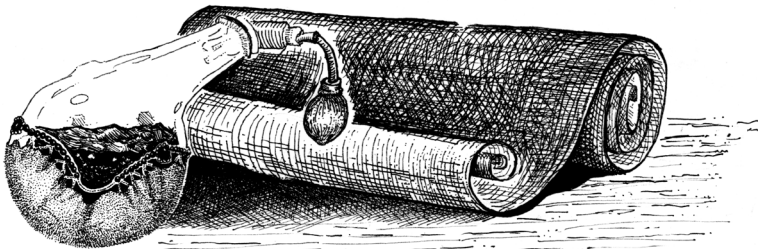
A character with proficiency with the herbalism kit can brew potions of healing. Brewing a potion of healing requires one day and costs 25 gp. Brewing a potion of greater healing requires one week and 100 gp. Brewing a potion of Superior healing takes three weeks and costs 1,000 gp. Brewing a potion of supreme healing takes four weeks, and costs 10,000 gp.

SCRIBING A SCROLL

A character with spell-casting ability and proficiency in the Arcana skill can scribe scrolls.

Creating a spell scroll requires that the spell be prepared, and it must be among the spells known. Scribing a scroll requires a variable amount of time and money depending on the level.

Spell Level	Time	Cost
Cantrip	1 day	15 gp
1 st	1 day	25 gp
2 nd	3 days	250 gp
3 rd	1 week	500 gp
4 th	2 weeks	2,500 gp
5 th	4 weeks	5,000 gp
6 th	8 weeks	15,000 gp
7 th	16 weeks	25,000 gp
8 th	32 weeks	50,000 gp
9 th	48 weeks	250,000 gp



CREATING MAGICAL ITEMS

Characters with an appropriate tool proficiency or proficiency in the Arcana skill can craft magic items.

In order to craft magical items, characters must first have a formula. Characters may acquire a formula automatically by breaking down an existing item, or by researching. Researching an uncommon item formula costs 100 gp a week, a rare item formula costs 500 gp per week, and a very rare item formula costs 1,000 gp per week. This requires 1d8 weeks of research, -1 week for each point of the character's intelligence bonus. An arcane library value greater than 50,000 gp reduces the time by a week. Research always takes a minimum of one week.

The formula will inform the player how much gold, and how many rare materials the character will need in order to craft the item. Finding the rare materials should be a focus of adventure.

Item Rarity	Weeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

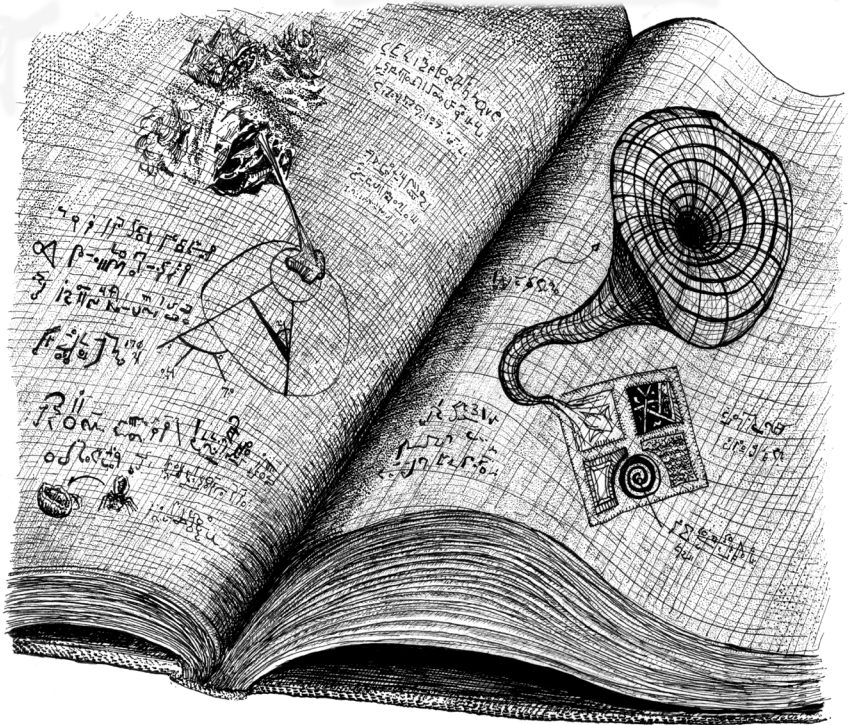
*Halved for consumable items

RESEARCHING SPELLS

Spellcasting characters may purchase and scribe existing spells within their purview by purchasing scrolls for twice it cost it requires to scribe them (e.g. a character could purchase a 3rd level scroll for 1,000 gp). Many scrolls may not be available for sale.

RESEARCHING NEW SPELLS

Spellcasters are free to perform spell research to create new spells. Spell research assumes a laboratory, including an arcane library equal to 10,000 gold pieces per the level of the spell the character wishes to design. If this isn't available, then the weekly research cost the spell is doubled, and half that value and expense can be placed towards a permanent increase in the available arcane library. A character cannot research spells of a higher level than she can cast. The player must submit in writing the spell to the Dungeon Master and it costs 1,000 gold pieces and two weeks per level to research. On a spell attack roll equal to $10 + 2 \times \text{the spell level}$, the research is successful. On a failure the time and $\frac{1}{2}$ the money is wasted. Advice for spell creation is on page 283 of the Dungeon Master's Guide



QUESTS

There's usually a posting or bounty board, a guard office, and a thieves den, all of which may have a variety of tasks available. This generally includes any number of the following.

- Return or kill an escaped animal/elemental/demon/monster.
- Find a missing person/persons, finder's fees, skip-tracing
- Bounties for proof of killing a certain type of creature, mapping a location, clearing a lair or dungeon (orcs/gnolls/elves, etc.).
- Body parts or magical components retrieved.
- Garage sales, lost pets.
- Government-sponsored adventures.
- Bounties on dealing with nearby problems and issues (undead streaming from nearby crypt, strange lights in swamp).
- Help moving.
- Need something stolen or destroyed.
- Strange sounds coming from basement.
- Events! Either announcements of plays, engagements, religious ceremonies performed by cults/churches, wedding announcements, festivals, fairs.
- Need someone killed.
- Need something smuggled.
- Retrieve or rescue a person alive for extraction or interrogation.
- Announcement of public auctions.
- Announcement of local job openings.
- Specific requests made by local citizens, wizards, alchemists.
- Posting seeking people with unusual skills or requests.
- Find out who is killing my livestock/sheep.
- Raid or destroy a location/object.
- Free a prisoner.
- Caravan or escort guards.
- Locate or map a location.
- Defend a person or location.

ARENA FIGHTS

If there is an arena, characters can engage in (generally) non-lethal fights with other combatants there. One fight may be had per week. The purse for the fight is $1-6 \times 100$ gp, times the character's level. The opponent will be $1d6-2$ levels higher than the character. If the character wins, she receives the prize money. She may, through intermediaries, bet on her own fight, although this is generally frowned upon. Preparing for and popularizing the fight takes the entire week (7 days). The character receives experience points equal to 100 times the levels of her opponent(s) if she wins.

The fight is played out normally to determine the outcome. Alternately, succeed at a Strength (Athletics), Dexterity (Acrobatics) and Constitution check with a bonus equal to a rolled hit die versus random DC's determined by rolling $5+2d10$, needing at least 2 successes to win the match.

Certain arenas in large cities and secret mobile fight clubs filled with collections of chimerical creatures by people of god-like power, lords, and slavers have brutal pit fights for entertainment. These purses are large, but the fights are much more and deadly. When the entire party is downed, being sold into slavery and forced to fight in an arena is an alternative to dying.

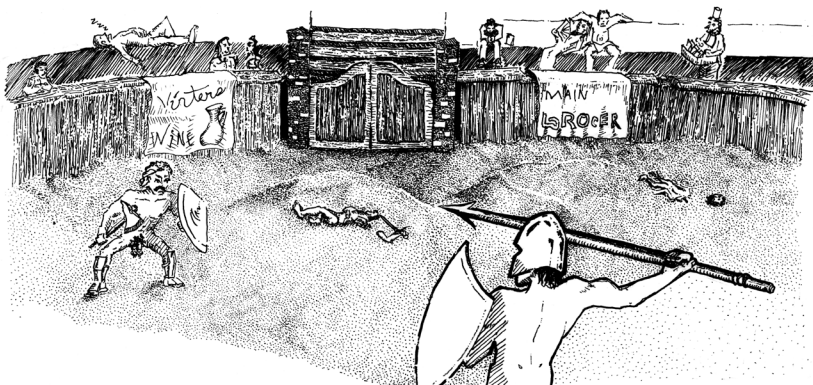
Arena fights are usually not very tactically or strategically interesting. They can quickly devolve into alternating attack rolls. However, one thing is different from a dungeon fight in an arena: the crowd. After a successful attack, the character can use her turn to rile up the crowd, by making a DC 20 Charisma (Persuasion) check or a Strength, Dexterity, or Charisma (Intimidation) check. On a success, she gains the crowd's favor. The attacker with the crowd's favor gains advantage on attacks, and they deal +4 damage when they hit. The person who does not have the crowd's favor gains it if the attacker misses and they score a hit. Any fighter gains the crowd's favor if they score a critical hit.

Other options to make fights more interesting include having an arena filled with pits, flaming piles, wild animals, spike traps, the crowd throwing things, different weapons lying around the arena et al.

Most opponents will be normal fighters, using a variety of weapons. But some arenas may have special battles available. Choose from below:

1. “Necrourge” The arena has a master of the dark arts of necrourgy, and routinely raises the dead to fight in the arena. Often traitors or other severe criminals are forced to fight here, and then their corpses are raised for more amusement later.
2. “Beastmaster” The arena employs a beast-master, who has a number of dire and primitive beasts. The arena features fights against giant snakes, armored bears, and tigers. Some are rumored to even feature more terrifying creatures, such as giant scorpions or Tyrannosaurus Rex!
3. “Master-blaster” The champion of the ring is a veritable giant, who fights while ridden by a strange little creature, who lobs bubbling and hissing concoctions against opponents. Tina Turner runs the arena.
4. “Elements will destroy you!” A druid is the champion of this arena. He summons elementals for show matches against gladiators. There is a prize offered to any warrior who can defeat him. In the ring he is protected by elementals and can even take the shape of them to protect himself.

5. “A Warrior Princess” In this arena, a captured princess fights a resistance against her evil father. She’s been put in this arena to die, yet little does she know her resistance forces are making a move to free her. It is almost certain she will, tied to a pole near dangerous monsters who are trying to eat her, during whatever match the player characters fight.
6. “A Precarious Pit” This “arena” is nothing more than a rickety framework over the pit of a creature who will digest victims for 1,000 years if they fall in. The fights have a higher rate of fatalities. But the prizes are so much larger.
7. “The Sorcerer’s Glove” The master of this arena is a nebbish, dark-haired, pale excuse of an effete man yet he remains undefeated. Above the arena, he dons his glove and reaches within his magic pool. His hand comes up from the floor of the arena, a five headed hydra—each head controlled by a finger. He scries through the pool and crushes his opponents like the tiny flies they resemble. He has many followers who fetishize his giant hand.
8. “The Delicate Fan” The top gladiators at this arena are all powerful monks and ninjas. They are clad only in silk ribbons and gain an additional bonus to their armor class equal to their charisma divided by three, in addition to the normal bonuses from their class.



ASSASSINATION

The character may either play out the assassination, or it can be simplified to the following procedure: To assassinate her target she must succeed on a DC 10 + the level of the target Dexterity (Stealth) ability check. A completely unaware unguarded target would grant a bonus. In general difficulty is increased by +1 for guards up to +3 for elite guards, and additionally from magical protections. Rings of protection increase difficulty by +1 per plus, invisibility or a displacer cloak gives +4, miscellaneous relevant magic items or special abilities increase difficulty by +1. If the check is successful, the target must make a DC 10 + 2×the character's level Constitution save or die. On a failed skill check, the character may be caught and charged with a crime.

If successful, the thief gains the bounty which is usually 100-400 gold pieces per hit die of the target. The thief gains a normal amount of experience for killing the target. Each attempt takes 1 week of acquirement of target, planning, and execution.

THEFT

A character can steal stuff. On a successful DC 15 Dexterity (Slight of Hand) check, a thief can steal a shipment of trade goods (1-4 parcels, +1 per level see Appendix C). The thief can do the same for a specific type of good with disadvantage on the check. Each attempt takes 1 week to try. On a failure the character fails to steal the goods. On a badly failed roll, the character may be caught and charged with a crime.

RACKETEERING

This allows the character to engage in criminal enterprise to turn a profit. The activity takes a month and earns the thief 100 gp a level on a successful DC 15 Charisma (Intimidation) roll. This includes extortion, money laundering, loan sharking,

kidnapping, smuggling, obstruction of justice, and bribery. There is a small chance that non-stop racketeering can get the thief in trouble with the local authorities, as well as locals hiring mercenaries to disrupt the racketeering operation.

BANDITRY

A thief may engage in banditry, harassing nobles and merchants as they travel to and from a city. It takes a month to set up the camp near a local roadway to a town or larger settlement. On a successful DC 20 Dexterity (Slight of Hand) check, the character gains 1d4+1 rolls on the Treasure Hoard: Challenge 0-4 table (ref. DMG, pg. 137). This roll is improved by +1 for every 'bandit' the character brings along with her, but the treasure must be split that many ways. Towns cause disadvantage on the check. Metropolises provide advantage.

GAMBLING

A character may gamble. This takes one week. Have the character determine her stake. They make three checks, Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). Each check is against a variable DC of $5 + 2d10$. On no successes, the character loses her stake and goes into debt equal to the stake. On one success, the character loses half her stake. On two successes, the character receives 150% of her stake back. On three successes, the character doubles her stake.





Characters & People

HIRELINGS, HENCHMEN, MERCENARIES, SIDEKICKS, PETS, AND FOLLOWERS

All of the following are generally considered to be human, with a 5% chance of being of an unusual race. This may vary depending on the area (if characters are recruiting in a swamp, they are likely to get some lizard men). Henchmen may have a higher percentage of non-humans because of their adventurous nature (15%).

Hirelings: These are men-at-arms, thugs, villains, and rambunctious youths. They have little intelligence and skills beyond a basic heartbeat and the ability to carry a sword and shield. They come with their own short sword or spear, and are unarmored. They are undisciplined and incapable of acting independently. They use the commoner stat block (Monster Manual pg 355).

They are frequently hired at an affordable rate to hold gear, manage the animals, bear torches, or haul cargo. Basic hirelings include porters, torch and shield bearers, laborers (carpenters, masons, leather workers, general grunts), lackeys, et al.

None of the hirelings will take dangerous actions such as going first, checking for traps, or anything beyond being nearby and serving their purpose. They will follow at a distance into underground or dangerous areas.

Recruiting Hirelings: Up to 10% of a population can be recruited as basic hirelings. It takes a full day to recruit as many of them as the characters wish. They expect to be paid 1 gold piece a month, paid in advance.

Specialists: These are people with expert skills.

Alchemist(1,000 gp/month) Alchemists can work independently, crafting potions or alchemical items as described in *Creating Magical and Alchemical Items* (q.v.)

Armorer/Blacksmith: (100 gp/month) For every 50 fighters in the employ of the character, an armorer must be hired to maintain their equipment. If not being used to maintain equipment, an armorer can make non-magical weapons and armor (one suit of armor, three shields, or five weapons a month). An armorer may be provided with assistant smiths q.v. (8 gp/month). Three assistants will double the output, six assistants (the maximum per armorer) will triple the output.

Animal Trainer (500 gp/month) These are necessary to train and control wild animals. Trainers have animal specialties; not all trainers will be skilled in training griffons. These also mitigate dangers of packs of animals. Domestication and the first trick will take a month; after that, tricks may be taught at the rate of 2 per month. Highly intelligent animals or the complexity of the training affects this rate. The animals must be constantly trained, or they will become feral.

Engineer (750 gp/month) One engineer must be hired for every 100,000 spent on construction, rounded up.

Gem-cutter (150 gp/month) Gemcutters can improve the value of an uncut gem. They have proficiency in *Jeweler's tools*. They can make a skill check, and the value is modified by $\times 10\%$ the result of the check. E.g. a result of 8 changes the value of the gem to 80% it's base value, a result of 15, changes the base value by 150%. It takes 1 day per 100 gp of gem value.

Miner: (Master, 80 gp/month; expert, 20 gp/month; apprentice 8 gp/month); A team of 1 master, 2 experts, and 4 apprentices as well as 10-12 unskilled assistance is required to produce a mine-week of work. This totals 160 gp/month.

Sage: Sages work as they do (q.v.), but can be permanently retained for a term of five years at 2,000 gp/month or by meeting the requirements in the sage section.

Seamen: (Rower, 2 gp/month; Sailor, 10 gp/month; Captian, 250 gp/month; Navigator 150 gp/month). Rowers handle oars on galleys and longships. Seamen are capable of sailing vessels and fighting as light foot when the craft is attacked. A captian is necessary for all larger ships and will be a skilled sailor and have knowledge of nearby coastal waters. A navigator is necessary for any long voyage; any ship without one and out of sight of land is immediately lost.

Seneschal (2000 gp/month) This is a steward of a fortification. A seneschal must be hired to oversee the castle if the owner is gone for more than a week per month. If a fortification is not managed, no revenue is gained from the surrounding land, the fortress begins to take minor damage, and there is a 25% monthly chance of banditry or uprising, (results 4 or 19 under seasonal events in Appendix A).

Smith, Assistant: (8/gp month) A smith is required for every 50 horses, mules, or other hoofed animals. Smiths may also assist armorers.

Spies (500+ gp/Mission) A spy is hired to engage in nefarious activities. (q.v. pg. 66-67). They are proficient in all relevant skills, and have a bonus of +7 on their rolls. Elite spies may cost more.

Recruiting specialists: Specialists can be found by posting notices. The specialists that respond to the ads are influenced by the area, the reputation of the employer, and the amount of money listed in the notice or any other bonuses offered. A specialist, if one exists in town, can be hired on Charisma (Persuasion) roll of 15+.

Henchmen: Henchmen are leveled characters (wizards, fighters, thieves, etc.) that accompany adventurers. 99% of hired henchmen in town will be level 1 characters. It is possible to find characters during adventures and offer to take them along as henchmen on a successful hiring procedure. No more than .1% of a population will be available as henchmen (modified by area, e.g. in a frontier town, this might climb as exceptionally high as .5% or even 1%!).

The number of henchmen who will follow a character is tied to that character's Charisma score. A character can have one henchmen for each point of their Charisma bonus. The character's behavior and relationship with the henchmen will determine their loyalty. Henchmen are lieutenants or assistants to the character and lend their skills and knowledge to the benefit of the party, taking all the same risks the party faces with them.

Henchmen earn a full share of experience just as players do. However, their share of experience they receive is halved because they were only following orders and not making their own decisions. If at any time a henchman becomes equal in level than the character that hired them, they move on to new prospects.

A note on 5th Edition

This book and these systems assume a classic framework and approach to the game. This means tracking individual experience, occasional player death as a basic expectation of play, monsters placed organically rather than appropriate for player level, non-player characters with agendas in a living world, no pre-set plots or outcomes, character backstory being constrained to what happens from levels 1-3, non-linear adventure sites with multiple entrances, the world responding to player choice, and play driven by player action.

Sidekicks: After a character reaches second level, they may activate their sidekick. This basically turns a single player character into two—the character and his sidekick. The sidekick always begins at level 1, and may never rise to the same level as the main character. (A 5th level character has a sidekick capped at 4th level.)

Characters may only have 1 sidekick during the life of their character. The character and their sidekick get a single share of treasure and experience, that is split 66/33 between the character and her sidekick. Their loyalty is considered fanatical, and the player has full control of both characters.

Mercenaries: These are military units available for hire. These are archers, cavalry, crossbowmen, infantry, et al. They will not, under most circumstances, follow characters into dungeons. They will, however, engage with various overland tasks, such as protecting caravans, routing bandit and bullywug camps, exploring and clearing hexes, engaging in military engagements, and staffing forts and castles. They require leaders such as sergeants, lieutenants, and captains; one sergeant per 10 men, one lieutenant per 30 men, and one captain per 100 men. It should be noted that recruiting large amounts of mercenaries will be of great concern to the local population.

The costs are pay and upkeep for the mercenaries and do not include support staff such as armorers and assistants. For hazardous (wartime) duty, these costs are doubled. The morale of the mercenaries is dependent on success, death rates, payment, poor treatment, etc. Good treatment and success may grant improved morale.

Pets: Players can purchase pets. Unless the player character has the appropriate background or skill, then the pets (wild animals) are considered hirelings, even if they are trained. Any stressful situation, such as combat, requires a loyalty/morale check at a penalty equal to the number of animals present. On a failure they attack the party or flee. Employing an animal trainer will eliminate the penalty for up to 10 animals.

If characters do have the Animal Handling skill, then they may treat pets as henchmen, having full control over their actions. They work identically to the way henchmen do, taking full share of experience, of which they receive half, and limited in maximum number by Charisma. The Dungeon Master will develop an advancement chart for the animal.

Followers: These are spared or weak monsters, fans, weird creatures, or other things that just follow the party around. The characters can not get rid of them. These include both the people that show up when characters reach name level, and that annoying goblin that the cleric convinced the party to interrogate and heal. Followers are not replaceable. Some show up near the party's camp attempting to steal some of their fame. Others are genuinely helpful. Killing or berating followers causes permanent penalties on all future Charisma checks as the word gets out that the heroic characters are secretly jerks.

Note that for ease of play, let the players control everyone that is attached to them including pets, henchmen, followers, sidekicks, et al. But under no circumstances does the player have final say over anything other than the actions her character takes. All other creatures, excluding sidekicks, are in the final analysis non-player characters and are under the auspices of the Dungeon Master.

HIRING HENCHMEN

To hire henchmen, characters must first find people willing to take the job. If they are not fortunate enough to meet someone willing to follow them, characters can always put out the word to interested non-player characters and then interview them for the position. Each henchman will only adventure with the character that hired them.

Characters may spend up to 50 gold pieces a day by going around and spreading the word in bars and taverns. This takes a full day. They can also hire an agent to seek out prospective henchmen for a one time cost of 300 gold pieces; this takes 1 full week (7 days). They can also hire a crier for 10 gold pieces a day. For every 10 gold pieces total they spend, they manage to get in contact with 1%-4% of the henchmen available for hire (usually .1% of the population, or 1 henchman per 1,000 population).

The player then interviews the henchman. During the interview process, the player must offer a bid that includes a rate of pay to the henchman. The character hiring the henchman is expected to provide room and board in addition to pay. A Charisma (Persuasion) check is made to determine if the offer is accepted. The roll can be adjusted for exceptional or poor pay, player reputation, and frequent henchman deaths.

≤5	Offer refused and scorned, giving a -1 to all future attempts to hire in town
6-10	Offer refused
11-15	Hmmmm. Interesting. (Roll again)
16-20	Offer accepted
21+	Offer accepted with elan (+1 to henchman morale)

MORALE & LOYALTY

Goblins, Unorganized Folk 5

Peasant Militia 6

Barbarian "Horde" 7

Men-at-arms, Viking Raiders 8

Mounted gives +1

Elite gives +1

Fanatic gives +2

Green gives -1

Morale is an objective method to determine hiring, mercenary, and henchman actions. This is affected by Charisma bonuses, attitude, and treatment. It is checked by rolling 2d6. On a roll greater than the morale, the hiring, mercenary, or henchman flees or refuses to do the stated task.

Morale is checked whenever the tide in combat shifts (a significant critical hit, reinforcements, etc.), when extraordinary danger is encountered, or when extraordinary actions are requested.

Henchmen do not need to check morale during the game. They possess loyalty instead. After each adventure (not game session, but complete adventure) their loyalty is checked. If this roll fails, the henchman leaves the adventurer. Unlike a death, this does not reduce the maximum number of henchmen, the slot opens up for a potential new henchmen. In the future, if their paths cross, the player can make another offer to go on future adventures with the henchman.

Henchmen loyalty is dependent on the Charisma of the player character. Base loyalty is half Charisma. If the offer for employment is accepted with elan (20+), the loyalty is increased by 1. If the henchman is treated well and given a full share of treasure, after several adventures their loyalty may also permanently increase by one.

MERCENARIES AND COST IN GP/MONTH

Non-fighter (peasant): 1 gp
Sergeant (required per 10 men): 10×cost of troops
Lieutenant 2nd to 3rd level (required per 30 men): 100 gp/level
Captain 4th to 6th level (required per 100 men): 100 gp/level
Light Foot (Leather, Shield, Sword): 2 gp
Heavy Foot (Chain, Shield, Sword): 3 gp
Archer (Leather, Shortbow, Sword): 5 gp
Crossbowman (Chain, Heavy X-bow): 4 gp
Longbowman (Chain, Longbow and Sword): 10 gp
Light Horseman (Leather, Lance): 10 gp
Medium Horseman (Chain, Lance): 15 gp
Heavy Horseman (Plate, Sword, Lance): 20 gp
Mounted Bowman (Leather, Shortbow): 15 gp
Halfling Light Foot (Leather, Sword): 5 gp
Halfling Slings (Leather, Short Sword, Sling): 7 gp
Elf Light Foot (Leather, Sword): 4 gp
Elf Medium Infantry (Chain, Sword): 6 gp
Elf Archer (Leather, Longbow): 10 gp
Elven Light Horse (Leather, Lance): 20 gp
Elven Mounted Bowmen (Leather Shortbow): 30 gp
Dwarf Infantry (Chain, Axe): 5 gp
Dwarven Heavy Crossbow (Chain, Heavy X-bow): 6 gp
Dwarf Cranequinier (Mule, Chain, Light X-bow): 15 gp
Hobgoblin Infantry (Chain, Sword): 5 gp
Hobgoblin Heavy Infantry (Plate, Shield, Axe) 8 gp
Goblin Skirmisher (Leather, Knife): .5 gp
Goblin Archer (Leather, Shortbow): 2 gp
Goblin Wolf Rider (Leather, Spear): 5 gp
Orc Infantry (Leather, Scimitar): 1 gp
Orc Raider (Chain, Shield, Sword): 1.5 gp
Orc Archer (Leather, Shortbows): 3 gp
Orc Crossbowman (Chain, Heavy X-bow) 2
Gnoll Raider (Chain, Flails): 8 gp
Gnoll Archer (Chain, Longbows): 14 gp
Lizard Man Raider (Spear): 4 gp

ELITE MERCENARIES AND COST IN GP/MONTH

Bugbear (Morning Star): 12 gp
Dwarven Defender (Plate, Shield, Axe): 40 gp
Elite Halfling Slinger (Leather, Sling+1): 16 gp
Elite Elven Archer (Chain, Longbows): 20 gp
Elite Cavalry (Heavy Horse, Plate, Lance, Sword): 90 gp
Griffon Rider (Plate, Lance, Mace): 160 gp
Harpy: 50 gp
Hill Giant: 55 gp
Lizard Man Crocodile Rider (Spear): 20 gp
Ogre (Club): 18 gp
Troll: 75 gp
Rakasta Battle Dancers (Leather, Swords): 80 gp
Rakasta Tiger Riders (Chain, Swords): 140 gp

TRAINING HENCHMEN

The character can spend a month training henchmen, of any class, in the basics of adventuring, protection, and common sense. This costs 300 gp per henchman and takes a month. At the end of this period, the henchman gains experience equal to the difference between their levels $\times 1d4 \times 100$. (e.g. f a 5th level wizard trains a 1st level henchman, the henchman gains $(5-1) \times 1d4 \times 100$ experience). The character must pay for her own living expenses during this time and receives no benefit from this training herself.

The character can also take a number of untrained 0-level humans, and in an emergency, turn them into 0-level warriors. This grants them an additional hit point, proficiency with one simple weapon, (spear, sword/shield, shortbow, et al.) and allows them to wear light armor. A character can train 10 0-level humans per level/per month, or 4 in one week per level in a "seven samurai situation".

EXAMPLE MERCENARIES & COMPANIES

The Dismounted: A magical accident left these mercenaries imprisoned in the body of their horses. In moments of extreme terror, the horse-soul clambers back on top, and their human souls are suppressed. They are ridden (but not led) by their guilt-wracked peers, and a few unlucky wives. Led by Garlin Tenpenny and his diminutive wife.

The Giant Hearts: Giant shirtless men wearing taxidermied boar heads. They believe that they gain strength by eating the hearts of their defeated foes, and never pass up an opportunity to do so. They believe that size equates to goodness, and worship giants by drinking water from their tracks. Led by Biggest Olaf.

The Amulet Children: The entire company is composed of the children of a (shockingly prolific) voodoo master. They cover their bodies in amulets and protective tattoos. They believe in all gods and all devils. They speak to spirits using a secret patois of their own devising. They have advantage on saves versus spells, but have a bad habit of stopping to worship inanimate objects at inopportune times. Led by Zagi the Rake.

The Deladine Leptant: They believe that they will learn the moves of the divine dance by observing battles up close. The Deladine Leptant are willing to fight alongside adventurers in order to get a better look at combat. Capable mercenaries, skilled with both spears and swords. They fight in tight leathers in order that their movements will not be obscured. Led by Banzi the Bird, a tanned woman with a powerfully aquiline nose.

The Dead Legion: Veterans of a dozen wars in half as many countries. Bones are tattooed on their arms, and every face is a painted skull. They believe that they are dead (in every sense except biologically) and that this keeps them safe. They save versus fear effects at advantage. Led by Gimlet and Galahain, twins.

Thunderbus and the Fabian Few: A group of dwarves that dress like gothic Santa Clauses. Deadly efficient when drunk, but incompetent when sober. Rarely sober. They can become a liability because of their willingness to discuss (shout) politics. Led by Thunderbus Wonderstein, an honorable psychopath.

Turtle John: Heavily armored fellow without any body hair. Public rumor claims that he can withdraw his head into his torso, but he denies it. Hates to be called "Turtle John", and becomes enraged when accused of having turtles in his bloodline. Destroys all testudines on sight. Spends a significant chunk of his earnings on buying turtles, smashing the turtles with his warhammer, and then cooking them.

Boxton the Claw: When young Ledra Boxton rescued a jinn, she was given a wish. She used the opportunity to wish for a magnificent lobster claw (Strength 20) of immense strength and beauty. The claw can function as either a club or a sword. Her only drawbacks are her desire to solve every problem with her claw, and her requirement that everyone admire her claw (which is quite impressive).

Shaffles: A spearman, who suffers from dandruff that falls to the ground like snowfall. Through the clever and constant use of love letters, there are several women who are in love with him. None know the truth of his condition (and none would care if they did). He is saving up money to fund a cure.

Goliad: A somber veteran, white-haired and one-eyed. Has watched the deaths of his brothers, comrades, and families. Will ruin every happy moment with a melancholy statement. Stronger than the other veterans, but gets advantage on death saves and versus death effects.

Greystone Milok: A solemn orc that claims to be a deposed king. He will only join the adventurers if they can convince him that their cause is doomed. He is grim but at least he is cruel to children. When he dies, his ring will pop off his finger and roll to a hidden burial mound, where it will come to rest among the sarcophagi of three orcish kings.

Thrimbulwin the Undefeated: Thrimbulwin was defeated three years ago in a duel. As soon as Thrimbulwin died, his opponent succumbed to a freak heart attack. Since then, everyone agrees that Thrimbulwin actually won the duel. His sister has been telling everyone that Thrimbulwin continues to be a mercenary for hire, and that she is still accepting clients on his behalf.

Once you "hire" Thrimbulwin, you can tell people that Thrimbulwin is accompanying you, and they will make a Morale check. Failure means that they will avoid combat with you. In combat, whenever an enemy rolls a critical fumble, they take 1d20-10 damage (min. 0) from some freak accident.

Shamshir the Bellicose: A sprite that will ride on your head. You'll have to wear a special hat. Fights with poisoned darts, and is capable of casting backbiter. Will pull your ears if you ever say anything rude. Eats only flowers. Afraid of music.

Skrimdool the Obliterater: Addicted to a lot of drugs. Every day, roll a d4 to see what substance Skrimdool is binging on: 1. Fanged Milk (aggressive, knows the *rain of snakes* spell), 2. Vorpaline Snuff (teasing, knows the spell *Bigby's giant head*), 3. Mudsucker Drops (barely awake, knows the spell *haste*), 4. Necrojism (cheerful, knows the spell *pouncing corpse*). After 3d6 days, Skrimdool will run out of drugs and sober up: trembling, confused, and useless in combat.

Pouncing Corpse

Level 1 Necromancy

A corpse that died in the last turn makes an attack against a target of your choice, using whatever natural attacks it has available. Unless the target is somehow expecting this, the attack will be a surprise attack with advantage, and dealing double damage.

Flimmeous Page: A farmer's son and a runaway wizard's apprentice, Flimmeous carries a chicken that can cast mind blast by flicking a nail embedded in its skull. This causes the chicken to pass out for 1d6 minutes. Flimmeous wants nothing more than to be a real wizard, but he lacks the talent. All he has is the chicken.

Dokum Goodbelly: A fat halfling with quick feet, Dokum wears his pans for armor and his stewpot as a helmet. He's a passable fighter, but his real talent lies in cooking. His breakfasts give everyone an additional +2 temporary hit points per day, as long as his supplies of spices hold out. He is cheerful, but lapses into sadness if his food is refused.

Rolum the Skewed: A cursed woman. She would be tall and beautiful if she was not bent nearly in half by extreme sciatica. None of her bones appear perfectly straight. Anything that she holds will slowly grow crooked. Armed with a bow and a crooked spear. Can fire arrows around corners. Always seems to be a shitty liar, even when she is telling the truth (which is something she has learned to use to her advantage).

Mardram Maglady: A tall woman who wears a hat of living orchids. She will not fight if hired. Instead, she will butcher the corpses of those that the party kills, no questions asked. The flesh can grant insight into the mind of the creature, and the skins turn the wearer into a perfect facsimile of the creature. Usable only once, and it lasts until daybreak or until sunlight touches it (whichever comes first). Part of her contract is that she gains the skins and flesh of any party member who dies.

Golimon the Red: He appears to be a young man in red livery, and will truthfully identify himself as a capable spearman. In truth, he is suffering from a curse that will rapidly youthen him back to infancy. Part of his contract is that you are responsible for him once he reaches this state. The curse can be instantly broken by "the riddle of war", whatever that means.

Ellistra the Inimitable: A barbarian woman famous for her magnificent hair. she fights with a variety of polearms. She will steal credit for all of the parties accomplishments. This can only be proven otherwise by a character whose hair (or headware) exceeds hers in beauty.



GENERATING HENCHMEN

It is preferred to describe henchmen not as “1st level fighter”, but as their previous job or profession as part of their characterization.

Some suggestions follow: Actor, Alchemist, Appraiser, Artist, Astrologer, Author, Baker, Barber, Bandit, Banker, (10) Barrister, Beggar, Blacksmith, Bodyguard, Bookbinder, Bounty Hunter, Bureaucrat, Burglar, Butcher, Caravan Outrider, (20) Carpenter, Cartographer, Cavalryman, Changeling, Charlatan, Carny, Cheese Maker, Claviger, Clown, Coachman, (30) Cook, Courier, Courtier, Cultist, Dancer, Dandy, Detective, Duelist, Engineer, Eunuch, (40) Explorer, Farmer, Fence, Feral, Ferryman, Fisherman, Forger, Fortune Teller, Furrier, Gambler, (50) Game Warden, Gangster, Gladiator, Gong-Scourer (cleans Privies), Grave Digger, Hatter, Herbalist, Hermit, Horse Trader, Hunter, (60) Initiate, Inventor, Jester, Juggler, Knight, Laborer, Mendicant, Merchant, Miner, Minstrel, (70) Musician, Mutant, Mystic, Native, Noble, Notary, Occultist, Orphan, Outlaw, Painter, (80) Pawnbroker, Peasant, Peddler, Physician, Pickpocket, Pimp, Pirate, Poacher, Poet, Priest, (90) Prisoner, Proprietor, Prostitute, Puppeteer, Rag Picker/Mudlark, Rat Catcher, Reeve, Revolutionary, Ruffian, Sailor, (100) Savage, Scavenger, Scholar, Scout, Scribe, Sell-sword, Servant, Shepherd, Slave, Smuggler, (110) Soldier, Spiritualist, Spy, Squire, Stevedore, Tailor, Tanner, Thug, Tinker, Tomb Raider, (120) Trailblazer, Trapper, Troubadour, Tutor, Vagabond, Undead Hunter, Witch Hunter, Wizard Apprentice, Woodsman.

Consider designing a custom class focus for them when reaching level 2.

TOWN GUARDS

Most town guards consist of locals who have a vested interest in keeping the peace. If they see a crime being committed, they will raise a hue and cry. This will cause all the innocent lawful locals to give chase and attempt to restrain the culprit. These are unencumbered men and women, that use the commoner statistic block from the Monster Manual page 345. The hue and cry will draw 2d6 local militia within a turn. Local militia use the guard statblock from page 347 on the monster manual.

In a city or metropolis, there will be a watch. These volunteers are often subsidized by the local lord. They frequently consist of both local military and veteran soldiers. The hue and cry will draw 1d4 Knights within a single round, in addition to the 0-level commoners responding to the crime. At the end of a turn 2d6 local militia show up as above, except they are accompanied by a Veteran (page 350, Monster Manual). Mages and clerics are much too important to be a part of the watch or guard.

PROTEGE

Characters can spend gold, up to their experience point total, to create an experience point pool that future player characters can draw from after the character's unfortunate sudden but inevitable demise. This is gold spent in town by creating training centers, giving speeches at local fairs, buying equipment for teachers, and other civic works, which inspire the local population and contribute to creating a higher level replacement for when the character dies.

Note that although players can roll up a second character, while the first is busy training for example, the experience available from these funds can only be used in the event of a permanent death of the character who spent these funds. The current character receives no experience for spending the funds in this way; it is the replacement character that benefits.

HENCHMAN & HIRELING PROBLEMS

1. The hireling owes quite a large sum of money (2d10x100 gp) to a gangster who is quite eager for repayment.

When it Manifests: As the group is leaving town for an adventure the gangster confronts the hireling and the group.

Other: The gangster will pressure the group to pay the hireling's debts. Has two thugs (Monster Manual pg. 350) with him.

2. The hireling sold their soul to a demon for riches and fame when they were younger. The demon has come collecting.

When it Manifests: When the group is in the dungeon or in camp at night.

Other: The demon cannot be killed, only banished to its realm. If dropped to zero HP, it will "die" but reappear 1d4 days later. It will now have a personal grudge against any who struck it in combat.

3. The hireling stole a magical scroll from a crazy old wizard, thinking it would either be helpful on the mission or worth some coin later.

When it Manifests: As the group is trying to leave town the wizard will attack the hireling with a cantrip or 1st level spell as a warning.

Other: The wizard will accept the apology of the group if they attack the hireling—and then polymorph the hireling into a chicken as he walks away (no save).

4. The hireling has contracted Weeping Boils.

When it Manifests: Two days after the group has been on the road (most likely in a dungeon);

Other: Weeping Boils: boils that weep a sap-like pus that smells like vinegar and cotton candy. Affected target loses 1d4 Constitution points per day. Targets that touch the sores must succeed vs a DC 18 Constitution save or catch the disease. Only *Cure Disease* will remove the affliction.

5. The hireling owes a favor to an unreputable sort of individual. The individual desires the help of the group now, otherwise they'll find themselves on the wrong side of the law by "sheer happenstance".

When it Manifests: At night before the group rests for adventure the next day.

Other: The group will find themselves being hunted or pestered by this individual should they refuse, and the individual will spread lies to the constabulary that the adventurers are criminals.

6. The hireling murdered someone. Roll 1d6: 1. crime of passion, 2. premeditated, 3. occult/ritual, 4-5. accident, 6. serial killer.

When it Manifests: As the group is leaving town, the local guard comes to arrest the hireling.

Other: The group will be arrested if they attempt to stop the guard.

7. Hireling is wrongfully accused of murdering someone. Roll 1d6: 1. crime of passion, 2. premeditated, 3. occult/ritual, 4-5. accident, 6. serial killer.

When it Manifests: As the group is leaving town, the local guard comes to arrest the hireling. The hireling swears their innocence and that they are being framed. Pleads for the group's help.

Other: The group will be arrested if they attempt to stop the guard.

8. Hireling is actually a body snatcher that killed and has been posing as the hireling for several weeks. They need to go assume a new form soon.

When it Manifests: The body snatcher will attempt to kill and assume the form of another person in the group when they are sleeping.

Other: If the body snatcher succeeds, the player continues playing their character for 1d4 weeks before the body snatcher will need to assume another form.

9. Hireling wields a cursed magical sword called *The Magic Eater*.

When it Manifests: A spell is cast within 30'

Other: *The Magic Eater* +2 attack and damage. When an arcane spell is cast within 30' of the sword, the spell fizzles. Roll 1d100, if the result is 25% or below, the caster is unable to cast spells for 1d4 days. There is no flash or show that this sword is the cause of this effect. The owner of the sword cannot get rid of it and feels compelled to keep it near them at all times. Only a cleric of a good-aligned god can use a ritual to separate the owner from the sword with a *Remove Curse* spell.

10. The hireling has stolen a magic item, *The Belt of Life* from a seasoned adventurer and is trying to get out of town with it before being noticed.

When it Manifests: The victim of the theft (a 3rd level ranger or fighter) will track and follow the group and set an ambush of sorts to take them out so they can get their belt back.

Other: *Belt of Life*—The belt increases the hit points of the wearer by 20 and once per day, when the target is reduced to 0 hit points, there is a 50% chance they will be healed for 2d6 hit points.

11. The hireling is accused of being a heretic of a religious organization.

When it Manifests: At night prior to the group getting rest and setting out. The religious organization will attempt to arrest/seize the hireling and may attempt arrest the adventurers if they defend the hireling or look "suspicious and evil".

Other: The group will be put on trial for heretical crimes of some asinine reason.

12. The hireling is host to Blood Worms that are crawling around inside their gut.

When it Manifests: Three days after the group has left town, the Blood Worms will emerge, bursting from the host's stomach. Each day the hireling will complain about stomachache or feeling ill, etc. On the third day, they are clammy and pale.

Other: Blood Worms: 1 HD; AC 11; Bite: 1d6 damage plus Egg Implant (once per day and on the first successful attack). A target bitten must make a DC 15 Constitution save or be implanted with 4+1d6 Blood Worm eggs. These will gestate for 7 +1d8 days. When there are 4 days left, the target suffers 1d4 damage per day. On the last day, they suffer 1d6 damage per Blood Worm as the parasites burst from their gut.

Adult Blood Worms erupt out of a host after gestating for a week (and eating the host's innards). There are 4+1d6 worms that flow from the open wound in the host's gut and writhe and flail and flop onto the ground in a deluge of blood, mucous, stomach acid, and feces. The worms will attack any target within range in the hopes of implanting eggs in a new host.

INHERITANCE

A player may have her character name an heir to inherit all her wealth and possessions. The process causes a loss of 10% of the wealth to hire barristers, money-changers, and government scribes and signatories. This heir must always be a newly rolled-up first level character.

ACQUIRING CONGREGANTS

Characters who have a faith or religion can recruit congregants by performing charitable deeds, sending out missionaries, casting spells charitably on peasants, and constructing shrines and temples. For every 1,000 gold pieces spent a month doing these activities, 1d10 followers + 1 per 2 points of Charisma join the character's religion.

If a month passes and no action is taken to gain new followers and characters do not spend at least 1 week ministering to their current congregation, then they will lose 1d4 followers.

Why would characters acquire followers? Each follower provides spiritual energy equal to their hit dice in gold pieces per month for any magical or construction activity the character engages in. This lowers the cost of crafting magic items, researching new spells, casting ritual spells, or creating constructs. It can also lower the cost of any construction projects characters take on in the interim, because the character's loyal followers work and donate their time without recompenses.

SAGES

Classically, the sage takes an obscene amount of money and time, at the end of which they *may* give the character the right answer.

There is no player who will take that option with their money.

Instead sages *always* speak the truth to the player. If there is a question about the stars, where a magic item is located, who someone is, what someone is weak to, how to recharge a magic item, a secret entrance to a lair, the blueprint of a dungeon, how to acquire power, how the planes are organized, what happens to people after death, or any kind of truth in the setting, the sage will give the correct answer to the player.

It is a way for the players to force the Dungeon Master to tell them anything. That's something players will pay out the nose for.

SAGES PROCEDURES

Sages are highbrow academics, peculiar and eccentric, obsessed with their own fields of study. If the characters employ these idiosyncratic and frequently abrasive scholars, they can find out the true answers to any questions. These answers are the guaranteed objective truths of the campaign world. The sage is the in-game mechanism via which the players can force the Dungeon Master to relay true information.

Locating a sage

There will be 1d3-1 sages for every 10,000 population in a city, +1d4 for each school or university. Players can seek out the names and major fields of the sages by using the rumors procedure (q.v. p55), with one sage revealed per rumor. If the sage with the appropriate major field is not located in the city, there will be an additional 1d4 sages within 20 miles of the city for every 25,000 people. These sages usually have been evicted from the city limits for one reason or another.

There are three types of questions sages can answer: general questions, specific questions, and exacting questions. Each separate request for information counts as a question.

- General questions are questions of the yes or no type, simple and broad.
- Specific questions are those that can be answered with a single word or phrase.
- Exacting questions provide an answer in as much detail as the players request.

ASKING A QUESTION

Characters may approach a sage and ask a question. A Charisma (Persuasion) check must be made. This affects both the sage's behavior and price.

Check	Reaction	Price Modifier
≤5	Aversion	+50%
6-10	Dislike	+20%
11-15	Neutral	—
16-25	Like	-10%
26+	Attraction	-20%

It can take the sage some time to answer a question. The price of each question depends on both the time it takes to find the answer, and how well-versed the sage is in the topic or area. The base cost to answer a question is 500 gold pieces.

If the question is a general question it can be answered in a single turn, and costs 500 gold pieces. Specific and exacting questions take longer, and have an additional cost per day. If the sage is employed by the characters for longer than 1 week, then he is unavailable after he finishes the current question for the following month.

	Specific	Exacting	Additional cost per day
Out of fields of expertise	2d12 days	—	100 gp / day
Minor expertise	2d10 days	5d8 days	1,000 gp/day
Major expertise	1d12 days	3d10 days	500 gp / day
Specialization	1 day	2d6 days	200 gp / day

It costs a minimum of 500 gold pieces per question. If sage is more than 4 miles away from a city with a population of 10,000 or more, prices are doubled.

In most cases, the sage just knows the answer to the question, especially if within his specialty. If too many questions are asked, we can have the sage not have *all* the answers. Use the following table for success chances. The fee to ask the question must be paid before the answer is checked. Note that the players can always ask the sage to retry, paying the fee yet again.

If a sage is overworked, use the following percentages to determine if the sage can discover the answer:

	General	Specific	Exacting
Out of fields of expertise	50%	10%	—
Minor expertise	75%	50%	25%
Major expertise	90%	75%	50%
Specialization	100%	90%	75%

PERMANENTLY RETAINING A SAGE

Rather than employing a sage on a question by question basis, characters may choose to employ a sage over the long term. In order to convince the sage to join, the minimum requirements must be met.

- The sage must be provided with Living Quarters, a Study, and a Library.
- The sage must be provided with 4 work rooms, none smaller than 200 square feet each.
- The sage will request a salary and research grants of $4d6 \times 100$ gp per month.

If all those requirements are met, the characters must install a research library for the sage. Half the value of this library also functions as an arcane library for wizards researching spells (and conversely, half the value of the arcane library functions as library for a sage). This library must be worth a minimum of 20,000 gp.

A library of 20,000 gp will give him 50% of his normal success rates. This is increased by 1% for every 1,000 gp, until the library is worth 60,000 with a 90% success rate. Increasing it beyond this requires 4,000 per percentage point, until 100,000 gold is paid, granting the sage his normal rates of success.

A sage employed by the player characters never charges them additional fees. For every 3 days spent in research, the sage must rest for 1 day.

Players may increase the skill of a sage in their employ.

- Spending 5,000 gold pieces and 1 month will increase their success rate for questions outside their field by 1% up to a maximum of +25%
- Spending 10,000 gold pieces and 1 month will increase their success rate for a single minor field by 1% up to a maximum of +10%
- Spending 100,000 gold and 2 years will give a new minor field to the sage
- Spending 200,000 gold and 1 year will grant another major field specialization to the sage

GENERATING A SAGE

In addition to their personality, race, and name, each sage will have 1 major field of study. Most sages will often have some magical ability, of a type related to his field of major study. In general they have 4 hit dice, (4d6 hp) and fight as a commoner. Do not fall into the trap of thinking sages must all be old men with beards. Mad scientists, wild hunters, young mystics and more can function as sages for players.

Roll on the following table to determine the number of major field specializations and minor expertise.

2d6 roll	Minor Expertise	Major Specialization
2	1	1
3	1	2
4	1	3
5	1	4
6	2	2
7	2	3
8	2	4
9	3	2
10	3	3
11	3	4
12	3	5

MAJOR & MINOR FIELDS OF STUDY

The items listed in this section are major and minor fields of study. Roll once on the following list for the major field of study, and then roll again on the same list for each minor field. E.g. if a 7 is rolled, the Dungeon Master have generated a sage with 1 major field (with 3 specializations) and 2 minor fields. Roll 3 times on the following table to generate the major field and the two minor fields:

1-3	Humans/Demi-humans
4	Humanoids
5	Flora
6	Fauna
7-8	Supernatural
9-10	Secular World

Each of the categories above has a certain number of sub-specializations, listed below. These are only determined for the major field of study. Taxonomy is really complicated. The Dungeon Master is going to have to make judgement calls about what belongs in each category, depending on the nature of his campaign.

Major Specializations

Humans/Demihumans: This category covers civilized races and cultures in the world. Usually this includes all the player races available for selection. Specializations include:

1-3	Art & Music
4-5	Biology
6-7	History
8-10	Languages
11	Legends & Folklore
12	Law & Customs
13	Philosophy & Ethics
14-15	Politics & Genealogy
16	Psychology
17	Sociology
18-20	Theology, Religion, and Myth

Humanoids: This category covers all non-civilized "monstrous" races in the campaign. Races which have a culture, but are not considered civilized, like bullywugs, kenku, or giants. This also includes any monsters not covered by other categories. They have the same specializations as Humans/Demihumans.

Flora: This category covers all plants, molds, fungi, etc.

1	Bushes & Shrubs
2	Flowers
3	Fungi
4	Grasses and Grains
5	Herbs
6	Mosses and Ferns
7	Trees
8	Weeds

Fauna: This category covers all living creatures, not covered by the above categories. This includes both natural and monstrous creatures (as opposed to races, covered above).

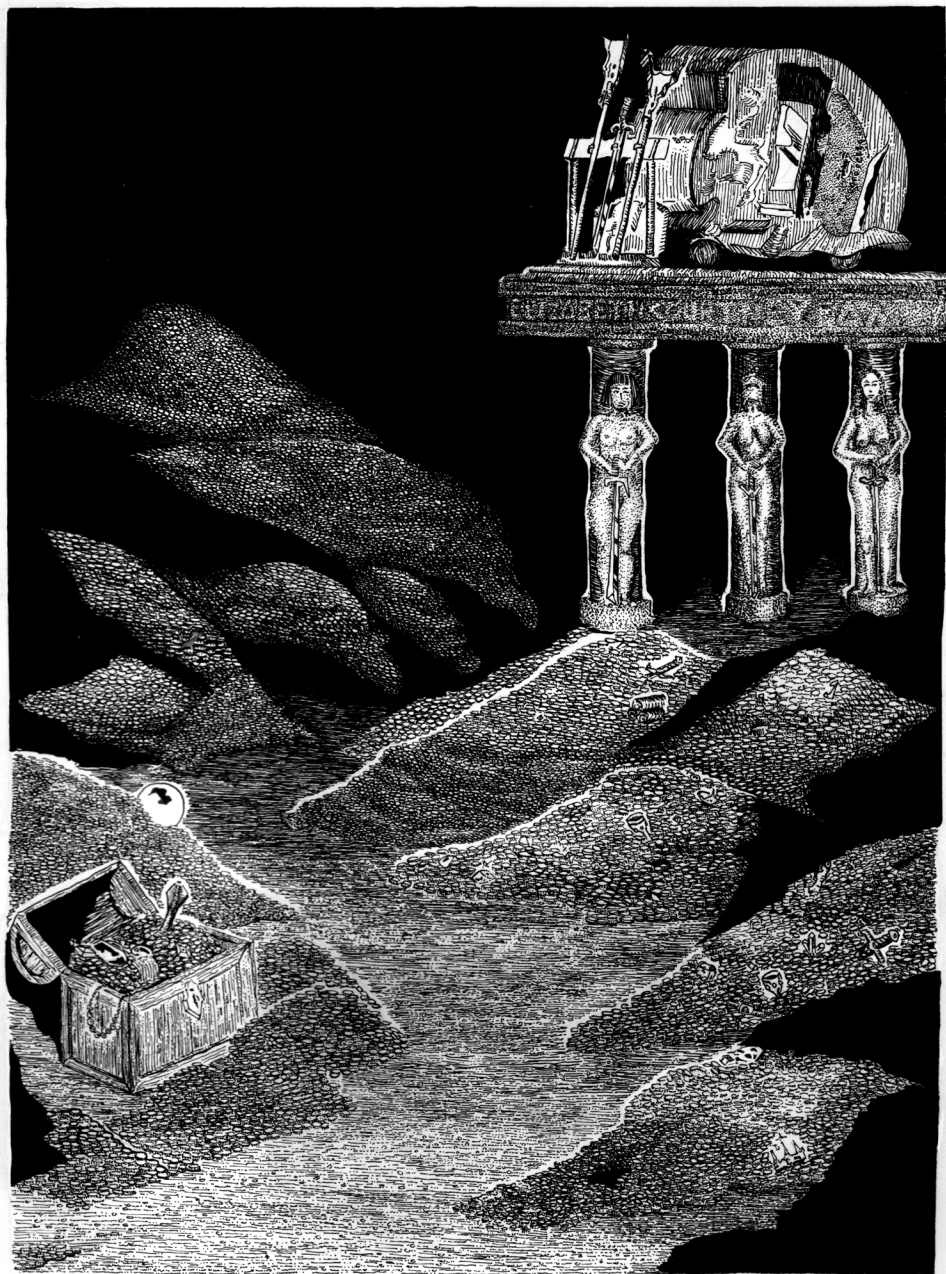
1	Amphibians
2	Arachnids
3	Avians
4	Cephalopods & Echinoderms
5	Crustaceans & Mollusks
6	Ichthyoids
7	Insects
8	Mammals
9	Marsupials
10	Reptiles

Supernatural: This category covers magic and non-natural phenomena. Depending on the campaign and its metaphysics, some categories could be removed or added to this list i.e. Hedge Magic, Psionics, or Channeling.

1	Alchemy
2	Divination
3-4	Dweomercraft
5	Heraldry, Signs & Sigils
6	Medicine
7	Planes (Outer)
8	Planes (Inner)

Secular World: This covers the hard sciences, the basic concrete levels of reality.

1-2	Engineering & Architecture
3	Astronomy
4	Business and Economics
5	Chemistry
6	Geography
7	Geology & Mineralogy
8	Mathematics
9	Meteorology & Climatology
10	Oceanography
11	Physics
12	Topography & Cartography



Wealth & Prosperity

MARKETS

Early and pre-medieval economies ran on barter. Dungeons & Dragons is assumed to run on a modern coin-based economy. What do we do when the players want to buy or sell something?

In most cases, just use the book price and make the transaction go quickly. If the player is buying or selling a valuable quantity of goods, a buyer or seller must be located. It could be valuable due to its rarity, such as a rare art object or gem, its legal status, its quantity, or because of the skill required to make it.

Markets and auction houses in a metropolis can handle the sale of rare goods, such as high-value objects of art or magic items. Magic items or high-value art objects in a smaller city will require locating a buyer first.

All of these require adjudication from the Dungeon Master. If it costs more in gold than the population, they probably don't have a buyer or seller and one must be located.

Since what they wish to sell may vary, the Dungeon Master will need to decide if there is a market or individual to buy their goods. What is available in the town is a different but similarly important question. These are questions that can be answered ahead of time.

- Is there a specific restriction or absence of types of goods?
- Are there any special craftspeople who can make items for the players?
- What magic items are available to the players in town?

PROCEDURE: LOCATING A BUYER

The character looking to sell items must spend one week and 25 gp to notify others of the sale.

The character makes a Charisma (Persuasion) check find out what offer is available. A result of 10 or less, an offer is made for 50% of the price. On a result from 11-20, the base price is offered, and on a higher result, an offer is received for 150% the base price. Common items have a base price of 100 gp. Uncommon items have a base price of 400 gp, rare items 4,000 gp, very rare 40,000 gp, legendary 200,000 gp. These prices are halved for consumable items.

PROCEDURE: HAGGLING

Each merchant has a multiplier, determined by fiat or rolling a d4 and a d10 and reading them in order. These create a decimal number between 1.0 and 4.9. This is the modifier the merchant offers to sell or buy goods at.

E. g. Frank the merchant has a 2.5 modifier and is selling or buying platemail to 2nd level fighter Dave. Plate mail normally costs 200 gold pieces. Since Dave is only 2nd level, plate mail is a significant enough purchase to be worth haggling over. Frank will offer to buy a used set of plate mail for $200 / 2.5 = 80$ gp. Frank will offer to sell the plate mail for $200 \times 2.5 = 500$ gp. Players state the desired price for purchase. Characters make a Charisma (Persuasion) check. Refer to the following chart to see the merchant's reaction.

≤5	The merchant becomes offended and refuses to sell
6-10	The merchant refuses to budge and ends the haggling
11-15	The merchant moves towards the players price by 10%.
15-25	The merchant moves towards the players price by 25%
25+	The merchant agrees to the players price.

Each time the player rolls again, they must offer a new price, and the Dungeon Master must find this price reasonable. A player offering 50 for plate, and then offering 51 would not get a new roll. What is a reasonable increase is subjective, but is on par for the amount the merchant is moving on each of his turns. Making a very low offer once (say, increasing by less than 10% the cost of the good) might be passable, but it might offend the merchant if done more than once.

It is, in point of literal fact, a negotiation. The whole table can provide consensus on what is a reasonable haggle. This procedure should only be used for high value items, due to the time and granularity of resolution.

INVESTMENTS AND MERCANTILE VENTURES

The character spends a week looking for an investment opportunity. This could be property or shipment. The specifics of the investment are determined by the Dungeon Master and the player. The investment is either stable, risky, or volatile. Stable investments have a 1d6-2% net return. Risky investments provide a 1d20-11% net return. Volatile investments have a 50-1d100% net return. E.g. if characters invest 1,000 gp in a stable investment, and roll a 4, they get a 2% net return (20 gp). The character receives a payout yearly and can withdraw investment money then. Withdrawal outside this yearly period carries stiff penalties (between 10-20%). Adventuring can affect these return rates by securing the investment. A successful adventure comparable to the risk of the investment can grant the maximum return.

LIFESTYLE

The character is required to provide upkeep for those in their employ, as well as themselves. Each lifestyle should have appropriate consequences, determined by the Dungeon Master. Wretched lifestyles are inhumane, but free. A squalid lifestyle costs 3 gp a month, A poor lifestyle costs 6 gp a month; a modest lifestyle costs 30 gp a month; a comfortable lifestyle costs 60 gp a month; a wealthy lifestyle requires 120 gp a month; and to maintain an aristocratic lifestyle it costs a minimum of 300 gp a month.

Consider penalizing characters with squalid or wreched lifestyles with 1d4 levels of exhaustion at the start of an adventure. Hireling morale and henchman loyalty checks are at -2.

This is the foundation of all other downtime systems. As time passes, money is owed. If a character wants to spend 6 months engaging in downtime activities, it costs 360 gold for housing and food. This constant drain is the limitation that prevents endlessly engaging in downtime.

CLAN HOARDS

Certain demi-humans and other races, classes, or heritages might share a clan hoard. All contributions to the hoard are accepted, and return 10% of the gold spent on experience. The player can use treasure donated to the clan hoard to call upon mercenaries equal to $\frac{1}{10}$ the gold contributed for a single task. At certain donation thresholds, other rewards might be earned, titles, land, magic items, etc. decided by the Dungeon Master.

RANDOM ITEMS FOR SALE AT A BAZAAR

Sometimes the adventurers know what they want to buy. But sometimes they just want to browse the bazaar for weird and exotic items.

1. A bowl of wheat meal porridge (3 cp), warm and nourishing.
2. A pack of wheat biscuits drizzled with honey (5 cp). The merchant claims the honey is extracted from hives of killer bees and is highly nourishing.
3. A bowl of boiled greens with fish sauce (1 cp) served steaming from a cauldron.
4. A bowl of boiled lentils with toasted almonds (3 cp) served cold.
5. A plate of baked grape leaves stuffed with mackerel and cheese (3 cp) served cold.
6. A pair of hardboiled eggs with fish sauce (1 cp) served cold.
7. A plate of boiled mackerel fillet with leeks (5 cp) served hot from a cauldron.
8. Fried mullet fish (5 cp) served hot from a portable stove.
9. A barrel of preserved white fish (5 gp, 80 lbs). Great for seafarers.
10. A carved walking stick of sturdy hickory (1 gp).
11. A carved oak chair with velvet upholstery (10 gp). It's quite comfortable.
12. A keepsake box of black walnut burl with a brass clasp (15 gp). There are some old water-stained letters inside. Strangely, they're written in code.
13. A cedar chest reinforced with iron and topped with a sturdy lock (25 gp). It has a false bottom. Perfect for keeping your ill-gotten gains smelling fresh.
14. A coop of 20 hens (2 gp). Cock not included.
15. A sheep (2 gp). He's very cute. The merchant calls him "Mutton" but you can name him.
16. A wolf pup (3 gp). His name is Rufus, and he has a shaggy red coat with black points.
17. A hutch of 20 rabbits (6 gp). One of them is pure white and has very large feet.

18. A trained hunting dog (10 gp). His name is Thorgrim. He has large, sad jowls but a keen sense of smell.
19. A trained hawk (20 gp) named Subotai. He has been taught to hunt wolves.
20. A trained war dog (75 gp) named Rexor. He's a heavily built mastiff with dark brown fur.
21. A barrel of fine apple cider (200 gp, 160 lb).
22. A barrel of cinnamon-spiced brandy (200 gp, 160 lb).
23. A glass of milk and honey (2 cp) served fresh from a large amphora and mixed on the spot.
24. A cup of chilled and fermented mare's milk (2 cp). It tastes sour but gives a good buzz.
25. A mug of honey mead (3 cp). It's thick and sweet. The merchant's teeth have all rotted from too much sugar.
26. A mug of dwarf-brewed ale (5 cp) served warm and frothy. Elves must save vs. poison or vomit up the strong, bitter beer.
27. An amphora of cold-pressed olive oil (20 gp, 5 lb).
28. A huge jar of thickened animal fat. (20 gp, 60 lb). But what animal? The merchant doesn't answer.
29. A barrel of thick golden naphtha (200 gp, 60 lb). It could be used to make highly flammable flasks of burning oil.
30. A large leather backpack on an oak frame (2 gp). It can carry up to 60 lbs.
31. A blanket of thick long-haired wool (2 gp). It stays warm wet or dry.
32. A fine linen tablecloth with matching napkins (5 gp). The merchant will monogram them with gold thread for a 10 gp fee.
33. A 500' coil of hemp rope (10 gp), carefully coiled. It's suitable for shipboard or mountaineering use.
34. 3d6 wool rugs dyed in a variety of colors (15 gp, 25 lbs each).
35. 25 corded bundles of cowhide (15 gp, 30 lbs each). The hide is ready for use in leather garments.

36. A large roll of soft white cotton (100 gp, 40 lb). The merchant will introduce you to a great tailor and dyer just down the alley...
37. 1d10 bundles of white rabbit pelts (15 gp, 30 lb/bundle). The merchant claims they'll bring good luck! (They don't.)
38. A tawny mountain lion pelt (25 gp). The merchant will tailor it to be worn as a cape strapped to the helmet for an additional 50 gp.
39. A dire wolf (50 gp). The merchant will tailor it to be worn as a cape strapped to the helmet for an additional 50 gp.
40. A lion pelt (50 gp). The merchant will tailor it to be worn as a cape strapped to the helmet for an additional 50 gp.
41. A large bundle of healing herbs (10 gp) such as birthwort, comfrey, goldenrod, or woundwort. If applied to a wound (1/day), 1 hit point is regained.
42. A tincture of moon tea (10 gp). If made into a hot beverage and drunk by a pregnant character, roll 1d20. On a 1 the character begins bleeding from their nose and suffers 1 point of damage. Otherwise, the pregnancy is ended with menstruation or stillbirth in 2d6+7 days.
43. A tincture of mother's tea (10 gp). If brewed into a hot beverage and drunk by a character giving birth, roll 1d20. On a 1, the drinker suffers an allergic reaction and swells up with boils. Otherwise, the drinker enjoys an analgesic effect during the childbirth.
44. An herbal tincture that smells of garlic, ginger, honey, and vinegar (10 gp). If made into a hot beverage and drunk by a character with a minor acute illness (cold), the drinker can make a save vs. Poison. On a 1, she gets food poisoning for 1d4 days. On a success, he recovers in half the usual time.
45. 1d3 50 lb bags of mountain tea (75gp). Each bag has enough for 4,000 servings! A serving daily for 20 years increase lifespan by 1d4 years.
46. 2d6 5 lb bricks of pink mountain salt (7 sp each).
47. A bowl of minced pork stew with apples (2 cp) served hot from a portable stove.
48. A plate of blood sausage with egg, onion, and pepper (2 cp)

49. A plate of fresh-cooked spicy pork sausage (3 cp) served hot from a portable stove.
50. A huge wheel of goat's milk cheese (10 gp). The merchant claims it comes from giant goats who roam on green slopes herded by a cyclops.
51. A scarlet sash with black trim (5 gp). The merchant compliments the buyer on their dashing appearance.
52. A black cassock adorned with glyphs stitched in golden thread (15 gp). The glyphs have no magical meaning, but it impresses the peasants.
53. A bottle of raisin wine (5 gp, 2 lb). It should be mixed with honey for best taste.
54. A bottle of honeyed ambrosia (5 gp, 2 lb). It's imported from a distant elven kingdom.
55. A bottle of well-aged plum wine (5 gp, 2 lb). It should be mixed with rose water for best taste.
56. A bottle of dry white wine flavored with wormwood and saffron (10 gp, 2 lb).
57. A bottle of sweet white wine scented with rose petals (10 gp, 2 lb).
58. A bottle of finely aged apple brandy with almonds and cinnamon (20 gp, 2 lb).
59. A blue-glazed pottery pitcher with a wide handle and lip for easy pouring (2 gp, 2 lb).
60. A set of pottery dishes and bowls painted with red figure illustrations of gods and heroes (10 gp, 5 lb).
61. A set of 2d10 small, fragile clay globes with stoppers that can be filled with various interesting substances. If thrown, they shatter on impact. 1 gp each.
62. A well-made sheepskin satchel with a pair of secret pockets hidden on its interior (25 gp).
63. A set of brass theater masks (50 gp each). One mask has a smiling face with raised eyebrows and the other a frowning face with mock tears.
64. An articulated armor stand, suitable for displaying plate armor (50 gp).
65. A ceremonial bronze war-gong, vividly painted with the god of war's holy symbol (200 gp and 20 lb).

66. A brass lamp of exotic make (500 gp). Its sides are tarnished from years of rubbing. The merchant claims there really is a genie, he's just unreliable.
67. 2d6 arrows set with silver tips and fletched with eagle feathers (5 gp each).
68. A variety of 1d10 exotic weapons. They have the ordinary mechanical effect of their type, but an unusual aesthetic from a far-off country.
69. A massive bronze cauldron (50 gp). The merchant claims it was specifically cast to pour boiling oil in sieges. It's also good for cooking stew.
70. A clay jar of pigment (50 gp). Roll for color (1d4): 1. iron gall, 2. ochre, 3. sienna, 4. umber.
71. A clay jar of dye (50 gp). Roll for color (1d10): 1. blackwort, 2. cutch, 3. fustet, 4. kermes red, 5. madder, 6. marsh marigold, 7. meadow rue, 8. vermillion, 9. weld, 10. woad.
72. A set of drinking glasses (10 gp) painted with holy symbols.
73. A glass lantern with stained red glass frames (25 gp). Its visibility radius is halved, but the red light doesn't spoil infravision.
74. A polished glass mirror with a silver frame engraved with medusa heads. (75 gp) The owner gains +4 to save vs. medusa gaze.
75. A hollow sphere of blown glass swirled with beautiful colors. The merchant claims it provides protection against witches when hung in a window.
76. A glass bottle with a murky liquid inside. Strangely, there's no apparent way to get the liquid out.
77. A grey donkey (8 gp). Its exceptionally stubborn but quite hardy. The owner hasn't named it because it wouldn't listen anyway.
78. A large mule with a sorrel coat (20gp). It was actually trained as a war-mount by a prior dwarven owner, but the merchant doesn't know this.
79. An ox (40gp). It has heavy scars on its flanks and shows signs of having been mistreated. Characters who can speak with animals hear it say "help me!"

80. A medium draft horse with a dark bay coat and white points (30 gp). It's been recently gelded and is upset about it, if anyone asks.
81. A medium riding horse with a buckskin coat (40 gp). The horse is a mare, affectionately named Marigold by the impoverished young woman selling it.
82. A heavy draft horse with a black coat and white star on its muzzle (40 gp). An ungelded stallion but quite placid when not around mares in heat.
83. A light riding horse with a red roan coat (75 gp). This mare has a smooth, ambling gait that's easy to ride.
84. A light warhorse with a palomino coat (150 gp). The owner has left this stallion ungelded because of its beautiful coat.
85. A medium warhorse with a white coat and mane (250 gp). Sword-cuts on its flank show the stallion has survived several battles.
86. A heavy warhorse with a black coat and white star on its muzzle (700 gp). A noble stallion, fit for a knight, named Eventide.

87-100 Roll on Unusual Items sub-table

Unusual Items Sub-table

1. The bioluminescent organs of a fire beetle (15 gp). It will glow for 1d6 days in 10' radius.
2. The chitinous carapace of a giant tiger beetle (25 gp). It could be a component in a magic helm.
3. A set of 12 dried rot grubs in a wooden case (60 gp). The grubs could a component in any death magic.
4. The mandibles of an ankhegs (125 gp). They could be used as reagents for a *potion of resist acid*.
5. The flight feathers of a giant hawk (150 gp). They could be used as components for flight-related magic items.

6. A vial of killer bee venom (250 gp). The venom takes effect in 1d10 turns and deals 1d10 damage to those who fail a save +2.
7. A jar of killer bee honey (250gp). It contains four doses, each of which functions as a half-strength *potion of healing*.
8. The desiccated hand of a mummified necromancer (260 gp). It could be a component in any necromantic magic.
9. A bundle of manticores spikes (360 gp) wrapped in oilskin. The spikes could be components in a *wand of magic missiles*.
10. A pair of stony basilisk eyes (500 gp each). They could be used as reagents for a *potion of stone to flesh*.
11. The iron horns of a gorgon (540 gp). The horns could be a component in creating magic weapons.
12. A giant crocodile skull with teeth the size of a man's hand (1,800 gp). The skull could be a component in growth-related magic.
13. Five sticks of sandalwood incense (15 gp each). It burns with a smooth and creamy wood scent with hints of milk.
14. Three sticks of agarwood incense (30 gp each). It carries a woody scent with notes of fruit and florals and a sniff of vanilla and musk.
15. Nine sticks of frankincense (50 gp each). It has a sweet and warm aroma that smells of wood, spice, and fruit.
16. Three sticks of myrrh (60 gp each). It smells of earth with hints of licorice.
17. A jar of kyphi temple incense (800 gp, 10 lb). The exquisite ingredients include honey, raisins, myrrh, juniper, cinnamon, saffron, and cassia.
18. A light ballista of cunning dwarven make (200 gp). It can be disassembled into 5 pieces each weighing 15 lb and reassembled in 1 turn.
19. The white pelt of an albino cave-ape (50 gp). The merchant will make it into a cape attached to a helmet for an extra 50 gp.
20. The sable pelt of a giant weasel (115 gp). It's the perfect size for a scarf or wrap.
21. The shaggy pelt of a cave bear (160 gp). The merchant will tailor it into a cloak for an additional 50 gp.

22. The feathers and pelt of an owl bear (170 gp). It would make an excellent robe for a cross-breeding mage.
23. The hide of a great white shark (175 gp). The merchant claims he could have gotten more, but he needed a bigger boat.
24. The giant pelt of a grizzly bear of formidable strength and size (225 gp). It's large enough to serve as a rug for a dining room.
25. The tawny pelt of a manticore (265 gp). The merchant recommends tailor it as a caparison for your horse.
26. The multi-textured pelt of a chimera (350 gp). It's large enough to be a rug in a wizard's laboratory.
27. The steel-like scales of a giant sturgeon (2,000 gp). It could be used to make scale armor with the protection of plate mail.
28. Molten slag formed melted copper, silver, and gold (300 gp, 20 lbs). The merchant claims the slag was melted by the breath of the dragon he stole it from.
29. A stack of tumbaga ingots (750 gp and 50 lb). The ingots carry the mark of a foreign mint that no one recognizes.
30. A tame giant python (325 gp) named Thulsa. It has been trained to constrict humanoid victims on command.
31. A giant boar piglet (15 gp). It can be tamed in 2 months and taught a trick every 2 months thereafter, 7 tricks max. Matures in 4 years.
32. A dire wolf pup (60 gp). It can be tamed in 2 months and a taught a trick every 2 months thereafter, 6 tricks max. Matures in 2 years.
33. A rock baboon infant (110 gp). It can be tamed in a month and taught a trick every month thereafter, 8 tricks max. Matures in 4 years.
34. A giant centipede egg (110 gp). It can be tamed in 6 months and taught a trick every 6 months thereafter, 2 tricks max.
35. A giant ant larva (150 gp). It can be tamed in 6 months and taught a trick every 6 months thereafter, 5 tricks max. Matures in a year.
36. A white ape infant (25 gp). It can be tamed in 1 month and taught a trick every month thereafter, 8 tricks max. Matures in 3 years.

37. A giant ferret kit (325 gp). It can be tamed in 10 weeks and taught a trick every 10 weeks thereafter, 5 tricks max. Matures in 1 year.
38. A lion cub (350 gp). It can be tamed in 3.5 months and taught a trick every 3.5 months thereafter, 6 tricks max. Matures in 15 months.
39. A giant weasel kit (350 gp). It can be tamed in 3 months and taught a trick every 3 months thereafter, 5 tricks max. Matures in 15 months.
40. A tiger cub (400 gp). It can be tamed in 5.5 months and taught a trick every 5.5 months thereafter, 6 tricks max. Matures in 2 years.
41. A cave bear cub (425 gp). It can be tamed in 3 months and taught a trick every 3 months thereafter, 5 tricks max. Matures in 2 years.
42. A panther cub (545 gp). It can be tamed in 5.5 months and taught a trick every 5.5 months thereafter, 6 tricks max. Matures in 15 months.
43. A giant hawk fledgling (2,725 gp). It can be tamed in 2 months and taught a trick every 2 months thereafter, 6 tricks max. Matures in 4 years.
44. A trained riding camel (100 gp). The sturdy beast has been trained to spit on people on command. It's addicted to salt licks.
45. A trained draft elephant (1,500 gp). In its spare time, it likes to paint expressionist art with its dung.
46. A trained war elephant (5,000 gp). If purchased, the merchant will offer a complimentary howdah and barding.
47. A pair of taxidermy mice with fancy hats wielding tiny swords and positioned on an oak mount to look like they are dueling (100 gp).
48. A stuffed and mounted cougar (150 gp). It's a bit beat-up but still pretty eye-catching.
49. A mummified monkey's head set on a cypress trophy mount (250 gp). If mounted over your bed, expect to have nightmares.

50. A set of 10 shamanic fetishes made of engraved human finger bones (10 gp each).
51. A set of nine bone figurines carved in the shape of jackals (15 gp each). The merchant claims that under the full moon they become live jackals.
52. A pair of great moose antlers (1 gp each). The merchant will fit them to a helmet for a 5 gp fee.
53. A pair of giant boar tusks (2 gp each). The merchant will fit them to a helmet for a 5 gp fee.
54. A pair of sabre-tooth tiger tusks (4 gp each). The merchant will fit them to a helmet for a 5 gp fee.
55. A pair of giant-bone rune sticks carved with dwarven runes (50 gp each).
56. A set of engraved crocodile teeth (70 gp).
57. A pair of elephant tusks (80 gp, 8 lbs each). The ivory is yellowed with age.
58. A set of golden teeth with small runes carved in them (300 gp). A goldsmith can fit them to the mouth of a character who's lost her teeth.
59. A fragment of narwhal horn (100 gp, 2 lb). The merchant swears it broke off in a fight with the largest whale he'd ever seen.
60. The goat horns of a chimera (130 gp). They come with a wall-mount of ebony.
61. A pair of enormous mastodon tusks (600 gp, 60 lb each). They curve over 9' in length and have razor sharp tips.
62. The slender white horn of a unicorn (1,000 gp). Any lawful character who touches it feels the unicorn's dying scream of anguish.
63. The huge horn of a venerable dragon (1,800 gp). The merchant claims that the dragon was slain and its hoard lies open for the taking.
64. A pouch of saffron (15 gp). It's worth more than its weight in gold!
65. A vial of jasmine perfume (100 gp). A sweet, rich, and feminine fragrance much prized by elves.
66. A jar of saffron (800 gp). The jar is carefully sealed and kept in a locked chest with lots of padding.

67. A large green pepper (5 gp). The merchant claims it's the spiciest in the known world. A character who eats it must save vs. poison. On a failed save, the character dies as his burned throat swells and chokes her. On a successful save, she gains +1 Constitution for stomaching it .
68. A packet of imported kudzu seeds (5 gp). The merchant just says they are for unkillable magic vines that grow swiftly even as you watch. Planting these seeds in an elven forest is a war crime.
69. A sealed jar of sacred lotus oil (800gp) intended for decadent bathing by kings. Odalisque not included.
70. A stuffed porcelain doll (50gp). There's something uncanny about the face and it makes a disturbing rattles when shaken. It's actually a *cursed doll*.
71. Five chryselephantine statuettes of ancient hero-kings (300 gp, 5 lb each). One of the statuettes oddly resembles a player character.
72. A very large tome written on heavy papyrus that contains the ravings of a madman who claims that the gods play dice with the universe for their own entertainment (150 gp).
73. A codex made up of copper plates bound with rings (150 gp). It contains religious hymns to a dead god written in an esoteric tongue.
74. A crumbling and salt-stained mariner's chart (500 gp). It shows the location of an islet 11-20 hexes away from the nearest coast. An annotation in Common reads "the dragons here are still young and could be easily vanquished." The annotation is not dated.
75. A huge wood-bound codex of birch bark (1,500 gp). It records the songs and stories of the great treants of old.
76. A silk parasol with a bamboo frame (100 gp). The merchant claims the courtesans of the east use these devices to protect their complexion.
77. A set of silk pajamas (25 gp). The pajamas are embroidered with various fertility signs such as rabbits and hearts and the monogram "H.H."
78. A black silk scarf with beaded frills (50 gp).

79. A chiton or sari dyed scarlet and stitched with golden thread (100 gp). The merchant will tailor it to fit the buyer.
80. A set of silk drapes dyed gold and black (250 gp). The merchant will install them for free in your stronghold or temple.
81. A silk wall hanging hand-painted with scenes of a heroic victory by the forces of Law (500 gp).
82. 1d10 rolls of silk (400 gp, 40 lb ea.) dyed in wondrous hues.
83. A wide-brimmed leather hat, a whip, and an iron hand crossbow (available as a set for 100 gp). The merchant claims he found it on a skeleton in a snake pit.
84. A pair of bamboo sticks connected by a chain (25 gp). The merchant claims they are actually a deadly weapon from a distant land but has no idea how to use them.
85. A set of nine well-balanced throwing knives (15 gp each). They are +1 to hit.
86. A strange suit of armor made of an alchemical resin with a helm of strangely flexible glass (200 gp). It counts as chain mail but offers immunity to gas attacks. It's very bulky though (-2 to initiative).
87. A spear with a silver head and cold iron butt spike (200 gp). The merchant is a one-armed one-eyed veteran who claims to be an ex werewolf-hunter.
88. A long sword with a deep central fuller set on a silver-plated hilt fashioned to resemble an eagle (600 gp). It's non-magical but +1 to damage.
89. A brass tube with a rotating cap and a lens on one end (60 gp). Peering into the tube reveals unusual patterns of colorful crystal.
90. A bag of loose crystals with positive vibrations (100 gp). Possibly useful as spell components for healing spells.
91. A collection of seven seashells carved with religious iconography (120 gp each).
92. 12 tiny jade turtles (200 gp each). The turtles are molded to stack one on top the other. The turtle at the top has a shell painted like the known world.
93. A chess set with ivory and onyx squares and pieces (500 gp).

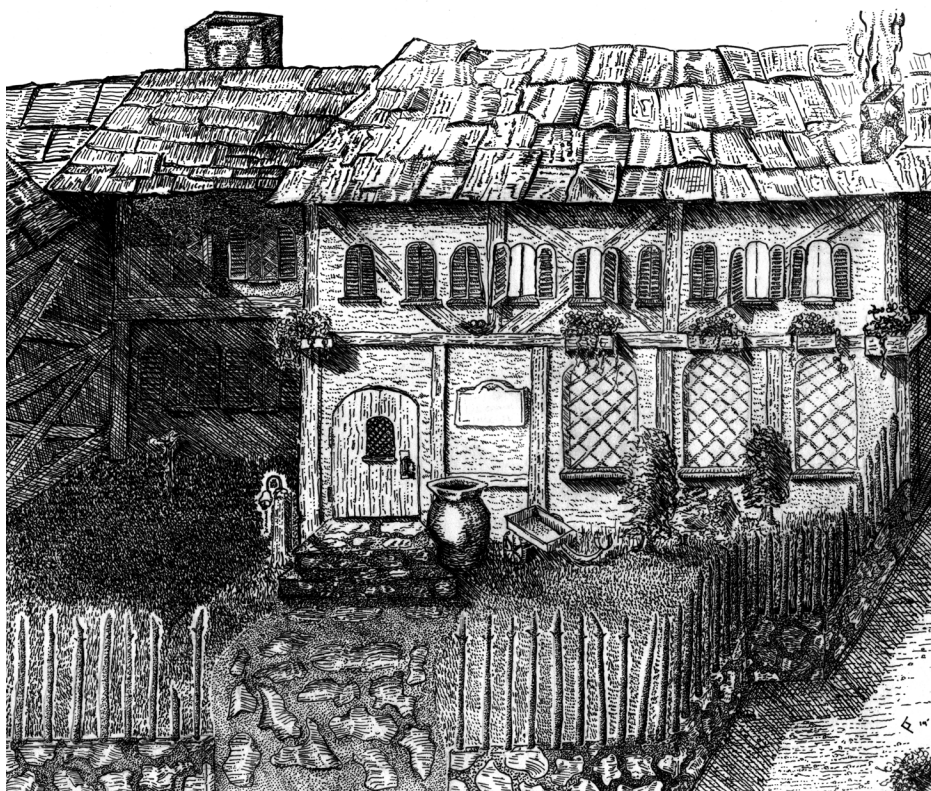
94. A sphere of polished quartz set upon a brass stand (1,000 gp). Gazing into the sphere yields random images that have no predictive power.
95. An opal brooch for fastening cloaks (1,000 gp). The pin on the brooch carries a minor curse such that it always stabs you when you fasten it. Ouch!
96. A gold ring set with a large and lustrous ruby (3,000 gp) kept in a sealed glass case. A burly fighter stands guard.
97. A gold necklace adorned with a purple star sapphire (4,000 gp) kept in a heavy iron chest. 2 war dogs guard the merchant and his goods.
98. A gold wrist-cuff ornamented with tiny emeralds (5,000 gp). The merchant wears it on his person. He's a mage of respectable power.
99. A silver tiara set with crystals (500 gp). The crystals are actually diamonds (20,000 gp value), but the dubious-looking merchant is oblivious to this.
100. A miscellaneous magic item – roll on the appropriate sub-table in your rulebook. The merchant doesn't know what it is and will sell it for 1/10th the real value.

Cursed Doll: The cursed doll resembles an ordinary children's toy, albeit with a slightly sinister mien. Over time, a cursed doll brings misery and misfortune to any household it resides in. A cursed doll could be given as gift to an unsuspecting child in the household, or placed within a household by means of stealth. In any case, once it has taken up residence in the household, its magic begins to take hold. Each day, whoever spent the most time near the cursed doll must make a saving throw versus Spells. If the save succeeds, the character resists the effect. If the save fails, the character suffers an affliction.

The Judge should select one of the following effects:

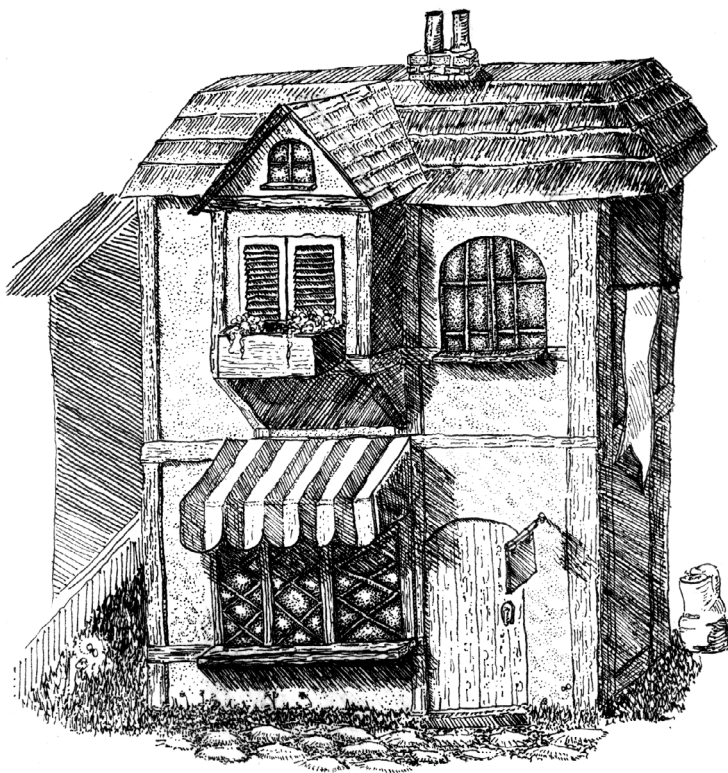
- Bad body odor, unsightly skin condition, or similar blemish
- Chronic body aches and pains causing a -1 penalty to initiative rolls
- Misfortune at work causing a 5% decrease in the character's daily construction rate with one proficiency

The affliction thus bestowed lasts indefinitely and cannot be dispelled, and there is no limit to the number of different afflictions a character may receive from the cursed doll. Any given affliction can be removed with a *remove curse* spell but the only way to remove them all at once and restore good fortune to the household is to destroy the doll.



STRANGE PET STORES

Roll	Store
1	Floating Piranha Shop
2	Glow Worm Emporium
3	The Ant Farm
4	Small but Vicious Chickens
5	The Gallery of Goo
6	The Creature Curio Shop
7	It's "Fur"bidden
8	Grizzled Unwanted Pets
9	Not Quite Dead Yet
10	Abigail's Balloon Animal Extravaganza



1. Floating Piranha Shop

Description: A rickety house constructed of splintered boards and rusted nails. The door is an eye-watering bright orange and, aside from the giant air balloon, is the newest most intact thing about the place. Atop the roof is an impossibly strong-looking chimney that spews hot flames into the air. Tied to the chimney are thick cables that lead to a huge hot air balloon in the shape of a green smiling piranha which allows the house to float lazily through the skies.

Proprietor: Abbrigard Dole—A strange-looking man, almost more goblin than man with a large hook for a right hand (his favorite piranha, Malcom, was super hungry, you see), square, yellowed buck teeth, and tufty curly, orange hair that forms a halo around his head. Abbrigard is obsessed with piranhas and travels the world in his strange store looking for new species. He will never sell a piranha if he only has one and always seeks mating pairs. Abbrigard is a shrewd bidder and cannot be coerced or intimidated to lessening the prices for his beloved fish.

Plot Hook/Rumor: Abbrigard has heard rumors of fire-jewel piranhas spawning in the fiery lake of Gabalgaba and is very keen on acquiring them. He will pay 200 gp for each adult and 50 gp for each juvenile. The lake contains 1d8+2 adults and 2d10+10 juveniles. There are other terrible creatures in the craggy fissures leading to the lake the group must contend with.

Unique Trinket: Murphy the Piranha Mascot (bobblehead edition). This wacky cute bobblehead is a highly sought-after collectible (people LOVE THEM!). Once per day this little bauble will allow the holder to talk to a single piranha so long as the head is wobbling.

2. Glow Worm Emporium

Description: The entrance to the Glow Worm Emporium is an unassuming hole in the ground, tucked away in a corner of the city. Inside, the earthy aroma of moss and mushroom greets the nose. The inside is lighter than expected. Bulbous, cute, and comic-looking, glow worms line the walls in all manner of jars, bowls, and dishes, or are suspended from soft silken strings in cocoons. The strings of silk are covered in a thick mucus that softly glows, which can be harvested and turned into a toxic nerve agent.

Proprietor: Unna Angdu—A quiet, mousey half-elf tends to her glow worms, feeding them insects she has prechewed herself. Her hair is lank and unkept, oftentimes filled with bits of the mucous-covered silk webbing detritus. While Unna is quiet and appears kind, she is vindictive and holds grudges.

Plot Hook/Rumor: Glow Worm Emporium was recently robbed of the prized dire glow worm while Unna Angdu was off collecting insects. She is willing to pay handsomely for the return of Papu, the dire worm. She will pay even more if the adventurers are willing to return the thieves to her so she can feed them some of the toxic nerve agent potion and watch the light leave their eyes after experiencing debilitating, agonizing pain.

Unique Trinket: Unna Angdu has created two strange potions from the mucous that coats the silken strings of the glow worms. The first, has an umami taste and is the consistency and texture of melted butter. When drunk, the imbiber becomes coated in a slimy mucous (-4 Charisma) and can see in the dark (up to 30') and is healed for 1d6 hit points. Unna sells this for 200 gold pieces. Unna's second potion is a toxic nerve agent that causes wracking pain. The potion tastes of sweet honey. Those that drink it must pass a DC 20 Constitution saving throw or suffer 2d6 Constitution damage and 3d8 damage to hit points. Creating this potion takes 1 month and costs 500 gp.

3. The Ant Farm

Description: This strange shop is shaped like an earthen mound, found just outside the village limits. The smell of sand, dust, and wet paper greets the nostrils. Working inside are anthropomorphic ant-people, standing roughly 4 to 5 feet tall. These ant-people sell... ants. The Ant Farm is known for having a plethora of ant species from all over the known (and possibly unknown) world. Additionally, the Ant Farm sells gorgeous sculptures and art created by tiny ants—art collectors from all over seek these wonderful pieces.

Proprietor: QB (A.K.A The Big Queen)—QB doesn't interact with customers much. Instead she prefers to sit on her bed of comfy pillows and hum sweet songs that inspire her people to work harder and the tiny ants to create more beautiful art.

Plot Hook/Rumor: Several ant-people have begun acting strange. Each one that shows perverse symptoms eventually disappears and is found days later, a few miles away, dead with a strange horrific plant growing from its head. The ant-people are terrified of these corpses and refuse to go near them. What could be causing this problem?

Unique Trinket: A glob of sap from the Tree of Life. This massive glob of sap has been harvested from a rare and elusive tree that has restorative properties. The glob of sap is roughly 3' long and 3' in diameter. Those that eat a glob gain the effects of *Remove Curse*, *Cure Disease*, *Neutralise Poison*, and *Raise Dead*. QB and her loyal guards protect this prized possession and only let those who have honored them sufficiently partake.

4. Small But Vicious Chickens:

Description: The structure resembles an overlarge chicken coop. Feathers constantly flutter through the air and the smell of chicken droppings hangs thick. The beak-shaped entrance doorknob will snap anyone who doesn't open the door counterclockwise. Throughout the coop are very strange and vicious looking chickens! Some have horns, others have massive talons on their feet, others have razor-sharp teeth, and some have all three!

Proprietor: Ma—Loves her chickens, takes great care of them, and teaches them not to take shit from anyone. Ma is squat and muscular with a distant, often cold, demeanor. She only gets excited when talking about her beloved chickens. Sometimes she will relate with glee how her husband perished at the beak and claws of her prized attack chicken, Brutus.

A standard attack chicken has 1 HD, 1 method of attack of chosen from beak, talons, horns, or teeth, dealing 1d4 damage and costing 50 gp. A 2 HD attack chicken has 1 method of attack, dealing 1d6 damage and costing 150 gp. A 3 HD attack chicken has 2 methods of attack (as above), deals 1d8 damage, makes two attacks per round, and costs 250 gp. The prized attack chicken has four methods of attack, deals 1d8 damage, makes three attacks per round, and costs 500 gp.

Plot Hook/Rumor: Ma is always looking to her attack chickens heartier, feistier, and deadlier. She is looking to breed one of her hens with other monsters, but she needs help getting them. She'll reward a group who is willing to catch strange creatures for her.

Unique Trinket: Spiked Choker Collar. Not only does this collar look punk, it makes the chickens hit harder! An attack chicken that wears this collar has their damage increased by one level (a d4 becomes a d6 etc.). Ma only has 1d4 of these on hand at a time, is secretive about where she gets them, when they'll be back in stock, and she sells them for an unnegotiable 500 gp.

5. The Gallery of Goo

Description: The building is constructed entirely of green glass with white and lime green swirls and resembles a large glass decanter. Colorful flags and tapestries depicting the silhouette of a blob-like shape with two eyes (same color as the fabric) in a fishbowl hang on each side of the door and line the interior walls. The spherical room is lined with clear glass rectangular displays, upon which are glass dishes/bowls of varying sizes and shapes. Held within these containers are slimy substances, much like molasses or snot, each a different color of the rainbow.

This substance is actually a “Goo”, and while it shares similar characteristics as slimes, jellies, and molds, they aren’t as deadly and are much cuter! Each “Goo” does something unique (not dependent on color). Each Goo costs 200 gp and the container (a fine crystal) costs an additional 100 gp.

Your Goo: Roll 1d10: 1. Bubbles in its jar when people are lying. Picks up lies within 5’, 2. Can douse any small flame within 10’, 3. Communicate with birds within 10’, 4. Once per day creates a piece of “slime toast” that heals a target for 1d6 hit points when eaten, 5. Has an eye floating in it—you gain +2 to initiative checks, 6. Can shapeshift in to a gelatin-looking frog and hop around, 7. Prevents you from ever catching a common cold, 8. Can be consumed and will instantly end the effect of any poison, 9. Screeches loudly when you pass gas, 10. Add water to it and watch small chia sprout and grow.

Proprietor: Germ—Doughy, hairless, and constantly sweating, but always delightful and cheery. Germ is a connoisseur of the finer things in life and that goes for their little Goos as well. If Germ feels one of their little angels will be mistreated or unappreciated, why the price triples! Germ may care, but they aren’t stupid, gotta pay for those sugar-crystaled pineapple chunks!

Plot Hook/Rumor: Something has snuck into the shop at night and gobbled up all the blue Goos! Germ is beside themselves and cannot bear to face another day without a blue Goo in their shop. Germ will hire the group at 50 gp a day to investigate, capture, and kill the culprit. If it is done before four days pass, Germ will pay an additional 300 gp.

Unique Trinket: Petrified Goo Droppings in all colors of the rainbow. Hard as rock, but somehow sweet and tasty. They have no special properties, except they turn your tongue funny colors and taste like the rainbow.

6. The Creature Curio Shop

Description: This adorable shop is constructed of fine wood and resembles an upscale home. The red door is accented with gold filigree that moves and changes in a serpentine fashion. The window lattice is intricate, yet subtle and gorgeously done.

The interior matches that of a fine jewelry store rather than a pet shop, and it shows they know who their clientele is; the glass cases are trimmed in gold and designed to show all the magical curiosities in this shop. The animals in here are extremely unique; their source unknown.

Some of the Wonderment You'll Find: A Faberge Egg that is actually a hummingbird; a music box that is a hedgehog; an ottoman that is a miniature pot-bellied pig; a snuff box that is a tarantula; earrings that are a mating pair of butterflies; a jewelry box that is a turtle; an ink bottle that is a tiny octopus; and so much more!

The wealthy love displaying their little curiosity pets in their homes as a display of their affluence. Each one costs 1,000 gp or more.

Proprietor: Sasha Von Deel—A beautiful elf with jet black hair and ice blue eyes. Her gentle smile belies her calculating cunning. Sasha is known for her compassion, the ear she lends to those in need, and her ability to separate the wealthy from their coin in her shop.

What isn't known is Sasha is also the infamous information broker, "The Wolf", who sells profitable info to the highest bidder. It's handy that the rich love to blather on to her and she has learned to turn that to her advantage.

Plot Hook/Rumor: Sasha has heard that one of her clients has a strange alchemical lab in their basement and believes it contains many elixirs and potions that would fetch a handsome price on the black market. She is looking for a group of adventurers who would be willing to fetch the goods and bring them to her. She will pay 100 gp and 10% of the value of each potion (she will go no higher than 15% in bargaining).

Unique Trinket: The Fire Broach. An ornate red and orange ruby attached to a double-stranded silver chain. This beautiful necklace is actually a pseudodragon named "Hal" and is one of Sasha's favorite pets.

7. It's "Fur"bidden

Description: Deep in the grossest part of the city, among the slime, sleaze, and filth in a dingy basement shop, one will find *It's "Fur"bidden*. This shop specializes in the illegal practice of splicing various animals (and sometimes even monsters) together and attaching weird contraptions and machines to their bodies. A thick choking blanket of sulfur and cinnamon lingers in the constantly humid air while the whirring of unseen machinery causes a dull discordant din.

Type of Monstrosity One Might Find: Hamster-gecko (body of a hamster with legs and head of a gecko) with circular saw nails; The Poodle-Puddle (half poodle, half black pudding) with mechanical crab claws jutting out of its shoulder blades; The Kittenfly (a kitten with butterfly wings- oooo watch it flutter) with a poisonous proboscis for its tongue; The Piglin (body of a pig and head of a gremlin or vice versa) with legs that are spindly jagged pikes.

Proprietor: The Doctor—a crude, vile, and insane (yet brilliant) magic-user. The Doctor enjoys pushing the boundaries of magic and spits in the eye of the natural world order. Those who balk at his creations are shown the door while those who show appreciation are invited in for tea.

Plot Hook/Rumor: The Doctor's prized creation, The Boorangutan (an orangutan that was merged with the ectoplasm of a ghost) has gone missing and a series of gruesome deaths has occurred. The Doctor is desperate to reclaim his monstrosity and cover up any evidence that could lead back to him.

Unique Trinket: The Singing Cactus. This small cactus comes from a scorched desert of white sands and massive dunes. They are extremely rare and their fruits and flowers are said to have powerful alchemical properties. The Doctor coos over this plant far more than any of the living creatures in his care.

8. Grizzled Unwanted Pets

Description: Oftentimes it's not just adventurers who are changed, corrupted, or affected by encountering the unknowns of the world—it's their animals as well. Sometimes these afflictions are too much to handle and adventurers drop off these faithful (yet deranged) companions at Grizzled Unwanted Pets. This charming log cabin is decorated with rustic wood furniture, calming paintings, and serene scent of lavender.

Proprietor: Bill is a ranger who retired from adventuring after he lost his best friend and animal companion, Murkle the Moose. Bill tries to rescue all the unwanted and afflicted pets he can find. Bill tends to be quiet or gruff with anyone other than the animals.

Animals You'll Find: Chipzee (a chipmunk with tentacles for teeth and acid spit), Rundo (a horse that swears and curses when angry), Fren (a deer with the head of a chicken and screeches when scared), Burble (a toad the size of a great dane that has a hypnotic gaze), Bran (a wolf with blue fur, always cold to the touch, and with icicles for teeth that chatter constantly), Boa (a large python with millipede legs on its belly and weird googly eyes), and many more!

Plot Hook/Rumor: A strange curse has befallen the town and many of the villagers are accusing the animals at Grizzled Unwanted Pets. Several drunken fools have attempted to torch the place but have been thwarted by Bill. Bill needs help discovering the real cause of the curse before people succeed in destroying his store and his friends.

Unique Trinket: The Music Box. This box has a haunting yet calming melody. When wound up and played any animal in a 30' radius will relax and fall asleep. Bill uses this when any of the animals get panicked and can't be calmed down.

9. Not Quite Dead Yet

Description: People aren't the only ones who can't stay dead. Sometimes pets don't stay put in their graves either. This spooky shop is decorated to resemble a pet cemetery and has cages filled with zombie cats, dogs, and goldfish; skeletal birds, hedgehogs, and snakes; and ghostly ferrets, hamsters, and chickens. All for sale for those who want a pet that will never leave them!

Proprietor: Fern was quite beautiful and lovely when she was alive. . . then she went and died and somehow came back as a sentient zombie. After getting chased out of a few villages by torch and pitchfork, she knew she had to do something good with her unlife and started *Not Quite Dead Yet*.

Plot Hook/Rumor: Not all are content or calm about having a store filled with undead animals. The local clergy are riling up their congregation to bring an end to this abomination! Fern is looking for adventurers that will protect her and her pets.

Unique Trinket: Chunk of the Moon. This grey dusty rock is said to have come from the moon itself and have celestial powers, possibly even the power to reverse death. . .or it could just be an old dusty rock.

10. Abigail's Balloon Animal Extravaganza

Description: This colorful building has been decorated to resemble a circus tent with colorful banners lining the walls and silks fluttering down from the ceiling. In the center ring is a wooden podium where Abigail stands, speaking of fantastic adventures that thrill and titillate onlookers. Floating around her are dozens of wonderful balloon animals, from dogs and cats, to elephants, monkeys, bears, penguins, octopi, butterflies, and even dinosaurs, displacer beasts, and dragons!

Proprietor: Abigail is a fae from a far realm and enjoys making people laugh. Her blue skin, green hair, and grey eyes set her apart from everyone else, yet despite her appearance she sets people at ease. Her skills in storytelling and creating balloon animals are second-to-none.

Her balloon animals are fantastic, hardy and should someone pay a little extra (a paltry 200 gp), Abigail enchants them to come alive and aid their owner. If they pay even more (just an additional 200 gp), Abigail will imbue the balloon animal with an extra power. Those who have irritated Abigail have discovered, that the magical balloon animal they paid for isn't anything more than a regular balloon animal. These balloon creatures have 2 HD and deal 1d6 damage. The extra power is equal to a first level spell effect and can be used once per day.

Plot Hook/Rumor: A vile fiend has cursed Abigail! Her hands have swollen, and her fingers have become gnarled and curled. She can't make her beloved balloon animals. Children are crying in the streets and parents must watch their own children, it's mass hysteria! Are there any brave adventurers that can take up the charge to discover what has caused Abigail's affliction?

Unique Trinket: Silks of Climbing. The silks that hang from the ceiling of Abigail's Balloon Animal Extravaganza are enchanted so that anyone who plays in them can behave like an expert silks performer. This makes for entertaining (and free) floor shows for the public to watch.

CRIME

If someone is caught for a crime, consider the judgment. The judge could be swayed to reduce the punishment by spending money on an attorney or a bribe. The character's Charisma also influences the crime roll. However, strong evidence, previous criminal behavior, and character witnesses will provide penalties for the opposing sides. The Dungeon Master will set the total bonus considering all applicable factors. The crime roll is a 2d6 roll, and is modified by the following factors:

- -6 to +3 for evidence (1d10-7)
- +1 to +3 for bribes (10 gp, 100 gp, or 1,000 gp)
- There is a penalty of -1 for every previous crime committed
- The severity of the crime provides a penalty of -1 to -6
- For every board of influence the player controls, the roll is modified by +1 (q.v. p.177)
- Hiring legal representation provides a bonus of -1 to +3 depending on the barristers skill check at Charisma (Persuasion); If the character represents himself, the check is at disadvantage. 1-10 gives a -1, 11-15 has no bonus or penalty, 16-20 gives a +1, 21-25 gives a +2, and 26+ gives a +3. Cost should be proportionate to the skill level.

Fantasy worlds can have drastic differences in morality. The Dungeon Master will have to design which categories of crime are minor, major, and severe. Reference the following list of crimes and determine the severity of them for the local society, minor, major, or severe.

Roll for the result

2-	Severe Punishment
3-5	Punishment
6-8	Mild Punishment
9-12+	Freed.

1. **Assault & Battery**
2. **Civil Crimes**
3. **Homicide**
 - I. Arson
 - II. Murder
 - III. Manslaughter
4. **Larceny**
 - I. Burglary
 - II. Banditry/Piracy
 - III. Counterfeiting/
Forgery
 - IV. Embezzlement
 - V. Extortion
 - VI. Kidnapping
 - VII. Fraud
 - VIII. Theft
5. **Political Crimes**
 - I. Bribery
 - II. Destruction of
Property
 - III. Impersonation
 - IV. Incitement to
Riot/Rioting
 - V. Perjury
 - VI. Sedition

6. **Religious Crimes**
 - I. Blasphemy
 - II. Heresy
 - III. Magic Use
7. **Sexual Crimes**
 - I. Adultery
 - II. Bestiality
 - III. Incest
 - IV. Polygamy
 - V. Rape
 - VI. Sodomy



MILD PUNISHMENTS

Fines: This punishment is for crimes that are legal for the rich, and illegal for the poor. If the criminal is unable to pay, they will receive a more serious punishment.

Confinement: Mild punishment will be between 1-12 weeks.

Abasement: This includes demanding an apology or recantation, censure, being forced to wear an odious item or piece of clothing, a public procession of shame, public defamation of the criminal by the wronged parties, restrictions from public rights (ability to bear arms or heraldry), and public service.

Torture: Being forced to watch people being tortured.

PUNISHMENTS

Severe confinement: This includes magical stasis, such as being magically entombed beneath the ground, petrification, or temporal stasis, where the subject has no knowledge of time passing.

Severe abasement: Includes burial denial, pillory, dunking, and tarring and feathering.

Torture: Interrogation, torture, intermittent suspension or exposure

Mutilation: Removal of fingers or ears, magical transformation of a body part, e.g. donkey ears, a pig's nose.

Curses: Forced to stutter, bad luck, pox, warts, infestations, shingles, aphasia, bad smell

SEVERE PUNISHMENTS

Mutilation: blinding, removal of the hand or tongue. Permanant transformation into another creature or being. Being slain and reincarnated.

Banishment.

Slavery or Forced Labor.

Death by beheading, hanging, wheel, drowning, boiling, burning, buried alive, impaling, immurement, and quartering.

CRUEL AND UNUSUAL PUNISHMENTS

Annihilation, destruction of both the body and the soul.

Slain and then raised as undead.

Mental surgery, involving personality replacement, mind wipes, and feebleminding.

Imprisonment of the mind or soul, inside a crystal, sword, or other object.

Dimensional banishment.

MINING

The volume mined through stone or rock to produce underground corridors is dependent on the skill and strength of the miner. A normal miner can clear very soft rock of 75 cubic feet in a day (15 5'×5'×5' cubes), soft rock of 50' (10 5'×5'×5' cubes) cubic feet a day, and hard rock of 25' (5 5'×5'×5' cubes) cubic feet a day. A workday is eight hours. People cannot work more than one eight hour day in twenty-four hours, but characters may pay workers to work three separate shifts during a 24 hour period.

Dwarves, large creatures, and other skilled miners will increase this amount to (100/75/50 cubic feet). Gigantic creatures (Giants, et al.) can reach values of (500/350/175 cubic feet). If a structure underground increases in size (over 500 cubic feet /50 10'×10'×10' cubes), then an engineer must be employed or the structure will collapse.

MINES AS A RESOURCE

Mines and quarries may be placed as resources in hexes. Consider placing 1d4-1 mines/quarries in any given six mile hex. Hills and mountainous terrain could contain up to 2d6 mines per hex.

Mines may produce copper, tin, lead, iron, silver, gold, platinum, mithril, adamantite, or even more rare metals or gemstones. Determine the mine production randomly or by fiat. After determining the stone, roll a 1d10 to determine the richness and purity of the mine. A mine will only produce 1d100 weeks of mining profit before being exhausted, unless specifically noted by the Dungeon Master.

A mine requires 18-20 people, including an expert or master miner to produce one 'week' of work. This costs 160 gp/month (See page 70 for hiring costs and rules)

Roll	Material	86-90	Silver
01-40	Copper	91-93	Gold
41-60	Tin	94-97	Platinum
61-75	Lead	98	Mithril
76-85	Iron	99-100	Gemstones

This table shows how many pounds of material will be extractable from the mine per week. See the goods appendix for prices per pound of these materials in the open market.

Mine Richness	1	2	3	4	5	6	7	8	9	10
copper/ tin/lead	10	20	25	30	35	40	50	75	100	200
iron	20	30	50	70	90	120	160	200	300	400
silver	2.5	5	10	20	30	40	50	75	100	200
gold	1	2.5	5	10	20	30	40	50	75	100
platinum	.5	1	2	4	8	10	25	40	80	100
mithril	.01	.05	.1	.2	.4	.5	1	2	4	5

Characters may also find gemstones, uncut, inside a mine. Reference the following table for the relevant gemstones and the quality. These are uncut, see gem-cutter (q.v. p 71). Gemstones are divided into five different categories:

- 10 gp gemstones (azurite, hematite, obsidian, et al.)
- 50 gp gemstones (bloodstone, onyx, , moonstone, et al.)
- 100 gp gemstones (amber, jade, jet, pearl, et al.)
- 500 gp gemstones (topaz, spinel, alexandrite, et al.)
- 1,000 gp gemstones (opal, emerald, sapphire, diamond, ruby)

	1	2	3	4	5	6	7	8	9	10
10 gp	1d8	1d10	1d12	2d6	2d8	2d10	2d12	3d8	3d10	3d12
50 gp	1d6	1d8	1d10	1d12	2d6	2d8	2d10	2d12	3d8	3d10
100 gp	1d4	1d6	1d8	1d10	1d12	2d6	2d8	2d10	2d12	3d8
500 gp	1d2	1d2	1d4	1d6	1d8	1d10	1d12	2d6	2d8	2d10
1,000 gp	1	1	1d2	1d2	1d4	1d4	1d6	1d8	1d10	1d12

CLEARING AND SECURING TERRAIN

Before characters can construct anything lawfully, they must own the land. This requires a deed or claim. Characters can be granted this by the lord that ostensibly "owns" the land (see Influence p.178), or they can kill anyone who challenges their claim.

The player makes a declaration on the *type* of land she seeks, such as a hill overlooking a river, and the Dungeon Master will create a location and map where it is, along with the six surrounding hexes.

The first procedure is that the land must be explored and mapped. This follows standard rules for wilderness exploration. Note that this is **not** travel: wilderness exploration and mapping takes place at the rate of one 1320' hex per turn. It takes approximately 96 work-hours to fully explore and map a six-mile hex. This is twelve days of exploration per hex. It requires approximately 84 days (3 months) of exploration and random encounter rolls to map and clear seven six-mile hexes. One six-mile hex is the minimum amount of land that must be cleared in order to begin construction. Random monsters are considered to remain in the hex until killed or driven off, unless they are flying or travelling through. These random encounters are separate from the lairs.

If the land is wild, uncivilized, and chaotic, the hex must be cleared of monster lairs. Each hex will possess $1d4+2$ such lairs. The untamed hexes may contain ruins, small towns and hamlets, dungeons, and other strangeness. Only the lairs must be cleared in order to begin construction. If the land is civilized, construction can begin immediately.

After being cleared, once per day a wandering monster check is made per adjacent wild hex to see if a monster has wandered into a cleared hex. Once per week a check is made to determine if a monster has wandered into a cleared hex surrounded by cleared hexes. Actively patrolling will keep these checks from being made.

Settlers can be attracted to cleared areas by the characters spending money to construct improvements such as roads, inns, mills, boat yards, and other facilities. The specifics of who arrives and how many are related to the campaign world and remain in the preview of the Dungeon Master. For every 100 gp the characters spend, the characters attract one family of 5 people. Each citizen will pay about 2 gp in taxes (as profit) every year to the owners to assist in the maintenance and control of the land.

EXPEDITIONS

Player characters are not required to clear the lairs themselves. They can send a group of henchmen, and hirelings to clear the land while they engage in other activities.

Add together all the levels in the expedition force. Mercenaries count for 1 each. Each leveled fighter adds a +1. Magic weapons and armor add +1 per point of magic bonus. The presence of a druid or ranger increases the total by 20%, once. If a spellcaster on the expedition has access to 4th level spells or higher, add 1 for each spell fourth level or higher. If a spellcaster on the expedition has access to 6th level spells, add 2 for each spell of sixth level or higher. This is the **expedition value (EV)**. Other factors such as animals, powerful magic items, magical beasts, or others may increase this value at the Dungeon Master's discretion.

Each day of exploration/travel reduces expedition value by 8 (1 per hour exploring). This value is halved if two draft animals and a large vehicle are used. The players cannot control the expedition only state the completion goal. Having someone proficient in Wisdom (survival) increases the Expedition Value by 1d4 daily. The expedition will automatically return if their expedition value drops to 0 or the goal is complete. Anytime the expedition value is at 0 or below, there is a risk to the members of the expedition (see *expedition crises* pg. 144). Note that instead of general exploration, players can have expeditions, complete quests, clear lairs, protect villages, et al.

EXPEDITION COMBAT

When combat occurs, total the hit dice of the monsters, adding +2 for each special ability (poison, swallow whole, flame breath, et al.) and add 1d6. This is the amount of *expedition damage*. The characters roll a protection die depending on their current **expedition value** and reduce the *expedition damage* by that value. The expedition damage is then applied to the expedition value. The total number of people on the expedition is added to the value of the protection die, and monster hit dice is reduced by that value. If either number is positive, repeat. At 0 hit dice the monsters are slain or flee. If the expedition value drops to 0, the monsters have won the encounter and the expedition flees. Roll on the expedition crises table.

Expedition Value (EV)	Protection Die
<10	—
10-20	1d6
20-50	1d10
50+	1d20

EXPLORATION EXPEDITION EVENTS

Roll once per day.

01-40 Nothing happens.

41-50 An encounter with a random monster loitering about in the hex! Randomly generate an encounter. Make a d20 roll. If the encounter is lawful or good, the roll is at advantage, if the encounter is neutral the roll is at +2. (≤10) The encounter is hostile and fights the expedition. (10-18) The encounter is indifferent and can be avoided, unless the expedition has instructions to clear. (19+) The encounter is friendly, and grants expedition value equal to its hit dice before moving on.

51 A secret treasure is found! Randomly generate a single piece of treasure.

- 52-70** A lair is found! The expedition can either clear the lair or record the location of the lair, whichever they were instructed to do by the player's characters.
- 71-81** A strange ruin, temple, or dungeon is located. The expedition notes its location.
- 82-85** A hamlet is discovered. It is (1-4) abandoned, (5-7) inhabited by monstrous or wild humanoids, or (8) inhabited by humans, demi-humans, or people of civilized ancestry.
- 86-88** The expedition becomes lost! Roll 1d12 (minus the level of anyone proficient in Wisdom(Survival) this is the number of hours (minimum 1) it takes before the quest can continue.
- 89-90** The expedition encounters a natural difficulty (ravine, river, mudslide, stampede, stuck in the mire, et al.) that reduces the expedition value by 3d6.
- 91** A random leveled character is discovered. On a successful DC 20 Charisma (Persuasion) check they will join the expedition; on a 5 or less they will attack.
- 92-95** The expedition meets a random encounter in a precarious situation that gives them leverage. Roll 2d6. (2) The encounter is hostile, fight it adding +5 to their protection die roll. (3-6) Avoid the encounter. (7-11) They steal the encounter's treasure and drive it away gaining 1d4 to their expedition value. (12) The encounter is friendly; they join the expedition, add their total hit dice to the expedition value, and the expedition gains their treasure and adds 2d6 to the expedition value.
- 96-98** Check the current weather. If it's pleasant, add 1d6 to the expedition value. If it's inclement, subtract 1d6 instead.
- 99** The expedition finds an old secluded campsite, a magical node, or a forest grove. They note the location on the map. Spending the night here will refresh the expedition back to its starting expedition value, once per expedition.
- 00** The expedition locates an inhabited area, either in the form of a tower, temple, fort, outpost, dungeon, or hold. Determine the inhabitants of the castle using the Appendix.

EXPEDITION CRISES

Roll when the expedition is reduced to 0 and every time the expedition value would be reduced when it is at 0. (Lose to six wyverns? Six rolls.) Randomly determine the target of the crisis from the expedition values. After any of these events occurs, the expedition recovers 1d6 points of their expedition value.

1. A character receives a wound, such as a blow to the head, a broken bone, or a twisted ankle. They must spend 4-6 weeks in order for the wound to heal.
2. A character has disappeared. On a 1-4, they return in 1d4 weeks, battered by the experience; on a 5-6 they are never heard from again.
3. A character has died!
4. A character has lost all their gear!
5. 1d6 characters are being held for ransom or dinner.
6. The party gains resolve and recovers 1+1d4 expedition value (plus the normal 1d6 points)

Expedition guidelines

Discretion must prevail at all times. E.g. if the expedition finishes exploring an entire hex and all the lairs have not been discovered, and the lairs are not of particularly stealthy creatures such as gnolls or orcs, then assume the remaining lair locations are also noted and discovered upon return. If an event occurs that contradicts some previous event, fact, or decision, discard it and choose one that the Dungeon Master believes will suit it best. Common sense will serve. What terrain is around and what creatures live nearby should guide the Dungeon Master when populating discovered inhabited areas.

SUPPLIES

Abstracting resources needed for travel is as follows. Supplies are an abstraction of goods that must be consumed for survival. Each supply includes liquid and food and weighs 20 pounds or approximately 1 stone.

Humanoids require 1 supply per day.
Quadrupeds require 4 supplies per day.

Some animals (camels, elephants) can store supplies internally. Quadrupeds and animals can forgo half of their supplies if there are grazing grasses or a fresh water source nearby. If there are both, they may forego all their supplies.

Characters that are proficient in the survival skill can produce enough supplies to feed themselves during travel. If they spend the full day hunting, they can produce enough supplies to feed themselves and produce $2d4+2$ supplies. Fishing can produce $1d10-2$ supplies per day.

Purchasing one unit of supplies has a base cost of 3 cp in civilization. Purchasing supplies that have been prepared and packed for travel in hostile climates, like badlands or deserts, costs 5 sp per unit. This is increased in resource-poor areas like deserts, oasis, and forts, allowing characters to profit (or pay through the nose) for moving supplies to forward bases, outposts, et al. It is recommended to only track supplies in extremely resource poor areas (deserts, oceans, etc.) and for normal play to assume them as part of lifestyle cost.

WHY LAIRS?

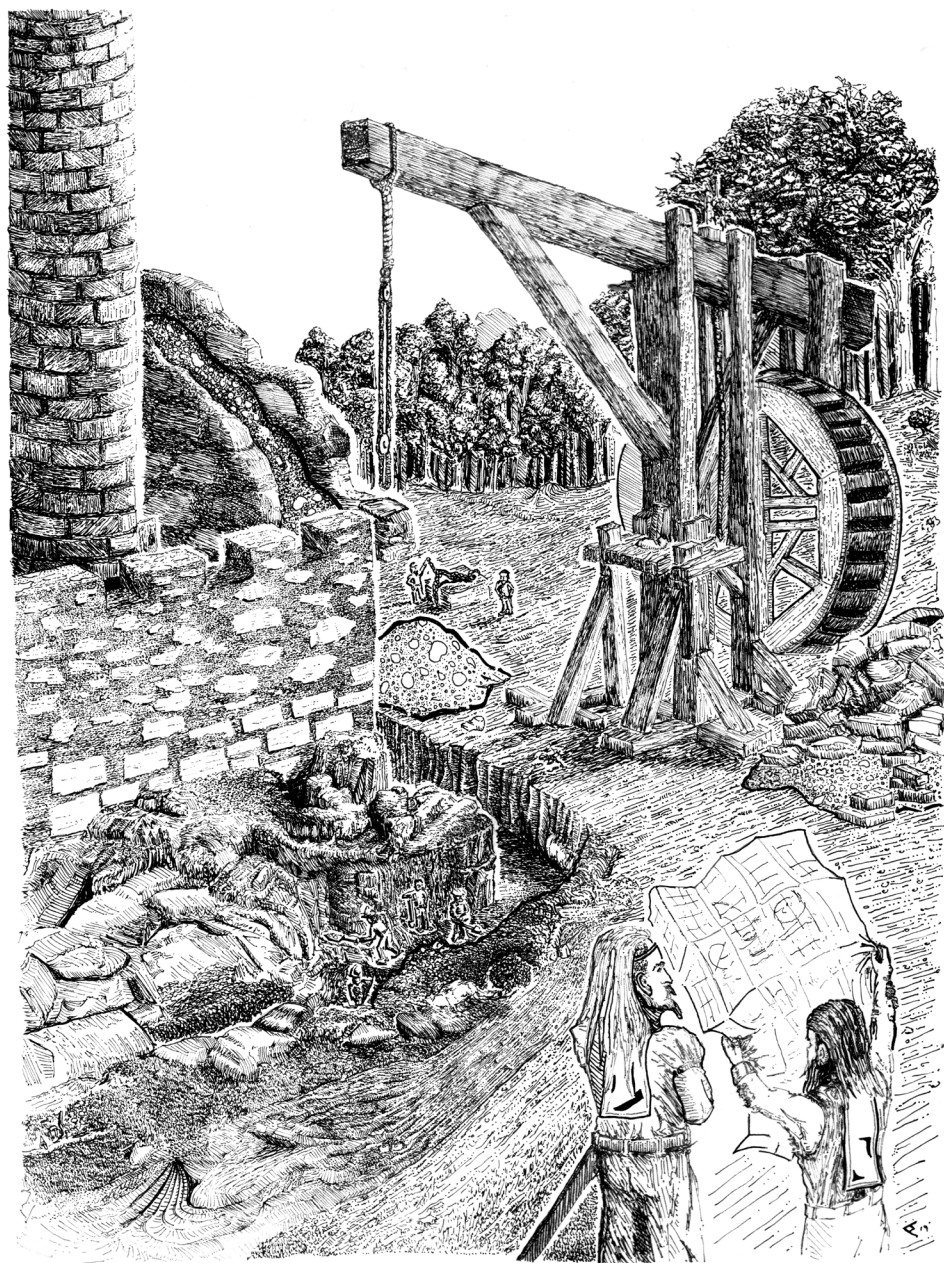
An examination of the monsters will show that even the most powerful (purple worms, hydras) fall in 2 or 3 rounds to normal men. Some (e.g. eye tyrants) can't even enter combat range without being easily killed by arrow fire. They must lair and hide in mazes which work to their strengths if they expect to survive.

12 GOBLIN MISCHIEFS

1. **Horse heist:** Six badly behaving goblins sneak into the local stables and steal two horses. With three goblins on each horse and zero clue how to control them, chaos ensues as the goblins flail all over town trying to get away with their equine treasures.
2. **Baby sale:** "Psst" you hear from the shadows, "Psst, you like a fresh baby?". A serious-looking goblin gestures back into the alleyway behind him, where a baby sits wriggling around happily in a small wooden chest.
3. **Regular human ham:** An unusually wobbly figure sways into the tavern with floppy, handleless arms. A hooded robe hides any identifying features as this odd patron exclaims in broken common "I buy ham leg" before a handful of copper pieces are tossed in a mess onto the counter. "And wine" another voice squawks out from what would be the figure's crotch.
4. **Pantsed:** Laundry has been disappearing from drying lines. To understand the thefts, authorities followed the goblins but were perplexed to find that the goblins are just throwing the garments from a bridge into the river and laughing hysterically.
5. **Plantsed:** Goblin pickpockets are disguising themselves as potted plants, while also placing real potted plants around the area to build up a sense of safety.
6. **Tainted well:** In response to recent expansion into goblin territory, small raiding parties have been sneaking into villages in the early morning to defecate into the drinking water.
7. **Shop goblin:** A large wooden crate has been modified into a tiny shop front and placed on the road. Goblins will try to sell stolen merchandise to passing travellers, an encounter which turns into a robbery if refused.

8. **Honey lovers:** A single goblin can be heard screaming from afar. As the screams become nearer, a goblin runs by holding what appears to be the entirety of a beehive dripping with honey. Hundreds of angry bees follow closely behind, swarming the goblin and anyone else nearby.
9. **Road scare:** On especially bumpy sections of road, goblin crews will jump out and chase trade carts menacingly until they run out of breath, the hope being that the intense hopping and tilting the cart is subjected to will throw some special treasures out to waiting little hands.
10. **The smokebox:** After covering the chimney, goblins wait for a building's occupants to run to the streets, coughing and distracted. In a strange choice of tactic, the goblins enter and exit through the same chimney; showing their lack of ability to conceive of layered plans.





Construction

CONSTRUCTION

Once a piece of land is cleared (q.v. clearing and securing terrain), construction may begin. The player draws up a plan, an engineer is hired, and construction begins. Patrols must be sent out to ensure that the hex and surrounding hexes remain clear of monsters. The ruins and other features of the hex may cause problems for adventurers down the line.

Settlers can be attracted to cleared areas by spending money on improvements (inns, mills, boatyards) or advertising. The costs and influx of settlers are up to the Dungeon Master, 1 person per 20 gp (100 gp per 5 person 'family') is average. The settlers will pay taxes (10 gp per year, variable depending on land quality, 8 gp per year consumed by overhead and administration).

Walls	Cost	Dimensions L×H×W
Palisade (Wooden)	10 gp	10'×10'×1'
Earthen Rampart	250 gp	10'×10'×15'
Wooden Walls	5 gp	10'×15'×1'
Stone/Bone Walls	50 gp	10'×15'×5'
Metal Fencing	100 gp	10'×6'×1'
Castle Walls	500 gp	10'×20'×10'
Metal Walls	1,000 gp	10'×10'×1'
Ice Walls	5,000* gp	10'×15'×5'

Earthen Works	Cost	Dimensions L×H/D×W
Ditch	20 gp	10'×20'×5'
Moat**	40 gp	10'×20'×20'
Motte	10 gp	10'×5'×10'
Road, Dirt	50 gp	100'×-×10'
Road, Paved	150 gp	100'×-×10'

* 10% of cost in arctic climates, melts in temperate or warmer climes.

**Double the cost of the moat to have it filled with water.

Buildings	Cost	Dimensions L×W×H
Stone Building, Small	1,000 gp	20'×20'×15'
Stone Building Medium	1,500 gp	20'×40'×15'
Stone Building, Great	3,000 gp	20'×40'×30'
Stone Building, Grand	10,000 gp	40'×80'×45'
Wooden Building, Small	250 gp	20'×20'×15'
Wooden Building, Medium	750 gp	20'×40'×15'
Wooden Building, Great	1,500 gp	20'×40'×30'
Wooden Building, Grand	3,500 gp	40'×80'×45'
Round Tower	15,000 gp	20' base, 30' high
Round Tower	30,000 gp	30' base, 45' high
Square keep	75,000 gp	60' base, 90' high

* +25% of the base costs will also furnish the construction.

** Small buildings will support 1 family (5 citizens)

Underground/Interior	Cost	Dimension
Stone Dungeon Corridor	500 gp	10'×10'×10'
Stairs, Wooden	20 gp	3'×10'×15'
Stairs, Stone	60 gp	3'×10'×15'
Door, Wooden	10 gp	3'×7'
Door, Sturdy	20 gp	3'×7'
Door Stone	50 gp	3'×7'
Door, Secret	×5	3'×7'
Door, Trap	×2	3'×4'
Roofing/Floor, Fine Wood	40 gp	10'×10'×1"
Roofing/Floor, Stone Flagstone/Tile	100 gp	10'×10'×1"
Roofing/Floor, Marble	2,000 gp	10'×10'×1'
Window, Open	10 gp	3'×4'
Window, Shutters	15 gp	3'×4'
Window, Bars	20 gp	3'×4'
Window, Glass	200 gp	3'×4'

Note that all the items on the underground/interior section are assumed furnishings of the other buildings and will be covered by the +25% increase in cost to furnish interiors. +10% more will cover internal plumbing

Amenities	Cost	Size
Statue, Small	100+ gp	3'
Statue, Medium	200+ gp	6'
Statue, Large	500+ gp	9'
Statue, Gigantic	1,000+ gp	12'
Shifting/ Mechanical Walls	1,000 gp	10'×10'×10'
Drawbridge	500 gp	10'×20'×6" thick
Catwalk, Wooden	10 gp	10' long
Battlements*	250 gp	10'×4'
Portcullis, Wooden	100 gp	15' high
Portcullis, Steel	500 gp	15' high

*Battlements provide 75% cover

Improvements	Cost
Mill/Windmill	×2 Normal Building Cost
Bridge, Rope	5 gp per 10' Maximum 100'
Bridge, Wooden	10 gp per 10' Maximum 150'
Bridge, Stone	100 gp per 10' Maximum 300'
Shrine	1,000 gp
Fountains	500+ gp

Wooden and stone bridges cost a cumulative sum. Characters pay the cost once for 10', three times for 20', six times for 30', 10 times for 40', etc.

Construction time for stone buildings is one day per 500 gp spent. Construction time for wooden buildings is one day per 1,000 gp. Paying double will reduce the construction time by half. Paying quadruple will reduce construction time by $\frac{2}{3}$. For every 100,000 gp construction costs, one engineer must be hired.

Wall cost is normal to 30', but costs double from 30'-60' in height. 60' is usually the maximum height of a castle wall. If there are master engineers involved, the height can rise to 90' at quadruple the cost. Towers cannot be higher than double their base width.

If a pre-existing structure (a conquered dungeon, moathouse, or other structure) is being refurbished, then prices are reduced. For every existing structure being refurbished without changing the layout, prices are 10% of normal (90% reduction). If changing the layout or redesigning areas over previous constructions, costs are reduced by 50%. If new structures are built nearby (< 1 mile), the old construction will reduce prices by 10%.

In lieu of calculating time per gold spent, the following estimates are suggested: Moat house, shell keep, or small castle is $12+2d4$ months, a medium castle is $24+1d6$ months, a large castle is $36+2d4$ months, and a concentric castle or walled town is $60+1d12$ months.

Mobile fortifications are beyond the scope of this work. For mobile bases, see vehicle construction (q.v.)

Consider the following interiors for buildings: Bedrooms, kitchens, magical and alchemical laboratories, barracks, armories, bathrooms, chapels, public common areas, dining halls, courtyards, guardrooms, libraries, prisons, tables, storage, offices, and workplaces.

Note: These rules are not designed as a 'construction set' where the players pour over them, trying to build the perfect structure. These rules are provided as a guideline for the Dungeon Master to estimate the price, cost, and in-game effects in line with Dungeons and Dragons for structures and vehicles that the players design and present to the Dungeon Master.

CONSTRUCTING/PURCHASING UNIQUE VEHICLES

Ton is an abstracted measure representing both size and weight (capacity). A ton refers to about 100 cubic yards of volume. This is a space approximately the size of a living room. That is, 100 cubes with 1 yard per side on each side. Assume a vehicle can carry half its tonnage as cargo, adjusted for the various modifications.

FRAME

The first step in designing a vehicle is to determine the frame. This is a combination of size (measured in abstract tons) and materials. The player should construct the vehicle within the dimension restraints that may take any reasonable shape and form. An engineer is required to build per 20 tons of the vehicle. The base construction time is 1 day per ton. Examples follow:

Frame Type	Tonnage	Dimensions
Fleet Flagship	100	70' Cube (343,000 cubic feet)
War Galley	80	60' Cube (216,000 cubic feet)
Troop Transport	60	55' Cube (166,375 cubic feet)
Galley, Large	50	50' Cube (125,000 cubic feet)
Longship	40	45' Cube (91,125 cubic feet)
Galley, Small	30	40' Cube (64,000 cubic feet)
Boat, River	20	35' Cube (42,875 cubic feet)
Boat, River	10	30' Cube (27,000 cubic feet)
Lifeboat/Shuttle	5	25' Cube (15,625 cubic feet)
Carriage/Chariot	3	20' Cube (8,000 cubic feet)
Wagon	1	15' Cube (3,375 cubic feet)

MATERIAL

It costs 300 gold pieces in man hours and labor per ton to build the vehicle. In addition to this cost, there is the cost of the raw material required to build the ship. The Armor Rating provides the base AC of the vehicle.

Material	Cost Per Ton	Hull Point Modifier	AC	Damage Threshold
Thin Wood	75 gp	2	11	—
Thick Wood	500 gp	10	12	10
Metal*	3,000 gp	40	19	15
Stone**	2,000 gp	30	17	20
Ceramic	6,000 gp	24	15	15
Bone	250 gp	16	15	10
Other	***	?	?	?

* Iron and Steel; special and precious metals will vary by type.

** Obviously not suitable for sea vehicles.

*** Consult your Dungeon Master.

CALCULATE VARIABLES

That's it, the vehicle is done. Time, cost, and final size for the vehicle is determined. All that remains is to calculate the hull points and select an engine.

Base Time: 1 day per ton

Base Cost: (300 gp in labor + Material cost) × Tonnage

Hull Points: Hull Point Modifier × Tonnage

Minimum Crew: 1 per 10 tons for minimum movement, 1 per 5 tons for half speed, 1 per 3 tons is fully crewed.

MODIFICATIONS

These are common modifications.

Armored Hull

This provides armored plating covering the exterior of the ship. This makes it more difficult to do damage to the hull by improving the armor class. Characters can plate a ship with any material superior in protection to the hull material. (e.g. a hull of thick wood can be armored with metal, but not thin wood). This modification can be repeated multiple times.

Cost: by material per ton

Space: 10% of tonnage value

Material	Cost Per Ton	AC Bonus
Thin Wood	5 gp	+1
Thick Wood	50 gp	+2
Metal	300 gp	+5
Stone	200 gp	+4
Ceramic	600 gp	+3

Ram

The vehicle has a ram attached. Note that a variety of ram types exist, all with different effects (blunt, grappling, piercing, etc.).

Cost: 100 gp per ton

Space: 5% of tonnage value

Rigging

Rigging allows a ship to draw power from the wind. Rigging increases crew requirements by 1 crewman per ton of rigging.

Cost: 100 gp ton standard rigging/200 gp per ton topped out

Space: 10% for standard rigging, 20% for topped out rigging

Landing Gear

Vehicles are designed to work on one type of terrain. Air vehicles for flight, water vehicles for sailing, land vehicles for rolling. If a vehicle is able to rest (not move) on a different terrain (an air vehicle being able to land on water or land, a sea vehicle being able to rest on land, or a land vehicle being able to rest on water), then add landing gear.

Cost: 50 gp per ton

Space: 10% of hull space for land landing gear, 5% of hull space for water landing gear

Pneumatic Tubes

These are pneumatic tubes allowing communication across a vehicle between different areas. Orders can be given across the ship, without needing runners and gophers.

Cost: 100 gp per ton

Space: 15% of the hull space

Efficient Ship

This ship is designed to be maneuvered with fewer crew than normal. This has a cost in both hull space and structural integrity. If used, crew requirements drop by 50%.

Cost: 10 gp per ton

Space: 20% of hull space, and reduces hull points by 10%

Reinforced frame

This vehicle has a stable frame, increasing its hull points by 20%.

Cost 1,000 gp per ton

Space: Requires 20% of hull space

MODULES

These are the internal modules of a ship. Any unused space is considered cargo space. The module sizes include support structures for the module (hallways, structural supports, etc.), so they tend to be slightly smaller in size than the tonnage required.

Rooms	Space	Cost
Crew Quarters	.25 tons per man	100 gp per man
Cramped Crew Quarters	.15 tons per man	75 gp per man
Bunk Only	.05 tons per 2 men	25 gp per man
Room	.75 tons	125 gp
Spacious Room	1 ton	150 gp
Larder*	1 ton	100 gp per ton
Cargo	1 ton	-
Hall (mess/recreation)	.5 tons per 2 men	150 gp per ton
Docking Bay	Tonnage + 10%	50 gp per ton
Internal, Specific Craft		
Docking Bay	Special**	100 gp per ton
Internal, General		
External Passenger Dock	1 ton	200 gp
External Cargo Dock	2+ ton	200 gp per ton
Weapons***	As Weapon	As Weapon
Turret	1 ton	500 gp per class of the weapon****

*A fully stocked larder will feed 10 men for a month per ton. Poor rations cost 30 gp a month per ton, Common rations cost 100 gp a month per ton, Good rations cost 150 gp a month per ton.

** The tonnage of the craft characters wish to be able to dock, +30%. E.g. If they wish to have space for any 10 ton vehicle to dock, they must allocate 13 tons of space.

*** Weapons, of course, depend on the campaign. Anything from catapults to greek fire throwers to submachine guns to lasers is possible.

**** Light weapon turrets cost 500 gp. Heavy weapon turrets cost 1,500, etc.

ENGINES

The vehicle must be propelled. Real engines are very complicated. These simple engine guidelines are for how players in a game get their vehicles to move.

These engines are measured in horsepower. A horse can carry 300 pounds without a reduction in speed (240' or 48 miles a day) and 600 pounds at half speed (120' or 24 miles a day). Horses can *pull* up to 5× that value (1500 unencumbered or 3000 encumbered).

However, unlike riding a horse, when a vehicle is pulled, there is the resistance of the surface (the coefficient of rolling resistance). Wheels and the roads, *reduce* the effective weight of the vehicle. On a good road this reduces the effective vehicle weight by 60%, on a terrible road or terrain that is 'clear, city, trail, grassland' it reduces the effective vehicle weight by 30%. Vehicles generally can't travel on *forest, hills, broken, mountains, or jungle*. Vehicles specifically designed to travel on *sand or swamp* cannot travel on other terrain types. The engine types are calculated for travel on terrible roads, and their speed is increased (per the rules) to $\frac{3}{2}$ on well-paved roads.

So a single horse can pull a single ton at "full speed" or two tons at "half speed" (remember that "ton" here refers to an abstract combination of weight and volume, see p.154). This horsepower metric determines the minimum requirements for vehicle size only (i.e. one horse cannot move a vehicle 3 tons in size).

Multiple draft animals sum their horsepower.

ENGINE TYPES

Equivalent Horsepower (Eqv. HP) determines the minimum and maximum size vehicle the engine can drive. 1 horsepower is needed per ton to move at full speed. 1 horsepower per 2 tons provides half speed.

Speed is given in rounds/miles per day. This is the speed if horsepower exceeds tonnage. Halve this if the horsepower is between half the tonnage and full tonnage. If the horsepower is less than $\frac{1}{2}$ the tonnage, the vehicle can't move.

Tonnage size is how much space the engine consumes of the tonnage. A — indicates that the engine doesn't consume internal space. Flying creatures can only fly if the craft is specifically designed to make use of flying creatures, and can only fly with a craft where the horsepower available exceeds the tonnage.

These are completely abstracted for use during play—it's designed to provide a usable, internally consistent model to facilitate play. Real engines are complex and beyond the scope of fantasy Dungeons & Dragons® vehicles.

Engine	Eqv. HP	Ton Size	Speed	Cost
Mule	.6	—	120'/24	30 gp
Horse	1	—	240'/48	40 gp
War Horse	1.25	—	120'/24	75 gp
Draft Horse	1.5	—	90'/18	250 gp
Camel ¹	1	—	150'/30	100 gp
Pegasus ¹⁰	.8	—	240'/48	2,000 gp
Hippogriff	1.2	—	180'/60	2,000 gp
Griffon	2	—	120'/24	5,000 gp
Rower ²	.2	.1	90'/18	2 gp/month
Rigging ³	—	10%	360'/72	100 gp/ton
Rigging, Topped out ³	—	20%	450'/90	200 gp/ton

Steam Engine, Small ⁴	2	1	120'/24	1,000 gp
Steam Engine	10	10	120'/24	10,000 gp
Steam Engine, Large	20	25	120'/24	100,000 gp
Steam Engine, Huge	50	60	120'/24	1,000,000 gp
Animated ⁵	—	—	60'/12	—
Golem, Clay ⁶	2	—/1	120'/24	—
Golem, Flesh ⁶	4	—/2	120'/24	—
Golem, Stone ⁶	8	—/4	180'/36	—
Golem, Iron ⁶	16	—/8	240'/48	—
Elemental, Large ⁷	24	—	60'/12	—
Alchemical	10	15	240'/48	20,000 gp
Corporeal Undead ⁷	.5	—	60'/12	—
Incorporeal Undead ⁷	10	—	240'/48	—
Magic Helm, Minor	25	1	1,000'/200	100,000 gp
Magic Helm, Major	50	2	1,000'/200	250,000 gp
Magic Item Furnace ⁸	25	1	500'/100	100,000 gp
Life-engine ⁹	50	1	500'/100	80,000 gp

1. Can internally carry 50 supplies.

2. Must provide crew space/food.

3. Rigging allows movement at wind speed. Note that using rigging requires dependence on variable wind speeds and on land (due to increased resistance) has wind-power speed reduced to 30'/6 miles or 120'/24 miles

4. Steam engines can be pushed to travel at higher speeds, but leave themselves at risk of exploding. Consult your Dungeon Master for specifics.

5. Requires *Animate Object*. *Animate Object* requires 5 castings per ton. After casting, the caster must sacrifice 25 levels of spell slots for a year in order to render the enchantment permanent.

6. Golems may be separate or integrated into the vehicle (in which case use the tonnage size past the dash). They are created as Golems.

7. Requires summoning and permanent servitude.

8. A scroll will power it for a day, a wand, 1 day per charge, an item powers the helm for 1 week, with one additional week per +1 bonus or special ability. The item is destroyed.

9. One hit die will run the engine for one day. Anyone fed to the engine permanently loses that hit die.

10. These creatures are sentient with high intelligence, and experience pain and suffering.

VEHICLE QUIRKS

Frame Type	Chance of Quirks	# of Quirks
Fleet Flagship	70%	1d10
War Galley	60%	1d8
Troop Transport	55%	1d6
Galley, Large	50%	1d6
Longship	45%	1d6
Galley, Small	40%	1d4
Boat, River	35%	1d4
Boat, River	30%	1d4
Lifeboat/Shuttle	25%	1d3
Carriage/Chariot	20%	1d2
Wagon	15%	1
Other	Cubic Dimension %	1d(Tonnage0.5)

In the absence of mass production and precision engineering, every vehicle is crafted by a particular team of wrights and workers. Such artisanal labor creates the possibility of vehicles possessing unintended quirks.

The percentage chance of quirks and the number of quirks are determined by the type of the vehicle. Large, complex vehicles are more likely to have many quirks.

At the completion of a vehicle's construction, consult the Random Vehicle Quirks table. Roll on the Chance of Quirks column based on the vehicle type to see if it has any quirks. If so, roll on the # of Quirks column to determine how many. For each quirk, roll 1d100 on the List of Quirks table and any sub-tables as directed. Apply the result of the quirks one at a time. If the vehicle subsequently rolls a quirk that opposes a prior quirk, remove both quirks, and then continue rolling. For instance, if you roll Bulky Ram and then later Sleek Ram, remove both quirks.

Roll (1d100)	List of Quirks
01-10	Shoddy Construction
11-20	Sturdy Construction
21-30	Inferior Materials
31-40	Quality Materials
41-45	Flawed Frame
46-50	Flawless Frame *
51-55	Ablative Armor *
56-60	High-Quality Armor *
61-100	Roll on Vehicle Type sub-table

*If this quirk is rolled again, re-roll.

GENERAL QUIRKS:

Shoddy Construction: Sloppy joinings and loose framing impair the vehicle's AC by 1 each time this quirk is rolled.

Sturdy Construction: Precision fitting with high-quality joinings improve the vehicle's AC by 1 each time this quirk is rolled.

Inferior Materials: Material purchased from the lowest bidder is of inferior quality. Reduce the vehicle's Hull Points by 10% each time this quirk is rolled.

Quality Materials: Carefully chosen ores or timbers result in a stronger vehicle. Increase the vehicle's Hull Points by 10% each time this quirk is rolled.

Flawed Frame: Some hidden flaw in the vehicle's frame leaves it vulnerable. Any attacks that score a natural 20 against the vehicle do double damage. If this quirk is rolled again, increase the crit range by 1 point each time (from 20 to 19, 18, etc.).

Flawless Frame: The vehicle's frame is constructed with virtual perfection. Any attacks against the vehicle deal 1 less point of damage per die.

Ablative Armor: The vehicle's armor tends to crack and flake off when damaged. Each time the vehicle is hit by an attack dealing 1 or more Hull Points damage, its AC is impaired by 1. If the vehicle has no armor, re-roll.

High-Quality Armor: The vehicle's armor is made of high-quality materials, well fitted and carefully sloped. High-quality wood armor grants resistance to attacks by artillery and sea monsters. High-quality metal armor grants resistance to attacks by artillery, fire, rams, and sea monsters. High-quality ceramic and stone armor grants resistance to all attacks. The vehicle suffers 1 less point of damage per die from attacks it is resistant to. If the vehicle has no armor, re-roll.

Roll (1d100)	Vehicle Type: Sea
01-08	Leaking Hull*
09-16	Solidly Seaworthy*
17-22	Hard to Maintain*
23-28	Easy to Maintain*
29-34	Bad Sight Lines*
35-40	Good Sight Lines*
41-46	Cumbersome Handling
47-52	Smooth Handling
43-58	Inefficient Rigging
59-64	Efficient Rigging
65-68	Bulky Ram*
69-72	Sleek Ram*
73-76	Loose Ram*
77-80	Sturdy Ram
81-84	Poor Field of Fire
85-88	Superior Field of Fire
89-92	Bad Weapon Placement
93-96	Superior Weapon Placement
97-98	Ill-Fortuned*
99-100	Lucky*

*If this quirk is rolled again, re-roll.

Leaking Hull: The vehicle is not as seaworthy as others of its type. If reduced to 0 or fewer Hull Points, it sinks in 1d4 rounds.

Solidly Seaworthy: The vehicle is compartmentalized, heavily reinforced, or otherwise hard to sink. It does not begin to sink until reduced to negative Hull Points equal to its max.

Hard to Maintain: The vehicle is not easy to maintain or repair without skilled labor. It takes 7 crewmembers 1 turn to repair 1 Hull Point.

Easy to Maintain: The vehicle has been constructed with multiple redundancies and simple parts. It takes just 3 crewmembers 1 turn to repair 1 Hull Point. If this quirk is rolled again, re-roll.

Bad Sight Lines: The vehicle's lookouts have an obstructed view, perhaps due to a squat crow's nest or cluttered rigging and sails. Sea monsters can be spotted at just 3d6×10 yards and other ships at 200 yards.

Good Sight Lines: The vehicle has a tall crow's nest or otherwise affords its lookouts a commanding view of the waters. Sea monsters can be spotted at 5d6×10 yards and other ships at 400 yards.

Cumbersome Handling: In waterborne chases, the vehicle decreases its chance of escaping pursuit by 5% and increases the chance of escape from it by 5%. It decreases its chance of boarding enemy ships by 5% and increases the chance of being boarded by 5%. It suffers a -1 to hit with ram attacks. The results are cumulative each time this quirk is rolled.

Smooth Handling: In waterborne chases, the vehicle increases its chance of escaping pursuit by 5% and decreases the chance of escape from it by 5%. It increases its chance of boarding enemy ships by 5% and decreases the chance of being boarded by 5%. It gains a +1 to hit with ram attacks. The results are cumulative each time this quirk is rolled.

Inefficient Rigging: The vehicle's masts and sails are poorly placed, leading to overcomplicated rigging that weaves across the vehicle like a spider web. Each time this quirk is rolled, the number of crewmen per ton is increased by 0.25. If the vehicle has no rigging, re-roll.

Efficient Rigging: The vehicle's rigging is a masterwork of nautical construction. Each time this quirk is rolled, the number of crewmen per ton is decreased by 0.25, to a minimum of 0.5. If the vehicle has no rigging, re-roll.

Bulky Ram: The vehicle's ram is large and cumbersome. The vehicle's speed is reduced by $\frac{1}{3}$. If the vehicle has no ram re-roll.

Sleek Ram: The vehicle's ram is sleek and easily penetrates enemy hulls. It gains advantage to hit with ram attacks. If the vehicle has no ram, re-roll.

Loose Ram: The vehicle's ram was not joined to the frame correctly. Each time the vehicle rams a target, the ram might break off. The percentage chance of the ram breaking is equal to the Hull Points of damage dealt by the ram. If the vehicle has no ram re-roll.

Sturdy Ram: The vehicle's ram is built to survive any impact. When striking larger vessels, or monsters it deals $1d6+5 \times 10$ hull points or $6d6$ hp; when striking smaller vessels or monsters it deals $1d8+6 \times 10$ hull points or $8d6$ hp.

Poor Field of Fire: One weapon suffers a reduced field of fire from the sails, rigging, and decks. The poor field of fire imposes disadvantage to hit. If the vehicle has no weapons, re-roll.

Superior Field of Fire: One weapon has been perfectly situated to enjoy a superior field of fire. It gains advantage to hit. If the vehicle has no weapons, re-roll.

Bad Weapon Placement: One weapon is situated in a cramped section of the deck, making it difficult to properly reload. The weapon's rate of fire is worsened by one round. If the vehicle has no weapons, re-roll.

Superior Artillery Placement: One weapon is situated with ample space to service it. The weapon's rate of fire is improved by one round. If the vehicle has no weapons, re-roll.

Ill-Fortuned: The god of the sea was not properly praised with sacrifice and libation when the vehicle was launched. The vehicle has only half the chance of finding a safe place to hide along the shore during a storm. Its probability of taking on water is increased by 10%. If flung by fierce winds, it will always travel in the worst possible direction. The crew consider the vehicle cursed or haunted and suffer -2 to morale rolls. If this quirk is rolled again, re-roll.

Lucky: The god of the sea was pleased by the sacrifices and libation made when the vehicle was launched. The vehicle has double the chance of finding a safe place to hide along the shore during a storm. Its probability of taking on water is decreased by 10%. If flung by fierce winds, it will always travel in the right direction. The crew consider their vehicle blessed or lucky and gain +2 to morale rolls. If this quirk is rolled again, re-roll.

Roll (1d100)	Vehicle Type: Land
01-19	Prone to Break Down
11-20	Easy to Repair
21-30	Loud*
31-40	Comfortable*
41-50	Oversized Wheels*
51-60	Lightweight Wheels*
61-70	Ill-Fitting Harness*
71-80	Well-Fitting Harness*
81-90	Inferior Firing Platform*
91-100	Superior Firing Platform*

*If this quirk is rolled again, re-roll.

Prone to Break Downs: The vehicle is prone to breaking (slipped tread, cracked wheel, etc.). There is a 1 in 6 chance each day of travel that the vehicle breaks down and must be repaired. If the vehicle is used in a force march, it automatically breaks down. A broken-down vehicle must be repaired by a cartwright or similar specialist. It takes 8 hours to repair the vehicle. Each time this quirk is rolled again, increase the chance of break down by 1.

Easy to Repair: The vehicle has been constructed with multiple redundancies and simple parts. If it breaks down or is damaged, it can be repaired by an unskilled laborer in 4 hours. Each time this quirk is rolled again, decrease the repair time by 1 hour.

Loud: The vehicle makes a loud clatter, due to squeaky suspension, rattling wheels, etc. While riding the vehicle, the characters cannot surprise monsters, and the chance of encountering wandering monsters is increased by +1.

Comfortable: The vehicle has a smooth suspension and ergonomic seating. Characters who force march in the vehicle suffer no penalty the next day. The draft animals (if any) are still penalized, however, and must be replaced in order to retain pace.

Oversized Wheels: The vehicle's wheels are considerably larger and sturdier than normal for its type. It can move across desert, hills, and wooded terrain without penalty. If the vehicle has no wheels, re-roll.

Lightweight Wheels: The vehicle's wheels are light and thin. When traveling on paved roads, its movement is increased by $\times 2$ rather than by $\times 3/2$. When traveling on desert, hills, or wooded terrain its movement is decreased by half. It cannot move on jungle, swamp, or mountain terrain. If this quirk is rolled again, or if the vehicle has no wheels, re-roll.

Ill-Fitting Harness: The harnesses which yoke the draft animals to the vehicle are so poorly-fitted that the animals are choked, blistered, or otherwise made miserable. Reduce the vehicle's wilderness movement rate by $1/3$. If the vehicle does not use draft animals, re-roll.

Well-Fitting Harness: The harnesses which yoke the draft animals do an excellent job of distributing the vehicle's weight. The vehicle can carry an additional 25% of weight without penalizing speed. (Note that space is not increased; the vehicle can carry denser cargo but not necessarily a higher volume of cargo.) If the vehicle does not use draft animals, re-roll.

Inferior Firing Platform: The vehicle is unstable at combat speeds. Anytime the vehicle is moving, any missile attacks made from the vehicle (by personal or vehicle weapons) suffer disadvantage to hit.

Superior Firing Platform: The vehicle affords its occupants with superior missile fire capability due to its height and stability. Anytime the vehicle is stationary, missile attacks made from the vehicle (by personal or vehicle weapons) gain advantage to hit.

Roll (1d100)**Vehicle Type: Air**

01-08	High-Altitude Flight Ceiling*
09-16	Low-Altitude Flight Ceiling*
17-24	Hard to Maintain*
25-32	Easy to Maintain*
33-40	Inferior Aerodynamics*
41-48	Superior Aerodynamics*
49-56	Fuel-Hungry Engines*
57-64	Efficient Engines*
65-68	Unsafe Seating
69-72	Bomb Lobby*
73-77	Poor Field of Fire
78-82	Superior Field of Fire
83-87	Bad Artillery Placement
89-92	Superior Artillery Placement
93-96	Wind Vulnerability
97-100	Camouflaged

*If this quirk is rolled again, re-roll.

High-Altitude Flight Ceiling: Due to excess lift or buoyancy, the vehicle is capable of soaring over mountains. Its wilderness movement rate is three times the movement rate of a ground vehicle (instead of double). It cannot be attacked by creatures on land or sea.

Low-Altitude Flight Ceiling: Some structural flaw prevents the vehicle from flying at higher than tall trees (~ 300'). Its wilderness movement rate is just 1.5× the movement rate of a ground vehicle (instead of double). Its movement rate is reduced $\frac{1}{3}$ above hills and $\frac{1}{2}$ above mountains. If rolled again, re-roll.

Hard to Maintain: The vehicle is not easy to maintain or repair without skilled labor. It takes 7 crewmembers 1 turn to repair 10 Hull Points.

Easy to Maintain: The vehicle has been constructed with multiple redundancies and simple parts. It takes just 3 crewmembers 1 turn to repair 10 Hull Points.

Inferior Aerodynamics: The vehicle wasn't properly streamlined, and has cracks, crevices, and spurs that slow down its flight. The vehicle's air movement rate is decreased by $\frac{1}{3}$.

Superior Aerodynamics: The vehicle's engineer accidentally stumbled upon a highly aerodynamic line. The vehicle's air movement rate is increased by $\frac{1}{3}$.

Fuel-Hungry Engines: The vehicle's engines were poorly designed, such that they consume excess fuel. The effects depend on the type of engine. If the vehicle has no fuel-using engine, re-roll.

Steam Engine: The vehicle can only carry enough fuel in the engine for 8 hours of travel. Additional fuel can be carried by allocating tonnage from cargo. An extra 8 hours of travel time is gained per 0.5 tons of fuel for small steam engines, per 5 tons for normal steam engines, per 12 tons for large steam engines, and per 30 tons for huge steam engines.

Magic Item Furnace: A scroll will power it for a half-day; a wand for 1 day per 2 charges; an item for 3 days, with 3 additional days per +1 bonus or ability.

Life-Engine: Two hit dice will run the engine for one day.

Efficient Engines: The engineers achieved a breakthrough in engine efficiency. The effects depend on the type of engine. If the vehicle has no appropriate engine, re-roll.

Steam Engine: The vehicle takes up less space because of its efficiency, thereby freeing up cargo space. Add 0.5 tons of space from a small steam engine; 5 tons from a normal steam engine; 12 tons from a large steam engine; and 30 tons from a huge steam engine.

Magic Item Furnace: A scroll will power it for two days; a wand for 2 days per charges; an item for 2 weeks, with 2 additional weeks per +1 bonus or ability.

Life-Engine: One hit die will run the engine for two days.

Unsafe Seating: The seating must have been installed by the lowest-cost bidder, because it is unsafe at any speed. Anytime the vehicle loses 10 or more Hull Points, pick a random occupant. That character must make a DC 15 Constitution saving throw or be flung from the vehicle. If this quirk is rolled again, double the number of occupants at risk from each attack.

Bomb Lobby: The seating of the vehicle is such that the passengers can easily drop heavy objects on victims below. Attacks with bombs have advantage. Damage is variable based on the payload dropped.

Poor Field of Fire: One weapon suffers a reduced field of fire from the vehicle's superstructure. The poor field of fire imposes disadvantage to hit. If the vehicle has no weapons, re-roll.

Superior Field of Fire: One weapon has been perfectly situated to enjoy a superior field of fire. It gains advantage to hit. If the vehicle has no weapons, re-roll.

Bad Artillery Placement: One weapon is situated in a cramped section of the deck, making it difficult to properly reload. The weapon's rate of fire is worsened by one round. If the vehicle has no weapons, re-roll.

Superior Artillery Placement: One weapon is situated with ample space to service it. The weapon's rate of fire is improved by one round. If the vehicle has no weapons, re-roll.

Wind Vulnerability: Whether due to a badly angled wing, a misplaced airfoil, or a lightweight frame, the vehicle is highly susceptible to the wind. Its movement rate must be adjusted by the Wind Conditions table as if it were a ship. If the vehicle flies into fierce winds, it must land within one turn (10 minutes). If it does not, it loses 1d10 Hull Points each turn until it does.

Camouflaged: The lines of the vehicle resemble those of a bat, bird, cloud, or other flying object, and/or its coloration is such that it is hard to spot. It gains a +1 to surprise enemies while in the sky. The distance at which the vehicle can be spotted is reduced by $\frac{1}{2}$.

VATS, GOLEMS, CROSSBREEDS, AND OTHER EXPERIMENTS

In order to create creatures, the character must research or have access to a magical ritual that allows the creation of animate servants. The player must possess or purchase a vat and place it in a laboratory of at least 400 square feet.

Vat Size	Cost
Small	10,000 gp
Man-sized	20,000 gp
Large	50,000 gp
Huge	100,000 gp

CREATING A CONSTRUCT OR CROSSBREED

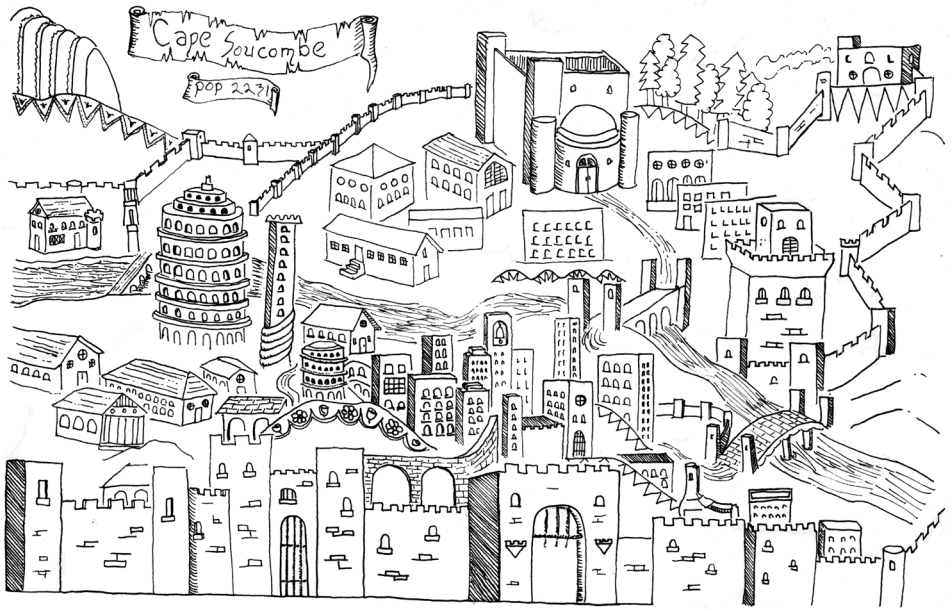
It requires a magical formula or method to create life. This is always a very rare formula from the research process under Creating Magical and Alchemical Items. Researching a construct creation formula takes an additional 4d6 weeks of research, -1d6 for every point of Intelligence bonus the characters has (minimum 4 weeks). Alternately, she can dismantle, destroy, or dissect. a construct or crossbreed in order to learn how to create it.

The player designs the construct or crossbreed. Creating a construct or crossbreed requires 2,000 gold pieces per hit die, plus an additional 5,000 gold pieces for each special ability. Without an Arcane Library of a value greater than the cost to create the construct or crossbreed, the prices and times are doubled with 1% of the total cost contributing and increasing the permanent value of the Arcane Library.

To grow or create such a creature, it takes 1 week, plus an additional day for every 1,000 gold pieces. There is a 15% chance of failure. Hiring an alchemist to oversee the procedure will reduce the failure rate to 8%. Hiring two alchemists will reduce the failure rate to 5%. Characters may only create one creature per vat.

Examples of special abilities include, berserk, blood drain, breath weapons, burrowing, climbing, charms, constricting, darkvision, damage reduction, energy drain, fear, flying, rock hurling, immolation, magic resistance, immunity to non-magical weapons, multi-headed, paralysis, petrification via gaze or touch, poison, polymorph, regeneration, rotting disease, see invisible, immunity to non-silver weaponry, resistances, spells, swallowing whole, tail spikes, telepathy, tremorsense, truesight. Other monster special abilities include summoning, legendary saves, lair actions, and lycanthropy but are too powerful to grant to vatspawn. Other abilities may be created. Some abilities (deadly poison, petrification via touch) the Dungeon Master may require 10,000 gold pieces instead of 5,000. Some combinations (e.g. a deadly area-affect attack combined with a deadly single target ability) should be denied. If granting a creature immunity to magic spells, the Dungeon Master should create some spell vulnerabilities. As always, common sense must be followed and the Dungeon Master is the final arbiter of the requirements and costs.

Note that creating a life form from a vat does not mean that the vat creature will obey its creator. Being a father does not make one a dad.



Commercial

Military

Aristocratic

Arcane
Religious

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Brewer
Thane
Treasurer
Seneschal

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Reeve
Sheriff
Baron

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Balliff
Jester
Viceroy

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Chaplain
Bishop
High Wizard

Influence

INFLUENCE

At what price influence? At what cost power?

At some point, characters may aspire to more than just the list of activities given. They may wish to purchase a house or land, raise troops, start a religion or a construction project. Such activities may not be done on their own without attracting the attention of rulers who will go to great lengths to stop such activities. So how to accomplish them?

Get permission, of course!

Easier said than done. In order to acquire leverage, characters may go the route of "find someone who wants a quest done, and use the completion of that quest to get favor". But what about a campaign *in media res* with many side quests already? What if players want to change an existing structure instead of building a new one? The following provides an objective measure of the characters' social power and status that you can easily track.

INFLUENCE

There are only a few areas of relevant influence. Commercial/Economic, Military, Aristocratic, Arcane/Religious. For every 100 people in a city, there is a square of minor influence for each of the above categories. For every 1,000 people in the city, there is one square of major influence. Cities over 15,000 people are very rare, but if there is a larger city, for every 10,000 people, there is one square of grand influence.

Influence boards are limited to nine spaces, if there are more than 9 squares of influence, there are multiple boards at that level of influence.

Players cannot see the influence boards without in character investigation. A player may spend one month, with a successful relevant ability roll, to determine the status of one minor board, which they can then see. One person devoted to the task each month enables them to continue to keep abreast of what is happening on the board.

GAINING INFLUENCE

A character may spend 1,000 gold, and 1 week gaining one square of *minor influence*. If a character possesses at least one point of *minor leverage*, they may spend 10,000 gold and 1 week to gain a square of *major influence*. This represents politicking, meeting people, public works, intimidation, advertising, etc. If more than 5 squares on a board are acquired, two things happen: The character a point of *leverage* for that level (minor, major, or grand), and she is granted one square of influence on the next highest board.

Characters may also attempt to acquire support from other actors already on the board. They do this by individual negotiations with the person possessing the influence. Consider that the possessor of that influence will expect or fear loss of somewhere between 1,000-5,000 gold pieces of value per point of minor influence lost/acquired. This isn't necessarily money: blackmail, threats, completing tasks, etc. can all be used. If the combined influence of the characters and their allies reaches or exceeds 5 squares on the board, they are granted a point of leverage as above.

If a community has no major or grand influence boards, then minor leverage provides the benefits of major/grand leverage. If there are no grand influence boards, then major leverage provides the benefits of grand leverage.

At the end of each month, adjust the faction boards for the changing game situation. There should be a small chance per board that it is completely cleared or altered (due to a death, random monthly event, or change in power structure).

Boards are, in general, filled before the player characters arrive. The Dungeon Master do not have to play out every actor in the city, though if the characters have an ally or a foil or nemesis, they may work to block the character's progress. Certain titles (harbormaster, noble, merchant, priest, captain, general, etc.) automatically grant control of square of *major influence*, as well as one point of *minor leverage* every month.

Or, the leverage may be spent. Note that for many of these, it is required that individuals spend the leverage each month to maintain the benefit.

COMMERCIAL/ECONOMIC

Minor Leverage: Own or run a business employing up to 10 people. Purchase or sell trade goods in bulk.

Major Leverage: Make large purchases (>100,000 gp). Own a trading vessel. Own or run a business employing up to 100 people.

Grand Leverage: Own or run a business employing unlimited people.

MILITARY

Minor Leverage: Employ more than 10 hirelings. Have someone arrested. Have someone freed.

Major Leverage: Employ mercenaries.

Grand Leverage: Request military aid.

ARISTOCRATIC

Minor Leverage: Purchase existing property.

Major Leverage: Purchase land or build new property. Acquire a standard for an informal group or company. Gain a minor title.

Grand Leverage: Form an official guild. Become a member of the nobility.

ARCANE/RELIGIOUS

Minor Leverage: Practice magic in the city.

Major Leverage: Gain a license to employ magic commercially. Gain a license to have a group of religious followers.

Grand Leverage: Be allowed to construct a school or church (must also have nobility influence to be allowed to do so)

FACTIONS

Power doesn't always corrupt... power always reveals —Rober Caro

Obviously such a system is both abstract and scalable. But in the case of cities, this influence is almost always associated with a faction. (The player character party, the thieves' guild, some noble faction A, the traders' guild, etc.)

It is expected that players may be able to influence one or two minor boards themselves, but it will be necessary to ally with other major influencers in order to acquire leverage. That is to say, the difference between the character having the influence or having the people with the influence under the character's sway is unrelated to their access to leverage.

Because power corrupts, society's demands for moral authority and character increase as the importance of the position increases. —John Adams



Integrating Rumors

ADVENTURE SEEDS AND LOCAL NEWS

There is some local conflict over humans denied promotion to the elite guards. Several groups have gone on perilous missions in an attempt to prove their worth. Cultists try to convert or recruit the adventurers. At the end of every week lots are drawn from the human and half-human population to see which members become food; anyone capturing any outsiders may use them to defer their next selection. Agralis Arymas is said to be working on a powerful enchantment that will alter the nearby landscape. He needs certain resources to complete the enchantment; alternately, the enchantment has to be stopped and the resource must be destroyed.

The world is dynamically foreshadowed in play. Much like when players die and then realize their own poor decisions could not have led to any other conclusion, whatever happens during play should appear both completely logical and an unknown surprise. This happening dynamically allows play to surprise both parties, and yet remain coherent.

There are three components to this technique. The central idea is that information about the adventure is transmitted to the players before the players actually encounter the adventure. The three components are staged rumors, wandering monsters, and adventure design.

Wandering Monsters

The arrival of a wandering monster (i.e. one that is not located somewhere on the dungeon key) can create a feeling of atmosphere, but still often can appear 'random' in the sense that there was no sign of the creatures that were wandering.

However, regularly letting the players encounter a monster's spoor, tracks, or traces can both provide interest to the game (*"Why is there chewed up silver everywhere?"*) and increase the weight and meaning of the actual random encounter itself. Either *"That strange creature that is chewing on metal remains at large!"* or *"Oh, an Aurumvorax, that must be what's leaving that chewed metal all over the place!"*

Adventure Design

The adventure is the best place to put the foreshadowing.

Designing the foreshadowing into the adventure assists your ability to improvise; since you foreshadow the location, you can plan for the ambiance, rather than being forced to scramble for contents and atmosphere randomly.

Foreshadowing encounters can take many forms: a previous victim, a trophy room, something mentioned in passing, a public notice, a group of people hunting the creature, etc. Any situation can foreshadow an encounter's presence.

Provide some pre-prepared sign of a later encounter or different adventure within each scene of your game.

Rumors Basics

The rumor list contained in adventures such as *Keep on the Borderlands*® were a gold standard of this technique for years. They both provided information about what to expect on the adventure: *"An Ogre sometimes helps the cave dwellers"* and sets up the players for entertaining misunderstandings *"Bree-yark is goblin-language for we surrender!"*

But this too can be taken an additional step, into the realm of 'staged rumors'.

Generic rumors are a waste of time. "Kobolds raid from the southern hills." Consider instead: "Lizard demons rise from the earth in the southern hills and steal iron from the forges of men. They know, because they've found scales near the dead bodies!"

Rumors that drive or suggest player actions are extremely interesting. The above might encourage players to offer metal to any 'lizard demons' they come across.

Staged Rumors

Staged rumors are interlaced ways of providing setting information and background information without exposition.

Rumors gathered from graffiti, books, townsfolk, interrogation, iconography, and architecture all combine to related information about major threads within your campaign. This is particularly effective at generating traditional "plot" elements in a sandbox campaign.

E.g. A wizard (Savimal the Bleak) can only be killed by a magic sword (Yaris Baneblade) once wielded by a hero (Urox the Lunatic). Keep in mind the following rumors are interspersed with other rumors, even other staged rumors. This rumor is staged as follows:

In town:

- Night demons (goblins) haven't bothered our town in an age.
- Urox the madman walked north into the darkness never to return. Surely he lairs there, surrounded by his wealth and treasure.
- "Savimal the Bleak was cast out of town for performing fell experiments—that's code for skinning children as sacrifice, but don't tell me wife I said so—and he's certainly the source of the strange lights in the tower."

With research (gather information and library research):

- Urox was cursed with the weapon Yaris Baneblade, though it was this sword that allowed him to eliminate the night demon threat.
- "Aye, Savimal was run out of town, but only after we tried killing him. No blade would pierce his skin. I saw it with me eyes."
- Night demons are called that because they gather their energy from the darkness of night; where evil deeds are done, they spring into being.

In discovery (graffiti in ruins, books at adventure sites - gathered during play)

- Discover a statue of a man, being weighed down by a giant sword. Emblem on the sword is of a full moon, set with 3 stars.
- Graffiti: Savimal is lord of blackness!! Surrender, there is no hope!
- In a book titled "The curse of night": Jaris died while forging the sword, and all who have ever held it gain great power over darkness and the night, and yet become cursed by the moon, becoming lunatics and madmen"

Consider that in addition to normal rumors there might be two or three staged rumors going at any time, and the separate staged rumors can be interconnected themselves.

Now when the players find a magic sword, it will not take them long to realize what they have.

Design adventures from the perspectives and experiences of the players, not from the perspective of "verisimilitude".

SANDBOX EMERGENT GAME-PLAY

Rumors are one of the keys to emergent game-play. You can take any idea and turn it into layered adventure for a sandbox.

A powerful good wizard is dying and is said to be seeking information on lichdom.

Begin by adding specificity:

- The powerful good wizard is Orhartux the Purple-Born
- The death is from exposure to the magical plant, the Vacuum Yerik.
- The specific information on lichdom he is seeking are "The Rites of Rakye Foul".

Create three sets of rumors. One set of information you can access by talking to people, one set that can be discovered by research, and a final set that exists in the world.

Town Rumors:

- "Orhartux the Purple-Born is having an auction of many of his magical treasures!"
- "Orhartux is called the purple-born because his hands are stained purple from working with many magical plants."
- "The Vacuum Yerik is a magical plant that grows outside of the caves in the Ogre's Nail foothills. Careful though, the plant is poisonous and the caves themselves are rarely empty."
- "Orhartux the Purple-Born has protected the city for many years with his powerful enchantments."
- "Several groups of adventurers have been seen visiting the tower of Orhartux the Purple-Born."
- "Orhartux the Purple-Born leaves his tower much more rarely, and the last time he did, he appeared very ill."
- "Are you going to ask me about the Rites of Rakye Foul? Cause I don't know anything more than the last time I was asked."

With Research:

- Rakye Foul was once a paladin who lost his wife. He took revenge on her killers, and was never able to make peace with his god after that.
- Rakye Foul was a powerful mage and a strong force for good in the world.
- Rakye Foul devoted his last years to discovering a way to extend his life. There are those that say he succeeded, though nothing of his glory ever passed the foothills of Dormik Kar ever again.
- Rakye Foul is said to be buried in Uriks Tomb.

Add all the sites, signs, and clues to the map or adventure sites in the sandbox (The Foothills of Dormik Kar, Statues of Rakye Foul, etc.)

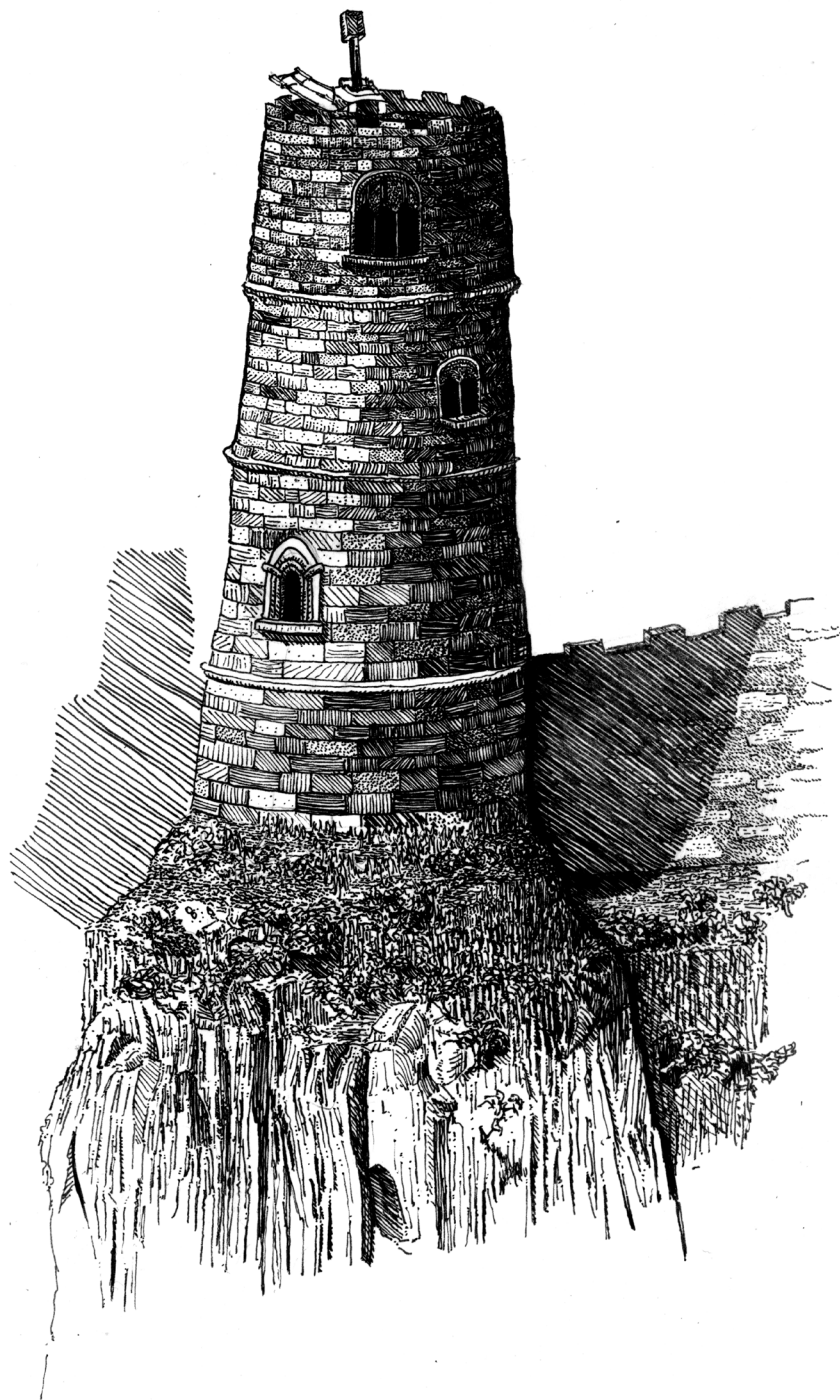
SANDBOX IDEAS

1. A huge dire wolf, apparently immune to magic, is organizing the wolves in the wood.
2. Evil mercenaries are constructing a fortress not far from the community.
3. The tomb of a powerful wizard, filled with magic items, has sunk into the swamp.
4. Mysterious groaning sounds come from a haunted wood.
5. Bugbears are demanding a toll on a well-traveled bridge.
6. A blackguard is organizing monsters in an area.
7. An emissary going into a hostile kingdom needs an escort.
8. A wizard needs a particularly rare spell component found only in the deep jungle.
9. Gravediggers have discovered a huge, ghoul-filled catacomb under the cemetery.
10. Evil clerics gather in secret to summon a monstrous god.
11. A wizard is buried in a trap-filled tomb with her powerful magic items.
12. Lizardfolk riding dragon turtles sell their services as mercenaries to the highest bidder.
13. Gargoyles are killing giant eagles in the mountains.
14. A druid needs help defending her grove against goblins.
15. All the dwarves in an underground city have disappeared.
16. A fire elemental has escaped from a wizard's lab.
17. Undead shadows vex a large library, especially an old storeroom long left undisturbed.
18. A shapechanged mind flayer is gathering mentally controlled servitors.
19. A lonely mountain pass is guarded by a powerful sphinx denying all passage.
20. Burglars broke in to a wealthy merchant's shop, but apparently didn't take anything.
21. The town is hiring mercenaries to augment the town guard.
22. A new inn is opening in town.
23. The duke has been acting strangely.
24. A rare plant has suddenly boomed on a local farm.

25. Various monsters have long preyed upon people from within the sewers of a major city.
26. Local bandits have joined forces with a tribe of ogres.
27. An island at the center of the lake is actually the top of a strange, submerged fortress.
28. An infestation of stirges drives yuan-ti closer to civilized lands.
29. People grow suspicious of half-orc merchants peddling gold dragon parts in the market.
30. A strange green smoke billows out of a cave near a mysterious ruin.
31. Mysterious merchants sell faulty magic items in town and then attempt to slink away.
32. Cultists are kidnapping potential sacrifices.
33. A huge gemstone lies within an ancient ruined monastery.
34. Barge pirates have made a deal with a coven of hags and exact a high toll to use the river.
35. Ogre magi have torn up a village in a violent rage.
36. A map showing the location of an ancient magic forge is discovered.
37. Two orc tribes wage a bloody war.
38. A recently recovered artifact causes arcane powers to go awry.
39. An enchanter is compelling others to steal for him.
40. A gate to the Lower Planes brings more demons to the world.
41. A plague brought by wererats threatens a community.
42. Clerics who have resurrected a long-dead hero discovered she's not what they thought.
43. Colossal vermin are straying out of the desert to attack settlements.
44. The tomb of an old wizard has been discovered.
45. A clutch of wyverns is preying upon sheep as well as shepherds.
46. There is fierce fighting in the northlands.
47. A band of adventure's fled into a ruined fortress tower filled with treasure and monsters.
48. The eastern witches have discovered a new type of magic.
49. An army of statues in the south has begun to move.
50. A mad witch has been found in the burned remains of her abode, her servants all killed by her hand.

51. A powerful good wizard is dying and is said to be seeking information on lichedom.
52. An alchemist has lost a shipment of supplies to hijackers. If she doesn't get them back, she faces bankruptcy.
53. Cultists need to recover an artifact to summon a giant sleeping demon.
54. A wizard in a manse to the north of town is flaunting guild laws.
55. Several daring thefts have been made upon towers in the city.
56. A group of dragons has banded together to increase their power.
57. Demons are possessing monsters and causing havoc.
58. A killer is loose and stuffing bodies into chimneys.
59. A large bridge to the east has been destroyed by unknown forces.
60. Something is preventing huge hordes of humanoids from leaving the nearby mountains.
61. A mage's familiar has escaped and been said to have summoned a demon.
62. Reports have come in of a living dungeon.
63. A group of liches has formed an eldritch pact with evil dragons.
64. Rumors of an ogre civil war have been filtering into town.
65. Undead scorpions have been accosting people and robbing them without killing them in the south.
66. Lizard men have recently begun approaching human settlements with envoys seeking peace.
67. A powerful angel is hiding in the city performing good deeds unseen.
68. Demons have been taking the shape of men and hiding to escape hell.
69. A new brothel is opening in town, and they are seeking talent.
70. A halfling wizard has discovered a new powerful school of magic.
71. A medusa is said to be the head of a merchant guild.
72. Basilisks have started appearing in the forest to the north.
73. The Witch Queen has been defeated by a band of adventurers.
74. The Witch Queen was in contact with the Mountain King in the nearby mountains.
75. Dwarven immigrants are arriving in southern cities in droves.
76. The mountain pass is blocked.
77. A mage's experiment has caused a disaster in a tower.

78. Talking monkeys reside in the forest.
79. There is a witch in the swamp to the south who brews potions of a legendary efficacy.
80. Primitive heathens are throwing parties in the woods.
81. A magical accident has opened a gate that has loosed magic-eating monsters into the world.
82. An ancient evil cult banished long ago is said to be returning.
83. A great treasure was discovered by the dwarves in the mountains.
84. A vampire is seeking to release a great evil.
85. Man-eating ghouls prowl the swamp for food.
86. Obelisks stand in the mountains that hold the key to great power. None who have sought these have returned.
87. A band of evil gnomlings lives in the forest.
88. There is a wolf pack to the north; they are the pets of a mighty giant.
89. An ancient demonic evil has seized control of giants.
90. The Mountain King is possessed by an evil force.
91. Eye tyrants are arriving in huge numbers from the realms above.
92. Dragons can sense when their kin are harmed or killed.
93. When an eye tyrant is killed, a curse is bestowed that causes all other eye tyrants to seek the killers.
94. There are many old ruins in the swamp. They are from a previous Aeon.
95. Many of the old ruins in the swamp contain great and ancient treasure.
96. A palace of pure gold and steel is hidden in the mountains.
97. A mighty pyramid tomb lies to the north; theft-proof, it still contains ancient treasures.
98. A great dragon was slain, the witch queen banished, and the spirit of the ancient barbarian king destroyed by beings from another realm.
99. Darkness or evil emanates from a dark tower.
100. The nearby underdogs are preparing to rebel.



Appendices

APPENDIX A. TIME AND CALENDARS

In order to track these activities, Dungeon Masters need a way to track time. They can use a standard calendar, or an optional one (see Appendix C for optional calendars).

UNUSUAL SEASONAL EVENTS

Once a month roll for an event. Roll on the following table a month or two in *advance* to determine important campaign events, and gain an upper hand when the players try to foretell the future. These events should set in motion changes in the campaign, and your foreknowledge can be used to foreshadow future events, as well as find ways to get the characters involved.

The following table is intended to be a percentile table with a variety of results, but since every campaign is different, the numbers have been left off. A Dungeon Master can assign numbers that match the specifics of his campaign world.

No Event: Nothing of note takes place during this month.

Accident: A terrible accident occurs. Perhaps lightning causes a brush-fire, a ship crashes into the harbor, a road accident occurs, a levee floods, or an important building collapses. In dangerous cases, up to one hundred people could die. Perhaps it only inconveniences the characters or perhaps they have friends, retainers, or family in the disaster. Either way it will be a frequent topic of gossip and rumor.

Bad Weather: The weather turns terrible. The effects vary depending on the season (e.g. blizzard, heat wave), but they may cause complete stoppage of work for 1d4 weeks. Travel times are increased for the month, usually doubled, and there is a chance no travel is possible at all.

Banditry and Brigandage: A group of bandits, brigands, or buccaneers moves into the local area and begins robbing from the peasantry, reducing the income available from the area by 1d6 gp monthly (cumulative). They begin construction of a bandit stronghold. This increases suspicion of strangers, and raises the demand for mercenary guards.

Birth: A new birth occurs. If any characters or their companions engage in any sexual activity, then they are the ones blessed with the new birth. Otherwise, it was a friend or family member of the characters. If there's still no one, then it's a local noble or magistrate who is blessed with the child.

Celebrity: A person of great fame is traveling to or through the local area. He could be a painter, dancer, poet, philosopher, or other person of prominence or note. The visitor seeks privacy, but may be here for nefarious or opaque purposes. Rumors and activity befall the area where the celebrity is staying.

Comet: A comet is visible in the night sky, bringing omens and change, perhaps even to the laws of magic or the land.

Corruption: A small selection of nobles and rulers has become corrupt and is extorting and terrorizing the local population. They are well-organized and well-hidden. If not addressed, the income and morale of the area drops.

Death: A death happens. None of the player characters are at risk for this, but one member of their companions or retinue perishes. It could be a friend, family member, or ally. If there is no will or clear heir, it could cause a dispute over the estate or possibly even end up in the player character's hand. See Inheritances (q.v.).

Diplomatic Event: Officials from another political entity (natives, city-states, countries, etc.) are visiting on official business. They intend to speak to the local nobles, including the

player characters if they qualify. They may be visiting for a variety of reasons, to prevent a war, offers of tribute or trade, cultural exchanges, or military alliances.

Famine: There is a shortage of food. Costs of food rise up to 10,000%, violence and banditry increases, and 2-12% of the population dies due to starvation.

Festival: A festival is upcoming, and the player characters are requested to be there. This could be a wedding, a new or existing holiday, or perhaps a large social occasion like a ball. Activity increases in the area for a month, making it easier for thieves to work (advantage on all nefarious activities rolls), as well as increasing the taxes earned from the area by 10%-60%.

Feud: Two local families or clans have declared a blood feud that is beginning to result in a loss of life. This casts a dark shadow over the local area as people get drawn into the feud.

Fire: A large fire breaks out, destroying property indiscriminately. This burns down 10%-80% of the buildings and causes 10% to 40% casualties. Prices for building materials skyrocket to 10× their normal levels. Food doubles in price. Plague and famine follow in the path of the fire.

Haunting: A location has become beset by dark omens and rumors of dark supernatural powers. Perhaps people have fled, or remain yet continue to suffer. The veracity of the haunting remains in the Dungeon Master's purview.

Magical Events: A strange magical phenomenon manifests. A portal or gateway opens, or rain falls up into the sky, the sun shines purple, strange things fall from the heavens, a magical fog is produced, or the clouds burn with magical energy or other magical effects.

Marriage: A notable social occasion is occurring, and the characters are somehow involved. This could cause a shift or change in the local power structure or could be the result of a political alliance.

Monsters: A new monster or group of monsters has appeared and begins terrorizing the surrounding area. The lair is secluded, but the general location is known to the terrorized locals. If not defeated, the locals may be corrupted by it and fall into the monster's service.

Natural Disaster: Depending on terrain, this may include earthquakes, volcanoes, tsunamis, tornadoes, floods, landslides, and other great shifts of earth. Mystical disasters could be a rain of fire or magic, magical portals opening, or even rocks breaking free and floating as an island, or the reverse, one falling to earth. Buildings could be damaged or destroyed, and prices on local goods could increase.

Notable Personage: An infamous or influential person is rumored to be nearby. They could be a notable outlaw, perhaps a banished general, a writer of subversive literature, or other ne'er-do-well.

Plague or Illness: A disease sweeps across the area. It kills 5% of the population per month and lasts for 2d6 months. Traders cease visiting and the cost of local goods doubles, while imported goods are five times as expensive. People have heightened suspicions during the plague.

Raiders and Raiding: This is the intrusion of a military force into an area, without a declaration of war. It could be monstrous humanoids, or a unmarked military force from a nearby kingdom. They could be probing the area, securing a border fort, or even just raiding for fun.

Religion: A new religion, pyramid scheme, or esoteric hobby appears, and their worshipers begin spreading throughout the population.

Refugees: A group of creatures, men, or humanoids shows up in the territory. This is usually caused by environmental pressures elsewhere. These may be barbarian hordes, orcs or goblins expanding their territory, an acting troupe, possibly spies, a group of exiles or men driven from other lands. They maintain their culture, which will almost certainly bring them into conflict with the locals.

Uprising or Rebellion: A group of peasants rises up and creates a peasant militia in the territory. They protest and try to spread their message to other rural regions. This negatively affects any territory they operate in, disrupting normal operations. They arm themselves with anything they have, farm implements, etc. They can present a serious threat if a local hero arrives and can militarize them. A rebellion is identical to an uprising but is well-armed and funded by a powerful king, religion, army commander, or secret society.

Visitation: One of the many deities or divine servants appears granting a vision or prophecy. Pilgrims begin to visit the site, much more frequently for years to follow. Those present are granted great prestige.

War: War never changes. Young men take up arms to die for lords ensconced within war rooms. Money, ambition, power, and survival are all motives for war. This creates ripple effects through society, from the price of metal and arms increasing to devastated homesteads, large mobilizations of men, death, and things worse than death.

APPENDIX B. INHERITANCES

1	Personal Weapon	13	Transportation Business
2	Ancestral Weapon	14	Debt
3	Shield	15	Enmity with Relatives
4	Helm	16	Small (1-100 gp)
5	Armor	17	Medium (300-1,800 gp)
6	Mount or Pet ¹	18	Large (100-1,000 pp)
7	Land Deed, Uninhabited	19	Fortune (10,000 gp+)
8	Land Deed, Manor	20	Vehicle
9	Land Deed, Castle	21	Servant
10	Mercantile Business	22	Military Contract ²
11	Town House	23	A Magic Item
12	City Building	24	<i>Strange Inheritance</i> (q.v)

1. Mounts can also include family pets and unusual mounts. This includes bats, bears, beetles, blink dogs, boars, bulls, camel, cats, chickens, cows, dogs, donkeys, elephants, fish, flightless birds, flighted birds, griffons, goats, hippogriffs, lizards, llama, mules, owls, ox, pegasi, pigs, raptors/roc, sharks, snakes, wolves, or yaks.

2. Such as the services or responsibilities of a mercenary company.

The Dungeon Master should use the inheritance as an opportunity to tie the character to both events and the world.

STRANGE INHERITANCES

1. A black egg, icy cold to the touch. It contains the bones of several juvenile serpents of various species. If carried close to the body and allowed to incubate against your skin, the egg will "hatch". A monstrous serpentine tattoo will appear on your body and you will gain a poisonous bite. Snakes will begin arriving with small missives, inviting you to visit your true ancestors.
2. The deed to a prison hulk, the Argentium, along with ownership of all 20 madmen imprisoned inside. They are the despondent remains of a doomsday cult.
3. The deed and the key to the Galimoor windmill. Inside are millions of tiny, pale spiders. Upon entry the pig bones on the floor will ask you what you desire, and tell you that "it must be paid in flesh". They will speak no other phrases. In exchange for the gift of a live pig, the spiders can craft wondrous gowns, ropes, lightweight armors that resist arrows, and other such things. In exchange for the gift of a live human, the spiders can craft simulacra that have been imbued with the sacrifice's soul.
4. A huge black hound that carries a pipe around its neck. It enjoys only tobacco, and fights as a fourth-level Fighter.
5. A massage manual. It seems to be filled with mundane massages, but a full reading will reveal that it contains both the forbidden orgasm massage and the massage of death.
6. A grey bird containing the soul of the relative that you thought was deceased. This is their fail-safe: in the event of their murder, their soul would enter this bird, which would then be gifted to you, according to instructions in their will. Your dead relative will attempt to get you to solve their own murder, but this will be complicated by the fact that they have lost all understanding of language (since it is incompatible with their bird mind).

7. A massive bastard sword, along with a note that explains it. The sword must behead one king every year, or else the current royal family will fall and something terrible will happen to the nation. The sword gains a +3 bonus to hit and damage vs. kings.
8. A filthy shack in the outskirts of town. In the basement is several thousand feet of rope, several prototypes of auto-belays and ascenders, and a bottomless pit. The voices start at about 1000' and increase with depth.
9. An anvil. Every night, hundreds of rats come to worship it. As long as you take good care of the anvil (cleaning it, using it to make things) rats will love you and will protect you. If you neglect the anvil, rats will become more aggressive towards you, and eventually a massive rat-ogre and his friends will come steal the anvil away. The anvil contains the soul of an evil cat god.
10. Possession of the family tomb. Oddly enough, one of the rooms contains a comfortable bed. Sleeping there will give you dreams where you stand before your ancestors. If you don't mind kowtowing to their generational prejudices, and marrying per their instructions, they give you excellent advice and directions to treasure caches. Although you may also just wish to collapse the whole nest of ancient racists.
11. Flawed Ring of Soul Possession. Carries the soul of your grandfather, Osto. If you put it on, he will possess your body, figure out what has happened, and apologize. This was never part of the plan. Where is the cruel baroness Vikta? The ring was meant for her. Osto cannot possess anyone who doesn't put the ring on willingly.
12. Legendary Ship of Five Ages. It is currently locked in solid stone. You need several thousand labor hours to dig it out, but once you do, it is a land-ship capable of sailing across both land and sea. (Although sailing uphill may require some pretty severe tacking.)

13. A favor from a succubus. The letter only promises a favor to your father, but your father has attached a letter explicitly passing the favor on to you. Her listed names are Isreta, Shevala, or Sava. She is a shape changer, and it will be a challenge to find her. There is no way to find her, and no easy way to draw her out without simultaneously attracting the (extremely dangerous) attention of a serpent demon named Vilebrand. Investigating the history of Isreta, Shevala, and Sava will reveal that all three women were lovers of an uncommon card game called Tower Garden (among the extraneous details) and that all three were uncommonly beautiful. Host a high-profile evening of Tower Garden, and a beautiful woman *will* be in attendance. There are other ways to find her, but this is the easiest.
14. Necklace of Decapitation. Bequeathed to you by a known enemy along with a note "Death has a way of humbling a fellow. I give you my lucky necklace, in the hopes that you may be richly adorned for the rest of your days. No hard feelings."
15. Two thousand pounds of opium. One pound of opium is enough to get you executed. This is far, far more opium than you can quietly sell illegally. Many people would kill you for a tiny fraction of this amount. The safest thing to do would be to throw the whole thing in the ocean.
16. A purple worm, currently held by a rancher who helped your ancestor raise it from a wormling. It is non-aggressive, but isn't trained well enough to do any task. It will eat a live cow (worth 10 gp) every three days, which is why the rancher is eager to get rid of the thing. Containing it is possible, but remember that it can burrow through stone.
17. A dwarven tomb, in one of the oldest mountains around. Worth a fortune. Entirely non-transferrable. The dwarves have already carved your name on it. There is no higher honor in their culture. The tomb comes with a tomb-minder, who is a small dwarf entirely dedicated to making sure that you end up in your tomb once you die. He will ask questions,

check itineraries, and taste your urine in order to more closely ascertain when you will die. If asked for advice, he will answer honestly, but will subtly urge you towards courses of action that are more likely to result in your swift death. He has a young wife at home that he wants to get back to.

18. Fancy cat. You can live in this huge house as long as you personally serve Sir Snapdragon all of his meals. If you falter in this very reasonable duty, you are out. If Sir Snapdragon dies while in your care, your life is similarly forfeit. For this service, you will be paid a handsome sum.
19. Mayorhood. It is located a week's travel from here. If you are interested in fleecing the town for all its worth, you can make about 200 gp of immediate embezzlements. If you want to merely tax it, you can make between 50 and 100 gp a year, depending on how brutal you want to be. The towns biggest exports are apple brandy and eel sausages.
20. A surprise. The conditions are given: you must enter this dungeon naked. You can enter this dungeon with your friends, if you wish. If you make it out the other side alive, you will get your inheritance. You do not know it yet, but waiting for you at the far side is the entire Palatine mercenary company kneeling to you. Your father wanted you to inherit, but the Meritas, the second in command, was allowed to devise a test.
21. An invitation from beyond the grave. Basically a free pass to heaven. But you have to die now. A place is already prepared. Takes the form of a dove that can disassemble into a tapestry of carefully painted feathers.

APPENDIX C. TIMEKEEPING AIDS

Classic Dungeons & Dragons by Gygax used the Gregorian Calendar, and had one day pass in the game as one day passed in the real world. But Gygax and co. ran their games much like a tabletop massively multiplayer role-playing game. Modern players are much more likely to have weeks of downtime pass in a few minutes.

Dungeon Masters might want to use a more fantastic calendar, one with space to note player activities during downtime. Two such examples follow.

The first is the Merwish calendar developed in 1978, the second is a calendar developed in the late 90's.

The months in the Merwish calendar are, Coolrest, Crispfrost, Swiftwind, Softrain, Brightsun, Highsun, Heathaze, Chillbreak, Harvestwind, Sharpcold, and Deepice.

The Merwish calendar is also used on Perdition, but the months are Titafas, Tarafas, Damfas, Krafas, Drafas, Levifas, Hyfas, and Jofas.

MERWISH CALANDAR MONTH_____YEAR _____

1ST WEEK

2ND WEEK

3RD WEEK

1ST OF TOIL		
2ND OF TOIL		
3RD OF TOIL		
4TH OF TOIL		
HALFREST		
6TH OF TOIL		
7TH OF TOIL		
8TH OF TOIL		
COUNTING		
REST		

LATIA

RISING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
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FALLING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
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FLORIAN

RISING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
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FALLING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
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ADULLA

RISING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
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FALLING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
--------------------------	--------------------------	---	---	---	---	---	---	---	---	---	----	----	----

OPILIAN

RISING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
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FALLING

☐	☐	1	2	3	4	5	6	7	8	9	10	11	12
--------------------------	--------------------------	---	---	---	---	---	---	---	---	---	----	----	----

DYNAMES

RISING

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SATABU

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TETRADIA

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JOVES

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CARUS

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VANES

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FLORIAN _____

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ADULLA _____

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OPILLIAN _____

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CARUS _____

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APPENDIX D. TRADE GOODS

Low Value Goods

01-08	Cotton/Wool/Flax
09-18	Furs/Hides/Skins
19-22	Ingots: Iron/Copper/Lead/Tin
23-26	Lumber
27-35	Wine/Ale/Beer/Liquor
36-48	Grain/Foodstuffs
49-52	Livestock/Slaves
53-65	Sugar/Spices/Hemp/Jute/ Pipeweed/Herbs/Salt*
66-69	Dressed Stone
70-73	Cloth/Fabric*
74-79	Leather Goods
80-87	Pewter/Bronze/Copperware/ Ceramics
88-95	Wooden Items
96-00	Steel Bar Stock

High Value Goods

01-12	Armor/Weapons
13-16	Coffee/Tea
17-20	Exotic Fruits
21-30	Leathers/Silks/Fabrics
31-33	Gold/Silver/Electrum/Platinum Bars
34- 37	Ivory
38-40	Narcotics/Medicine
41-46	Perfumes
47-48	Ingots, Rare Metals
49-50	Rare Woods
51-63	Religious Artifacts
64-85	Scrolls/Books
86-90	Ingots: Electrum/Silver/Gold/ Platinum
91-98	Laboratory Items
99-00	Magical Components

LOW VALUE GOODS

Cotton/Wool/Flax: Cotton is 1 gp per pound, Wool is 3 cp per pound, Flax is worth 5 sp a pound.

Furs/Hides/Skins: Depending on the animal and the quality of the fur, the value of these varies wildly. Small common animals have furs valued between 3-10 sp per pound. Larger common animals have furs valued at 1-2 gp per pound. Rare animals have skins valued at 3-5 gp per pound. Exotic animals and monsters have hides valued at 10 - 500 gp per pound.

Ingots Iron/Copper/Bronze/Lead/Tin: An ingot is a pound. Iron is 2 cp per pound, Copper is 1 silver pieces per pound, Bronze is 6 cp per pound, Lead is 6 cp per pound, and Tin is 1 gp per pound.

Lumber: Lumber is found in cords. A full cord measures 4 feet high by 4 feet wide by 8 feet long (4'×4'×8') and has a volume of 128 cubic feet. It has a value of 10 gp a cord, and weighs between 2000 and 4000 pounds a cord. It takes up approximately $\frac{1}{4}$ a ton of space in a ship. It can be used to offset building costs of wooden structures.

Wine/Ale/Beer/Liquor: A gallon of liquid will weigh between 8 and 10 pounds. Wine and Liquor will be in bottles or casks, Beer and will be in casks or barrels. Barrels and casks are found in a variety of sizes. From the gallon (1 gallon) to the barrel (32 Gallons) to the hogshead (48-63 Gallons) to the tun (252 Gallons). The liquid inside will be valued at 1 cp to 300 gp a pound (or 10 cp to 3000 gp a gallon) based on the rarity and difficulty of manufacture. Wine made from grapes crushed by the feet of young elven virgins, or beer made by a dwarf over one thousand years old might be more difficult to procure and more expensive as a result.

Grain/Foodstuffs: Foodstuffs and grain vary wildly in cost and weight. Their worth starts at 1 cp per pound and increases to a maximum of 10 gp per pound.

Livestock/Slaves: Assuming slavery is legal, the value of a slave depends on the local market and the slave's condition. If they are skilled, young, talented, healthy, or of an unusual race they are worth much more. They are usually sold for the approximate value to rent their services for 2 years. This value varies from 2 gp to 500 gp or more. Livestock varies by the beast. Cows will sell for 10 gp, whereas a Chicken is worth a cp.

Sugar/Spices/Hemp/Jute/Pipeweed/Herbs/Salt: Sugar and Salt are 1 gp per pound. (Sugar may be found in cane form which cuts its value by $\frac{1}{2}$ per pound). Spices and herbs range from 1 cp to 20 gp a pound. Hemp and jute run approximately 2 sp a pound. Pipeweed goes for 20-500 gp a pound (and is usually found in ounce and quarter-ounce quantities).

Dressed Stone: This is worth between 2-5 sp a cubic foot. Each cubic foot of stone weighs 100 pounds. (Good luck)

Cloth/Fabric: This also varies in price. 1 pound of material is approximately 2 square yards. It varies in price between 1 gp and 30 gp per pound. There are literally dozens of different types of fabric. The most common are cotton and wool, followed by cloth made from the soft fur of animals.

Leather Goods: These can vary in price depending on the actual source of leather. 1 pound of material is approximately 2 square yards. It has a value of 10 gp per pound for cow leather. The value can range from 5-100 gp per pound for more exotic leathers.

Pewter/Bronze/Copperware/Ceramics: These functional items fetch approximately 1 sp to 2 gp a pound.

Wooden Items: These items average approximately 1 gp a pound.

Steel Bar Stock: Standard bars are 400 ounces, equal to 25 pounds. Each pound of steel is equivalent to 10 gp. A Steel Bar is worth 250 gp.

HIGH VALUE GOODS

Armor/Weapons: Refer to the costs and weights of armor and weapons.

Coffee/Tea: Coffees and teas vary between 1 gp and 5 gp a pound.

Exotic Fruits: Fruits vary between 1 sp and 10 gp a pound.

Leathers/Silks/Fabrics: These refer to expensive or rare fabrics, or embroidered or enhanced leathers and fabrics. Again 1 pound is equal to 2 square yards of material. The prices on these items range from 20-40 gp a pound.

Gold/Silver/Electrum/Platinum Bars: Each bar is 400 ounces, weighing approximately 25 pounds. A gold bar is worth 250 gp, a silver bar is worth 25 gp, an Electrum bar is worth 125 gp, and a Platinum Bar is worth 1,250 gp.

Ivory: has a value of 5-25 gp per pound depending on availability. The value of ivory increases as the size of the piece increases; large pieces may double, triple, or quadruple the price per pound. The source of the ivory may also be a factor. Ivory from fantastic creatures is most valuable, followed by that from elephants. Ivory from hippos, walruses, and such is less so.

Narcotics/Medicine: Narcotics vary wildly in price. They are worth between 50 and 5,000 gp a pound. They may be illegal, and it may be difficult to procure a purchaser. Some examples include vitamins, fertility drugs, antibacterials, depressants, euphorants, hallucinogens, hypnotics/sedatives, and stimulants.

Perfume: Perfumes are priced by the ounce. They are worth between 2 sp and 20 gp an ounce.

Ingots, Rare Metals: An ingot is a pound. Mithral is 75 gp per pound, Adamantine is 750 gp per pound, Dwarven Iron, is 10 gp per pound, Fine steel is worth 15 gp a pound (or as it is more likely to be found, 375 gp per steel bar), Alchemical Silver is 15 gp a pound, Cold Iron is 1 gp a pound, Orichalcum is 500 gp a pound.

Rare Woods: These are 2×-10× the cost of normal wooden items. Assume a cord of rare wood has a value between 20-100 gp. Items made from rare woods are 10 gp to the pound. Many of these can be used to make magical weapons and armors.

Religious Artifacts: These include a variety of items, such as *altars, altar cloths, bells, braziers, candelabras, candles, candlestick holders, cassocks, censers, chalices, chimes, drums, fonts, holy/unholy symbols, holy relics (bones, vials of blood, bloodstained cloths), idols, incense, incense burners, kneeling benches, lamps, lecterns, mosaics, offertory containers, reliquaries, screens, shrines, snuffing bells, thuribles, tripods, vestments, votive lights, and whistles.* These items can be made from or covered by *linen, velvet, silk, gold brocade, dyed cloth, bronze, iron, silver, gold, platinum, brass, wood, or granite.* Most of these items weigh a few pounds or less, except for Altars (10-2000 pounds), Braziers (5-200 pounds), Kneeling Benches (3-20 pounds), Lecterns (20-150 pounds), and Reliquaries (5-50 pounds).

Scrolls /Books: Scrolls and books vary wildly in value as well as interest from buyers. 1 cp to 1 gp per pound. Old, rare, or ancient books will increase this value by 1-1,000 times.

Ingots Electrum/Silver/Gold/Platinum: An ingot is a pound. Electrum is 5 gp per pound, Silver is 1 gp per pound, Gold is 10 gp per pound, Platinum is 50 gp per pound.

Laboratory Items: These include a wide variety of items, such as *adhesives, alembics, astrolabes, balances and weights, beakers, bellows, bladders, bottles, bowls, boxes, braziers, cages, caldrons, candles, candlesticks, carafes, chalk, crucibles, cruets, crystal balls, decanters, desks, dishes, flasks, funnels, furnaces, horns, hourglasses, ink, inkwells, jars, jugs, kettles, ladles, lamps, lenses, maps, mortar and pestle, pans, paper, parchments, papyrus, pentacles, pentagrams, phials, pipettes, pots, prisms, quills, retorts, stirring or mixing rods, scroll tubes, sheets, skins, skulls, spatulas, measuring spoons, stands, stools, stuffed animals, tanks, tongs, tripods, tubes, tweezers, vellum, vials, waterclocks, wax, wires, and workbenches.* These items are usually made of glass, iron, and steel. There may well be alchemical materials, poisons, and potions among the supplies.

Magical Components: These are magical components, useful in creating scrolls, crafting magic items, and researching spells. Specifics are left to the Dungeon Master. Their cost (increased by the lack of a need to kill the monster to retrieve them) varies greatly. Obviously goblin blood is a little more common than a dozen basilisk eyes. This also includes poisons, alchemical materials, and potions, as well as spell components.

APPENDIX E. GENERATING HEX CONTENTS

A single 6 mile hex contains

- 0-1 Fortifications
- 0-2 population centers
- 2-8 hamlets
- 2-5 ruins
- 3-6 monster lairs
- 0-5 landmarks or features

Fortifications refer to castles. Recurring expenses on page 126 of the Dungeon Masters guide provides some information on castles. An alternate table for castle inhabitants is provided here.

Population centers includes towns and large villages. These occur most frequently near intersections, resources, and water sources. See the village generation table.

Hamlets at a minimum refer to gatherings of a single family. Large hamlets may be groups of up to 4 families. The inhabitants do not need to be human, and likely, if found in the wild, will not be. Bullywugs, centaurs, cyclops, devil swines, lesser djinni, efreeti, giants, gnolls, orcs, goblins, mermen, nixies, bandits, doppelgangers, dwarves, elves, goblins, halflings, harpies, lizard men, werebears, kobolds, hobgoblins, bugbears, elves, gnomes, minotaurs, neanderthals, nobles, pixies, rock baboons, sprites, traders, troglodytes, and veterans all need someplace to live. .

Ruins can be temples, towers, dungeons, forts, abandoned cities, abandoned mines, antediluvian walls, crumbling statues, dilapidated palaces, crumbling citadels, et al.

Landmarks and features are just unusual locations in the hex.

DESIGNING A HEX

This is a step by step method for designing a hex.

A. Choose a primary terrain type

The primary terrain types include clear, city, trail, grasslands, forest, hills, desert, broken, mountains, jungle, swamp, road. There will be a combination of terrain types in a hex. Forested hills, trails through deserts, hills in grasslands, grasslands in swamps, et al.

B. Determine the contents of the hex

Decide by fiat or randomly what each hex contains. It either has a fortification or not, 1d3-1 population centers, 2d4 hamlets, 1d4+1 ruins, 1d4+2 monster lairs. and 1d6-1 landmarks.

C. Determine the contents of the lairs

Roll for random encounters under the terrain type to determine what monsters have lairs in the primary terrain of the hex.

D. Determine what ruins exist in the hex

These are often sites of adventure. There is a ruin seed generation table in this appendix you can use for reference. These sites could also be modules, one page dungeons, or short encounters, as you wish.

E. Determine the inhabitants of the hamlets

In non-human lands, use the **Subtable: Humanoid** tables for the appropriate terrain to determine who inhabits the hamlet.

F. Determine the castle and population center inhabitants

Use the castle table from X59, or the table of castle seeds here in this appendix to determine castle inhabitants. Then select the relevant information and traits for a town or village.

G. Draw all the sites on a map of the hex

RUIN SEEDS

Ruin Type			
1-2	Temple	8	Fort
3-4	Tower	9	Abandoned city
5-7	Dungeon	0	Abandoned mine

Temple Seeds

1. Worshipers of a specific deity have built this temple to represent the spheres of influence of the deity as closely as possible. A god of law would have rigid schedules and architecture, a god of plants would have a temple grown from a tree.
2. This temple has fallen for many years, and now only the dead remain. They continue their worship in a dark parody.
3. The temple contains worshipers that are actively trying to raise their god or return it to life/power.
4. No person in this temple speaks, they go about their business silently.
5. The people in this temple all have strange powers of flight, energy generation, and supernatural toughness.
6. This temple flourishes due to a cottage industry, producing baskets, flower arrangements, weapons, dream catchers, etc.
7. A monstrous race has become religious. They built this temple and worship in peace.
8. This temple is in a lake or river, being mostly underwater. The inhabitants are aquatic or have a means of breathing underwater.
9. This temple is overseen by a holy archon, a literal representation of holy power, and unsurprisingly he's a bit of a dick. The temple worshipers may be unhappy with him.
10. This temple is actually a base for an astral, ethereal, extraplanar, or extraterrestrial group of creatures.
11. This is a snake cult temple of inequity, orgies, and cannibalism.
12. A monster has set itself up as the leader of a group of ignorant peasants and is spreading hate and terror.

Tower Seeds

1. An elemental mage hides at the top of this elemental-themed tower.
2. This is a mirrored tower, run by an illusionist who focuses on travel in the mirror dimension.
3. This tower is a "governmental" building for monstrous humanoids. They are blasé about the arrival of humans.
4. This is a vampire's tower, filled with gothic architecture and the undead.
5. This is a spectral tower and is filled with ghosts of the people who once inhabited it.
6. This tower is only on this plane for a short period of time before it shifts to another realm.
7. This tower is one in a long-decayed series of teleport towers, several of which are now decrepit. Who knows which ones still work?
8. This is a powerful druid's tower, grown from a single tree and filled with fearsome beasts.
9. This is the tower of a classed character, determine inhabitants per the procedure on X53.
10. This is a hangman's tower with tortures, carrion birds and warlocks. Bodies hang in cages suspended outside the tower.
11. This is a mad scientist's tower, filled with experiments, and with a tesla coil atop the peak.
12. This is a volcanic tower filled with evil orbs and eye tyrants.
13. This is a tower of a despotic barbarian warlord.
14. This is a demon tower containing a portal which allows hell creatures into the land.
15. This tower is a forward base for a monstrous humanoid, and is thick with their influence. (See list, page 216)
16. This is the tower of a noble retired knight, who may be a little out of touch.
17. This is a wizard's tower, and woe betide anyone who bothers him.
18. This is a tower of witches, warlocks, hags and seers.
19. This is a clock-tower filled with clockwork makers and monsters.
20. A vivisector lives here creating fleshy monstrosities.

Fort Seeds

1. This is an old dwarven fortress, with few if any surviving dwarves. Monsters have begun to infest it.
2. This is the fort of a noble paladin who challenges any interlopers, though there is some doubt his kingdom still exists.
3. This is an outpost of an evil cult they will invite interlopers in to join their scheme. A sacrifice is planned soon.
4. This is an elven steadfast and reacts with hostility to any non-elf parties, or coldness and indifference to any parties containing elves.
5. This is a monstrous humanoid fort (orc or hobgoblin) containing a working engine of war and expansion
6. This fort is the fast of a dark priest, and his cult of slaves and leather clad barbarians
7. This fort is the home of a lamia or succubus, and appears at first to be a place where all pleasures can be had.
8. This is the fort of a beast-lord or animal-king, and his servants include those who can shift between animal and human form.
9. This is a fort of an elder god of madness and all who follow him bear his alien traits.
10. This is the hold of a powerful necromancer, served by his undead servants.
11. This is a fort designed to hold an evil artifact. Inhabitants are stressed by this and are wary of interlopers
12. This fort is run as a giant casino by a maniacal wizard who's as interested in profit as he is by magic.

Reasons for Abandonment

- | | |
|----------------|------------------------|
| 1. Plague | 6. Magical disaster |
| 2. Infestation | 7. Monster destruction |
| 3. Fire | 8. Divine wrath |
| 4. Famine | 9. Underdark horror |
| 5. Invasion | 10. Rebellion |

Landmarks and features

1. Mounds, grown over with grass. Excavation may reveal mysteries.
2. Ancient stone carvings, weathered and barely visible.
3. A circle of standing stones.
4. A mysterious dome rising from the surface. Perhaps it is earth, or perhaps it covers something more strange.
5. A chunk of earth, several hundred feet to several miles, floats above the surface.
6. Remnants of an ancient graveyard.
7. An obelisk rising from the surface, containing an ancient script.
8. A space of rich earth, dark, freshly turned, with no vegetation or stones.
9. An ancient skeleton of some gigantic creature.
10. Rubble made from giant stones, the remains of an ancient stone building.
11. A cliff covered in unrecognizable marks and graffiti.
12. A small garden filled with web-covered, ancient, weathered, statues
13. An ancient overgrown pool.
14. Crumbled remains of an ancient wall.
15. Broken remains of an ancient roadway.
16. A strange metal rod, unmovable, towering hundreds of feet in the air.
17. An archaic overgrown shrine.
18. Piles of round, cylindrical stones.
19. A strange shallow pit that produces some rare substance or material.
20. A gigantic stone head.

City/Village Generation

Description

Village Name, "Community Motto"

Descriptive Phrase: Bustling, Chaotic, Decadent, Decrepit, Empty, Established, Growing, Loud, Meltingpot, Metropolitan, Modest, Prosperous, Sprawling, Thriving, Vast

Districts

Shops, Inns/Locations:

Locations/Interesting Features: Agricultural (*Granary*) Ancestral homelands; Animals/Zoo (*Stable, Aviary*); Castle/Fortification (*Walls*); Civic Virtue (*Forum, Senate House*); College/School (*Spells, Alchemy, Medicine, Library*); Districts (*Neighborhoods, Wards, Burroughs, Cantons, Diocese, Precincts, Quarters, Sectors, Turf, Zones*); District Capitals (*Multi-story building, Underground Hangar or Cavern, Warehouse, Palace, Castle, Tower, Sewer Section, Intersection, Open Square, Park, Maze, Church, Guild Hall, Section of Docks, Cemetery, Hidden Area, Special Inn, Restaurant, Tavern*); Holy (Religious, Missionary, Convent, Monastery, Sacrificial Altar); Holy Site (Necropolis, Old Ruins); Industry (Old, Current); Infrastructure (*Roads, Aqueduct, Housing, Markets, Services, Canals, Inns*); Isolationist; Infamous (Criminals, Outcasts, Rebels, Prisoners); Landmarks; Ley Line Nexus; Military; Port (Harbor, Docks, Lighthouse); Prejudice; Royalty; Strategic/Defensible Location (*Constructed on Hills*); Sports Center (*Colosseum*); Superstitious; Thieves Guild; Trade City; Tourist Trap (*Theater*); Wealthy (*Craft, Guild, Banks*); Undercity; Unusual type (*Cloud, Subterranean, Treetop, Cliffside, Floating*)

Resources: Animals (*Elephants, Furs, Horses, Ivory, Whales*); Climate Type (*Arctic, Sub-Arctic, Temperate, Moderate, Sub-Tropical, Tropical*); Coast-land, Fertile Farmland (*Bananas, Corn, Rice, Wheat*); Fishing (*Clam, Crab, Fish*); Geography (*High Mountains, Moderate Mountains, Low Mountains, Foothills, Rolling Hills, Plains, Jungle, Dense Forest, Light Forest, Scrub, Grasslands, Barren, Desert, Swamp*) Hunting, Game (*Deer*); Medicinal/Alchemical Plants/Herbs (*Dye, Incense, Silk, Spices, Sugar, Wine*); Mines (*Iron, Gold, Silver, Gems, Copper, Coal*); Pasture (*Cows, Sheep, Goats*); Quarry (*Marble, Stone*); River, Timber; Natural Industry (*Quarry, Mill, Smelters, Magical Workshops*); Magical Resources (*Ley Lines*);

Demographics

Governments: Autocracy, Band Society, Bureaucracy, Chiefdom (Tribal), Confederacy, Council, Democracy, Dictatorship, Feudalism, Geniocracy, Gerontocracy, Gynarchy, Hierarchy, Kratocracy, Magocracy, Manorialism, Matriarchy/Patriarchy, Meritocracy, Militocracy, Monarchy, Oligarchy, Pedocracy, Plutocracy, Republic, Satrapy, Syndicracy, Theocracy, Timocracy, Town Meeting

Population breakdown: Human, Elf, Dwarf, Gnome, Other

Languages Spoken*: *5th edition languages Common, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc, Abyssal, Celestial, Draconic, Deep Speech, Infernal, Primordial, Sylvan, Undercommon

Optional Campaign Languages: Common (*trade language*), Fay, Dialects—High/Grey/Wild (*pixie-Farie, elf, grey*), Lilliputian (*gnome, halfling, burrowing mammals*), Hellion (*goblinoid, orc*), Montus (*dwarven, undercommon*), Canis (*gnoll/gnarl-ron/wolf-men*), Homonid (*ape*), Jotnar (*trolls/giants*), Suidae (*boar-men*), Ophidian (*reptile/lizard-men*), Arachnidia (*spider*), Chordata (*kuo-Toa, troglodites, bullywugs*), Sign, Black Speech, High Ancient

Local Religions, Notable Non-Player Characters

Diversions

Obstacles: Anarchy; Barren; Black Wizardry; Civil Warfare (*Class Warfare, Racism, Civil Disunity*); Corruption (*Leaders, Bureaucracy, Secret Society, Mercenary Populous, Cartels and Cabals, Noble Houses, Gangs*); Contaminated Land (*Salt, Toxin, Supernatural, Ancient damage*); Cursed; Harsh Conditions (*Brutal Cold, Rock slides, Volcanoes, Isolated, Near Large Monster Lair*); Hazardous Resource (*Wasted Production*); Hunted (*Supernatural, Human Raiders, Banditry, Monster Infested*); Impoverished (*Starvation*); Infamous; Natural Disasters (*Tornadoes, Hurricanes, Flooding*); Plague (*Magical, Natural, Curse*); Population (*No Workers, Unskilled Labor, Broken Spirit, Unhappy Subjects, Shanty Town, Xenophobic population*); Religious Zealotry; Rebels (*Exiled Lords*); Ruinous Customs; Uncertain Ownership; Undeveloped Land; Unquiet Dead;

Adventure seeds and local news

Castles

Castle Size

1-3	Four-walled open keep
4-6	Four-walled covered keep
7-8	Five to eight-walled covered keep
9	Small walled castle, two to four defensive towers
10	Medium walled castle, five to eight defensive towers
11	Large walled castle, nine to twelve defensive towers
12	Citadel

Castle Owner

Owner	Level	Patrol	Pursue	Ignore	Friendly
Abandoned	—	—	—	—	—
Monstrous	*	*	*	*	*
Men			*	*	*
Fighter	9-14	2d6 Heavy Horsemen	1-3	4-5	6
Magic-User	11-14	2d6 Heavy Footmen	1	2-5	6
Cleric	7-14	2d6 Medium Horsemen	1-2	3-4	5-6

Monstrous inhabitants

Owner	Level	Patrol	Pursue	Ignore	Friendly
Dwarf	9-12	None	—	1-4	5-6
Elf	9-10	2d6 Elven Elk Mounted Bowmen			
Hill Giant	—	1d4+1 Giants, 1d2 Mastadons	1-4	5	6
Gnome	4	2d6 Gnomes	1-2	3-5	6
Gnoll	3	3d6 Gnolls	1-4	5-6	—
Goblin	1	6d10 Goblins, 3d6 Wolf-rider	1-4	5	6
Halfling	8	3d6 Halflings	1	2	3-6
Hobgoblin	5	4d8 Hobgoblins	1-4	5-6	—
Ogre	4	2d6 Ogres	1-4	5	6
Orc	1	1d6×10 Orcs	1-4	5	6
Pixie*	1	—	—	1-6	—
Sprite*	1	—	—	1-6	—

*Pixies and Sprites inhabit abandoned human castles, and do not reveal themselves to visitors

Men

Owner	Level	Patrol	Pursue	Ignore	Friendly
Brigand	9-11	1d4×10 Brigands	1-4	5	6
Bandit	9-10	3d10 Bandits	1-3	4-5	6
Merchants	5	1d20 1 st level Fighters	1	2-3	4-6
Berserker	1	3d10 Berserkers	1-2	3-4	5-6
Dervish	10	(1d6+1)×10 Dervishes	1-3	4-5	6

10 DUNGEON DOORS

1. **The raising classic** A classic wooden door which refuses to open conventionally and resists an unexpected amount of force. The secret is that this door slides upward instead of opening on hinges, the wood planks extending down and up into the surrounding structure, giving that extra strength.
2. **The lyin' maiden** This iron door is covered with nasty spikes on the inside and leads through to a small space also littered with dangerous spikes. As the door is almost fully closed, the spikes quickly retract, revealing another door to continue through.
3. **Cavity column** What appears to be just a regular column will, with a bit of effort, spin around in place, eventually revealing a narrow opening. Inside the opening sits a stone carved ladder leading downward into darkness.
4. **Member's entry** An inviting finger-sized hole is the only feature in this hard-to-spot door. Only a poking finger wearing a very particular ring into the mysterious hole will gain you entry to this door; all others will find themselves short a finger.
5. **The Spinner** An unmoving handle sits in the center of a round door. Those familiar with the door know that the body of the door must be rotated three full turns before it will swing open.
6. **Mutual entry** This reinforced wooden door has a small grate in the center, which can be spoken but not seen through, and will only open when the handle is turned on both sides simultaneously.

7. Krull the ancient Once Krull was the most advanced dwarven technology around. Now Krull is a forgetful door blessed with what is questionably sentience. Krull is usually given some entry conditions to go by but can fairly easily be tricked into opening up.
8. Leather ribbons Hanging from the top of the doorway are a series of long leather strips dangling all the way to the ground. This allows for easy hands-free passage without letting the flies in or the warmth out.
9. World door A hefty door which appears older than the world itself. In a vertical line from top to bottom are keyholes with distinct designs for each of the world's races.
10. Winter wall A magical force keeps icy water from freezing as it cascades in a flat sheet out of the top of an arched passage. Where the water has escaped on either side, it has frozen into a hard and lumpy protective sheet of ice.

APPENDIX F. EXAMPLE VILLAGES

SOWTON PORT

Sowton port is a village of 216 people far past its prime. Once a larger port city, changing conditions and political pressures have relegated it to a small secondary port. Sowton is known for its many fountains, now fallen into disrepair, and brickwork that is tinted and stained yellow due to sulfuic impurities in the clay. There is a consistent odor of rotten eggs that hangs over the city, but people quickly acclimate.

Description: A sleepy Chaotic port village, filled with decayed fountains and broken yellow brick.

"Ex Aqua Veritas" - In water, truth

Demographics

Government: The government is effectively a syndicracy, run by a guild of smugglers. There is little menace in their rule, they have as much interest in keeping the peace as any citizen. No exorbitant fees are charged standard merchants and the docks are safe. However, shipments of illegal goods and highly dubious practices are performed without concern for the law.

Population: The population is primarily human, mostly single men between 20-40. There is a substantial (~20%) proportion of non-humans, primarily elves, half-elves, and lizard men.

Languages Spoken: Human regional dialect, Ophidian, Elven, Common

Local Religions: Enoasor is venerated. He is portrayed as a short elderly man who is a patron of music. His outfit often encompasses musical note designs. He is also known to steal and exact vengeance secretly. His worshipers often shave the sides and back of their heads

Noteable NPCs: Ichabob Barney is the town leader. He holds no office, but is recognized as the person to get things done. He is missing an eye, and his voice often goes out. He views himself as very honorable.

Jon Rundig runs the local record house, which acts as the official leadership for the town. His hair is styled into a pompadour and he has a large beard. He is one of the few married people in town, his husband Lake is the owner of the Hook and Pole, a local general store.

Districts

Shops: The Hook and Pole, a general goods store run by Lake Rundig.

Swamp Leathers, a clothing store specializing in leather goods, run by Aelfar, a half-elf with a goatee who is crisp and taciturn.

Inns: The Bailiff's Arms, usually has good pork and ale available. Owned by a lizard-man named Lithid, but run by a bald skinny human named Ralpon Wund. It offers two "common rooms" upstairs at the price of 4 cp to sleep among however many people stay.

Features: There are over 40 fountains in town, in various state of disrepair, including a half-dozen that extend out over the water. They are made from granite and marble, and most are coated in heavy algae.

Constricted Pillars are 4 15'-18' pillars that stand near the center of town. They are frequently used to post messages, as well as dares among any youth to climb. The view of the top grants vision out to a distance of 6 miles.

There is a belltower (Green Belltower) that has a quite spacious ground floor that is used for meetings and other official functions.

Men for Hire: Shalin Dade, a half-elf who has his sights set on greater riches. He's quite agile and fancies being an acrobat. He has poor mastery of the bow.

Philum Wendt is a dirty man with dirty pockets he carries a knife, a jewel worth 30 gp, and has two very obedient pet ferrets.

Oriana Yun is a half-elf huntress. She dislikes people, being taciturn in her manner, but mildly autistic in her relations with people. She is very attractive but is usually covered in mud and dirt and doesn't like to smile.

Saul, a rogue with a wide grin.

Aol, an old blind man who's looking for somewhere more pleasant to die.

Resources: Animals (leather bearing) Coastland, Fishing, Medicinal Plants

Diversions

Obstacles: Smugglers, thieves.

Adventure Seeds and Local News: Recently, the local lord has sent troops into town to arrest Bili Rogvald, under suspicion of illegal activity. Various factions would like to make sure he doesn't talk, free him from prison, or find out what he was arrested for.

The party hears a rumor that swamp leather workers have been selling human skin. Is it true?

Ichabob has heard about the adventures of the party and invites them to a dinner party at the Green Belltower. He wants to offer them a job. Is it a setup, or is the job legitimate?

Names: Naiara, Ion, Jaabir, Kanika, Samihah, Ballentun

CARWYN'S GATE

The town of Carwyn's Gate is a bustling city of 3,669 people. It is in the center of several smaller villages and hamlets and serves as a local meeting place and landmark. Most construction in the city is of wood, including its distinctive triple external walls and its somewhat advanced and imposing aqueduct.

Description: Bustling Lawful town, known for its wooden walls and construction

"Tellus Nos Defendit" —The Earth Protects Us.

Demographics

Government: Feudal, town is managed by a council of city elders, nominally subservient to the nearby Duke Deniel Paol.

Population: There are around 682 human households (average slightly more than 5 people per household) and assorted humans (3,416 humans total). There are about 200 half-elves who make their home in the city, along with 2 extended halfling families (133 total halflings). There are somewhere around 120 gnomes and dwarves who live in the city, but no family groups. The city has a floating population of somewhere between an additional 500-2,000 people depending on the day, bursting upwards of 5,000 people on market fair days.

Languages Spoken: Common, Human regional dialect

Local Gods & Religions: Adea is the goddess of fortune and travel. She is a young maiden with large hips and a round belly, and golden hair with dark skin. Her eyes are the color of rubies, and what little clothing she has is golden plates with the forms of various animals upon them. Many shrines of hers abound in the city, filled with fresh water. Coins and small gifts are left at the base for the destitute and needy travelers.

Rame is a short, fat, rotund deity of summer and earth. His skin is a wooden bronze, and his eyes are pupilless and white. He wears the skin of a stag, and its antlers protrude over his head. He is otherwise naked and well endowed. There are no shrines to Rame, but his mark of an angle and a line arranged like an axe is carved into any wooden structure built by his worshipers. On weekly holy days sacrifices of blood are made near the roots of trees.

Notable NPCs: Celeste Adebola is a very talented halfling jeweler, whose work is said to rival that of the dwarves.

Districts

Inns: The Castle, known for its roasted meats, particularly elk. It is run by Vahagn Jarrett and his wife. Vahagn is 63, grizzled, with braided hair and a low-pitched voice, and has a hook for a left hand. He is grouchy and kind. His wife is plump and astoundingly beautiful.

The Druid's Lute, known for meals free of animal products, with convincing imitations. Few actually know that the baked beef doesn't actually have any beef in it. It's run by Sky Riverride, a well-groomed, pock-marked half-elf. He is 34 and owns the building and frequently comes out and leers at the guests.

Locations: Baroque Hill of the Holy Lady. A weatherworn statue of a hooded woman sits atop this hill, the inscription worn away by time.

Prince Bel's Park, an old battle site, overgrown and decrepit.

Lonely Gate is the smallest entry into the city, barely large enough for a horse and rider. It is always manned, day and night.

The undersewers are ignored and maligned, but are actually connected to the ruins of an ancient civilization.

Men for Hire: Gayla Caitlin is a noble woman who is unwilling to agree to an arranged marriage and has settled for exile instead.

Rodolph, a reptilian man, who wields a large greatsword. Says little. Probably has psychic powers.

Nyree Timaios, an albino sorceress in white gossamer robes. Wears a collar of gold. Her teeth are sharpened, and her mucus membranes are dark black.

Theodosia Marlee, a religious squire. Red hair, happy, bright and brave.

Georgiana, a veteran and polearm specialist. Disheveled. Possibly a little crazy.

Bertha, thin halfling with a large head. Sneaky, has many delusional beliefs that she is reluctant to share. Looking for a golden dagger.

Plus up to 2d8 more people per week, due to the transient population.

Resources: Moderate, Fertile Farmland (wheat), Geography (plains/light forest), Hunting/Game, Pastures (cows/sheep), Timber

Diversions

Obstacles: Transient populations, drinkers, thieves

Adventure Seeds & Local News: A local physickers guild has ejected Eugenia Melanthios for unsavory practices and violating the guild rules and standards of practices. Rumor has it that she swore revenge and disappeared.

The old weaver house, long used as a guildhall for the rugmaker guild, has been boarded up and closed down, due to reports of a curse involving miniature demons.

There's a new scam being perpetrated against the wives of law officers while they are on duty, and Archimedes Rhode Barrister for the Carriage Maker's Coalition has been imprisoned for it, but he protests his innocence.

Names: Yasur, Ralin, Phuad, Danar, Ptolemaios, Bion Andreas, Mael Diodotus, Ligeia, Charissa, Jordan, Kallie, Xander, Gyles Winter

SLUDGEBRIDGE

This is the hamlet of Sludgebridge, a small community near a bridge and a swamp. The settlement's foundation was unstable, and the elaborate three walls that once protected it are now fallen into semi-ruin. It has a series of fountains in the center built long ago when the hamlet was more prosperous. In spite of its out of the way location, the bridge crossing a nearby river makes for a bustling local scene. There are usually swamp natives, lizard men, or other denizens crossing near this hamlet.

Description: Chaotic, small swamp hamlet, known for protecting a bridge crossing.

"Nature, Progress, Trickery"

Demographics

Government: Sludgebridge ruled by a Awnalper Moorgray, a human tribal chieftain. He is a swamp native, now returned from wider travels. He takes the counsel of his immediate family regarding issues in the community.

Population: Sludgebridge has a population of 57. This includes two extended human families (one of 18 members, the other having 7), 14 half-orcs, 12 lizardfolk, and 6 other creatures. There is a good deal of intermixing of family members. There is also a fair amount of traffic across the bridge from nearby denizens and local fauna. The two largest families are the Moorgrays and the Guilberts

Languages Spoken: Common, Lizardfolk, Orcish, and a smattering of Sylvan

Local Religions: Kralar, a local swamp and nature deity, is worshiped. She is believed to protect the town, and appears as a woman with sallow skin and a painted body, who wears a large straw hat that hides her face with silks that drape from it, obscuring her lithe form. Her skin is said to be covered in scales, and she can walk upon water as if it were dry land.

There are many small shrines around the hamlet devoted to her, and she is the centerpiece of the three fountains in the center of town.

Noteable NPC: Awnalper Moorgray, who is both head of his clan and the city's leader.

Zenusk Guilbert, who is the head of the other clan in the hamlet.

Districts

Shops: Cottage of the Traveler's Halberd: Run by Ernest Guilbert. He is a winemaker and seller with a large common room, and often rents out a small cottage nearby to travelers who need to stay the night.

The Butcher's: An unnamed "shop"; this is Karsskt, a local lizard man who will butcher anything, but keeps and specializes in chicken.

Alain's Pastries: A shop run by Alain Grassleaf, a halfling pastry chef who attempts to bake decent bread products in the humid swampland.

Borsht's: This is a cobbler's shop run by Borsht, a half-orc. Although he specializes in shoes, it's also the only place to purchase supplies or other gear in limited numbers at exorbitant prices. He is in a relationship with Lisstz.

Inns: There are no inns, the place is too small to support them. There is a "common house" used as both a town hall and for worship that visitors can sleep in for shelter from the elements. Sometimes Ernest Guilbert will rent out his cottage to travelers.

Features: The settlement is unsurprisingly somewhat insular and mildly hostile to outsiders. The people ask for top coin for services that they will give to locals for free.

The Bellgroveridge Catacomb has been closed off for years.

The hamlet was once protected by a strong triple wall, but being built on the unstable swamp, the wall has shifted and is in partial collapse. It is not very high at this point, six feet at its peak, but once it stood twice that high. There is more than one area where the wall is nothing more than a mound of rubble.

There are three fountains in the center of the hamlet. The middle one has a representation of Kralar, and she is said to bless all those who donate money to the god by throwing coins in the pond. These are collected by Awnalper's children at night under cover of darkness, and they bring home the coins which mostly go to the hamlet's budget.

Jackal Steps, a nearby tor has a fantastic view of the surrounding countryside.

The bridge over the river is wide, stable, and made of stone. It is titled the Stoic Stygian bridge, as noted by the brass plaque embedded in the stonework. Locals often congregate to fish off the bridge.

Men for Hire: Morrakkim, a fat human clockmaker. He is brave.

Rothvorer, a corpulent half-orc cleric. She is coy and is very focused on money. She has some financial interest in the form of a loan, she's looking to recover.

Alexandre Moorquay, a grizzled mercenary spellsword who's willing to act as a swamp guide. He is proficient in no less than three instruments and desires mastery of the violin.

Filizz, a dwarf-sized bee person. She speaks Common poorly and can fly for short periods. She is very depressed and seeks friendship, but is shy and introverted.

Resources: Fishing, Geography (swamp/marsh), Hunting/Game (elk), Medicinal/Alchemical Plants/Herbs, River

Diversions

Obstacles: Harsh conditions, natural disasters (flooding)

Adventure Seeds and Local News: Serenia Guilbert has recently married Aaron Moorgray and everyone has an opinion about their union.

While they are in town, a large force of bullywugs stage a raid.

Jurzzzst, a lizard man is in the town square trying to sell a hydra egg.

Locals often take bets on contests at night in the common house, on locals fighting wild swamp beasts

Names:

Lizard men: Blud, Kalard, Hee'la, Scarl, Sensiss

Men: Marcel, Abel, Hugues, Julien, Leon

Women: Lucille, Orianne, Ambre, Anais, Charlotte

DENSAY

Densay is a small town of 1,182 people and is a town on the fringes of civilized lands near a swamp. There are a large number of wizards in the town and it is ruled harshly by a Rakshasa named Ori. The town is extremely orderly and clean with a golden and bejeweled public square, whose beauty in the marshland is only marred by the torture of those who are about to be eaten.

Most of the population has near fanatical support for Ori, because those that show doubt, despair or apathy are the first to die. Many people view this as a wonderful place to live. Taxes are non-existent, people are extremely safe, the town is beautiful, and as long as you capture someone to take your place when your lot is called or you have an essential job, you don't have anything to worry about. You aren't oppressed! Someday you'll be in charge.

Description: Chaotic, A frontier swamp town with wizards ruled by a despotic monster.

"Splendorem, et immortalitatis"; in splendor lies immortality. The town is exquisitely designed, which does nothing to camouflage the plight of the people.

Demographics

Government: Dictatorship of a Rakshasa named Ori, enforced by his elite lizard man and bullywug guards.

Population: There are 320 human households (average less than 3 people) and assorted humans. (934 humans total), and 40 elven households (1.47 average) and assorted elves (59 elves total). Half-elves count 35 in number and half-orcs count 24. There are 118 lizard men of the Snapper Reed clan in the town, and 12 odd bullywugs who work exclusively for Ori.

Languages Spoken: Common, Human regional dialect, Ophidian. A few townmembers and the bullywugs speak Chordata.

Local Religions: Worship is solely of a goddess of destruction. All other worship is officially outlawed. She is an aspect of Shiva (Bhaal in the Forgotten Realms, Nerull in Greyhawk). The followers are called "The Faithful of the Transcendent Worm". Solemn daily prayers are required, and having a family and children are discouraged. Apathy and despair in the face of this plight are viewed as the highest sin. Children come of age at 9 and are separated from their parents and perform distasteful religious service before reentering society. Cannibalism is frequently performed, and outsiders are eventually converted or killed.

There is a small rebel sect worshipping Pamora, a goddess of hope (Sune in the Forgotten Realms, Ehlonna in Greyhawk)/

Notable NPCs: Ori is the mayor of the town. He is a Rakshasa and is creepy and adventurous. He regularly terrorizes the townsfolk, who are his primary food source.

Otnief Zaro, a suave wizard who speaks out against the rule of Ori. She has had bad experiences, so she refuses to associate with new people.

Amubas is a wealthy trader who recently survived a poisoning attempt. Although this lizard man is grossly fat, he aspires to be a mighty warrior.

Districts

Shops: Domma Portia's Secret Shop sells small charms and trinkets. Run by Domma Portia's daughter, Wynna. Domia is old, but lives.

Nottingmoor Ranges is a bower with some selection of leather items. The proprietor is a grizzled half-elf, Gwindili, who's drunk more than half the time, yet holds his liquor well and keeps it close to the chest. He is a middling shot, though believes his skill is much greater.

Bodhouse Mason contains a small forge, where metal weapons are produced. It's run by a human smith named Exas Goodwe and his lizard man apprentices Sumadea and Apingin.

Inns: Guantlet's Bar, famous for breaded goose. This bar is probably the most exciting place in town at night; most people gather here because of long-ago enchantments that prevent overhearing other people's conversations

The Sign of the White Ogre is an inn named after a nearby swamp legend. It is clean inside and has a quiet calm nightly demeanor.

Features: The Green Spire is the home of Valor Enlor, a powerful wizard.

The Stalker Bell Campus is a small area of study of sorcerous pursuits.

The Scarster Bastion is the central keep of Densay and the well-fortified domain of Ori

The Quartal Square is a place of astounding beauty, offset only by the public displays of punishments of the guilty.

Men for Hire: Mr. Higgins, a quiet, stout, bald man who picks at his fingers with a knife.

Furi Malhammer a bombastic dwarven female who is in a wheelchair.

Blopti Virison is an ex-viking, who's looking to become a wizard.

Kurabu is a lizard man who has better places to be. This only partially has to do with the people who want his hide.

Vanka Zleska is a bigoted gypsy. She tells jokes and presents a helpful front, but is a perennial procrastinator and obstructs others. She carries a bloodstained net.

Resources: Climate (sub-tropical), Fishing, Geography (swamp), Medicinal/Alchemical Plants/Herbs, Natural Industry (magical workshops), Magical Resources (ley lines)

Diversions

Obstacles: Harsh conditions (isolated, near large monster lair), corruption of leaders, black wizardry, unhappy and xenophobic population, religious zealotry

STRANGE FUNERAL RITES

1. Rite of the Weeping Moon: This rite is done under the light of the crescent moon. Those at the funeral dance and sing songs as if they are in reverse, while the priest kills a bird of paradise and rubs the blood all over the body of the deceased. Once completed, a bereaved family member stuffs the corpse's mouth full of moth pupas. It is believed this ritual keeps the spirit trapped in the body.

2. Presence of Sculpture: Rods are placed in the appendages, head, back, and neck of the deceased allowing the body to be manipulated into a desired pose (not always dignified, to be honest). Once the pose is chosen the corpse is dipped in a pool of molten metal, turning the corpse into a sculpture. Richer and/or more important individuals are dipped in valuable metals rather than just bronze or steel. Their faces, clothing, and other details are painstakingly recreated so the sculpture looks as close to the individual as possible. Finally, the sculpture is adorned in gems. The poor are often faceless and dipped in tin and criminals are dipped in lead.

3. The Dance of Ash: A jar of holy elemental fireflies are released over the body. These creatures flutter about before landing on the body and setting it alight. The body burns to ash as the on-lookers cry, weep, and thrash in a melodramatic manner. Once the body has been consumed, participants spread the ash on themselves and all form a line and begin to dance and sing in unison. Their movements are twitchy and indecent; the song is droning, almost monotone. Once finished the participants wander off home, not speaking a word to anyone until the sun rises.

4. The Consumption: This rite arose during a time of blight and extreme famine and is still practiced to this day. The body of the deceased is buried in a roasting pit (think of a pig roast) and cooked with special herbs and spices for 12 hours. Once

the body is cooked the family consumes it in a feast of the ages. This rite is to recognize the importance of no food going to waste. Guests of honor will be invited to eat as well. Refusal is a horrible offense.

5. The Withering: When a person is near death, they are taken to the village witch, who rubs their body in oils and herbs. Once ready, the person is lowered down into the Hallowed Hovel where the Great Spider lies. Within minutes the Great Spider goes to work, wrapping the person in a thick cocoon of webbing while it drains their blood, creating a mummified husk. The body is brought back up and displayed in the family's house for 10 years before being moved to an underground mausoleum where bodies are stacked high.

6. The Feast: Bodies of the deceased are placed in a large vat that is two stories tall filled with worms. These worms consume the bodies, releasing a nutrient-rich excrement that is used to fertilize village crops. At the bottom of the vat is a lever; when pulled the fertilizer is released in globs (like thick curdled frozen yogurt) into a trough to be collected for use.

7. Final Grievances: The body is posed in a chair while wearing bright clown clothing and paint. All the townsfolk are given thin clubs and form a line in front of the body. One by one each person stands in front of the corpse, stating a grievance they had with the person when alive and strikes the body with the club. A person can list as many grievances as they desire. If the club breaks, they are done. Once all townsfolk have aired their grievances, the body is tossed into a pit.

8. The Glass Coffin: A row of glass coffins adorned with silver filigree sits on a bare hill above the cemetery, called The Death Watch. The bodies of the recently departed are placed naked in one of these coffins and are observed by their family as they decompose. The purpose of the Death Watch is to assure the corpse does not rise as the undead. The family is required sit at

the Death Watch each day for an hour over the course of a month. After that time, the body is removed from the coffin and buried in the cemetery.

9 The Witness: When a crime against someone results in their death, the dead are given a final moment to profess their killer. The head of the corpse is removed and taken to the Wax Witch at the outskirts of town. The Wax Witch places the head in her cauldron, working her magic and boiling the head down to a pulpy wax. Once complete, the Wax Witch takes the wax and creates a black candle. This candle is placed in the neck of the corpse and lit; a cold blue flame flickers and dances and the voice of the deceased is heard. This enchantment allows the victim to speak to their killer a final time (oftentimes unmasking the mystery of their death, etc.). There is a 25% chance that the deceased will also share some secret from the world beyond.

10 Secrets of the Dead: The dead tell stories that no living creature can. The town sage employs Moss-sprites who strip off the flesh of the deceased and tan it under the moonlight for two months while the sage rubs it in scented lavender oil. Once the skin is cured, written messages begin to appear. These words form secrets, myths, and stories about the dead and the world beyond. This ever-growing book of the dead is highly sought after by magic-users, other sages, and collectors.

Activity	Procedure	Page
Navigation	Intelligence or Wisdom (Investigation)	16
Adornment	2 gp for 1 xp, 200 gp max	50
Carousing	Spend 1 week and 1d8×100 gp	50
Philanthropy	DC 15 Wisdom save	
Orgies	DC 15 Constitution save	
Study	DC 15 Intelligence save	
Gourmandizing	DC 15 Dexterity save	
Sacrifice	Sacrifice living or spend gold for rewards	54
Rumors	1d4×10 gp + Charisma (Investigation)	55
Relaxation	Advantage on saves to recover	55
Rodomontade	1 week bragging, +5% XP	55
Scouting	1 week planning, +1 on saves	56
Feats	3000 gp + 6 months	56
Proficiency (tool)	250 gp and 10 weeks	57
Language	250 gp and 10 weeks	57
Proficiency (skill)*	6,000 gp and 12 months	57
Proficiency (weapon)	1,000 gp and 12 weeks	57
Expertise (skill)*	12,000 gp and 60 months	57
Income	Work 1 week+skill check to earn gp	57
Crafting Items	50 gp per week, pay 1/2 price for mats	58
Raising Statistic*	1,000 gp and 12 weeks, DC 15 check to increase stat by 1	58
Arcane Library	10,000 gp per spell level/ 50,000 gp research bonus	58
Brew Healing potion	Proficiency with Herbalism kit can brew healing potion for 25 gp and 1 day	58
Scribing Scroll	Arcana proficiency and spell-casting ability can scribe scroll	59
Magic Items	Arcana proficiency and tool proficiency can create magic items	60
Alchemical Item	3 rd level, 1 day per 60 gp	60
Spell Research	1,000 gp and 2 weeks per level	61
Arena Fights	Purse: 1d6×100 gp×character level	63

Activity	Procedure	Page
Assassination	Use Dexterity (stealth) to assassinate target	66
Theft	Use Dexterity (Slight of Hand) to steal goods	66
Racketeering	Use Charisma (Intimidation) to racketeer	67
Banditry	Use Dexterity (Slight of Hand) to rob a trade passage	67
Gambling	Use Wisdom (Insight), Charisma (Deception) and Charisma(Intimidation) to gamble	67
Recruit Hireling	1 gp / month	70
Recruit Specialist	Cost varies, Charisma (Persuasion) 15+	72
Recruit Henchmen	1%-4% of henchmen per 10 gp spent	76
Protege	Spend gp for xp boost on new PC	87
Congregants	1,000 gp for 1d10+ 1/2 Cha followers	92
Locate Buyer	Cost varies, Charisma (Persuasion) 11+	105
Haggling	Charisma (Persuasion) + offer	105
Investment	Yearly payout. Stable 1d6-2%, Risky 1d20-11%, Volatile 50-1d100%	106
Lifestyle	Required payment monthly	107
Clan Hoard	Gain 10% of gold spent in XP, access to clan or guild rewards	107

*Highly optional. Confer with your Dungeon Master.

Seasonal Events

-	No Event
-	Accident
-	Bad Weather
-	Banditry and Brigandage
-	Birth
-	Celebrity
-	Comet
-	Corruption
-	Death
-	Diplomatic Event
-	Famine
-	Festival
-	Feud
-	Fire
-	Haunting
-	Magical Events
-	Marriage
-	Monsters
-	Natural Disaster
-	Notable Personage
-	Plague or Illness
-	Raiders and Raiding
-	Religion
-	Refugees
-	Uprising or Rebellion
-	Visitation
-	War

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ABOUT THE AUTHOR

Courtney lives in the Ozarks with his wonderful daughter and loving cat. He never thought he would be described that way in the back of a book just like all the authors he read growing up. He plays Dungeons and Dragons since he got a player's handbook with his father back in 1982. After 20 years of public service, he now writes and illustrates fantasy gaming materials full time. He is three feet long and covered with fur.



