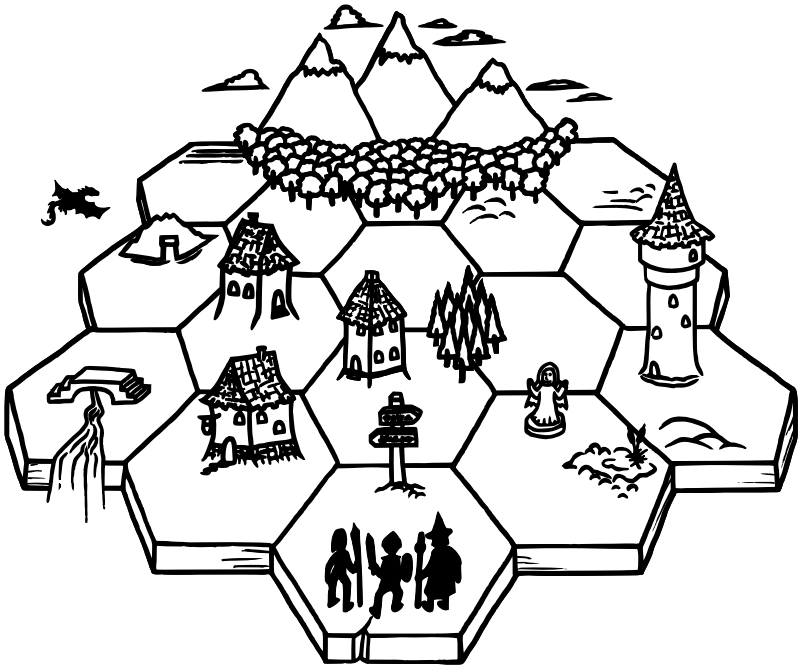
SANDBOX GENERATOR



ATELIER
landestin

SANDBOX GENERATOR

Atelier Clandestin

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Introduction

This book describes a procedure to generate a pseudo-feudal world with a hint of magic. It is in no way intended to be historically accurate, realistic, exhaustive or definitive. Instead, it tries to give a solid base to flesh out with personal tables and ideas. It can be used as a preparation tool for campaigns or solo play. It also allows a DM to discover a new world along with their players.

The general idea of the book is to start from the bigger picture, then go in more and more detail. Starting with a general map of biomes and features, we progressively generate landmarks, settlements, lairs and dungeons. Eventually, with the help of more focused generators, we further describe these locations. Finally, the adventure can be taken to the sea and beyond.

If something generated does not feel right, feel free to ignore or modify it, to reroll or to choose a more suitable option. This book is first and foremost a guide and a compilation of ideas to generate a sandbox.

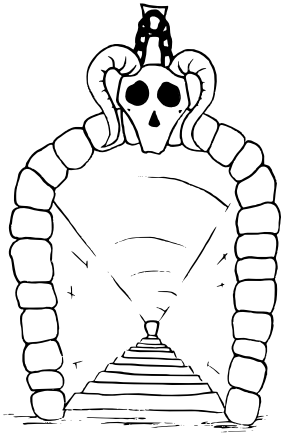
To use this generator, you will need a complete set of dice (d4, d6, d8, d10, d12, d20, d100), as well as a d24 and a d30.

If you do not have a d24, you can emulate one by rolling 1d2 and 1d12. If a 2 is rolled on the d2, add 12 to the roll of the d12.

Same with the d30, it can be emulated by rolling 1d3 and 1d10. Depending on the result of the d3, add the following to the roll of the d10:

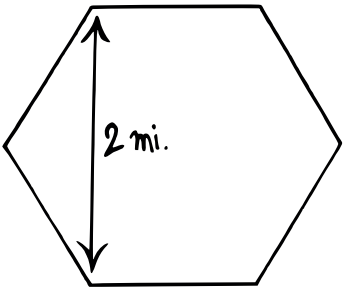
- On a 2, add 10,
- On a 3, add 20.

Note: when rolling 1d100 against a percentage, the roll must be lower or equal to it to succeed.



Hex Map

Generating a sandbox with the help of this book starts by creating a hex map with diverse biomes. Use the template provided with this book or another one but remember that this generator was written with 2 miles hexes in mind (2 miles ≈ 3.33 km). Miles are used since the original roleplaying game used imperial units.



A hex can be of five different biomes: grassland, forest, hills, marsh and mountains. It is an abstraction from reality to represent the type of terrain that is mostly encountered in a certain area. For example, a forest hex may not be entirely covered with trees, but most of it is. It is also a strong indicator of the type of monster that will be encountered there (see p. 10).

Here are the symbols used in this book for the different biomes:



Since this generator takes inspiration from the European middle-ages, the biomes used are mostly temperate. Obviously, replacing them with other ones as you see fit is possible, even encouraged, to make this generator your own.

After determining the biome of the hexes, points of interest are then generated for each one of them. These points of interest can be landmarks, settlements, lairs or dungeons.

Biomes

1) Starting hex

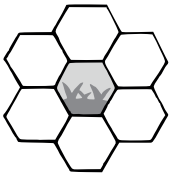
1-4	Grassland
5-6	Forest
7-8	Hills
9	Marsh
10	Mountains

2) Next hexes

1-5	Same as previous hex
6	Grassland
7	Forest
8	Hills
9	Marsh
10	Mountains

3) How to

Use the first table to generate the first hex of the map.



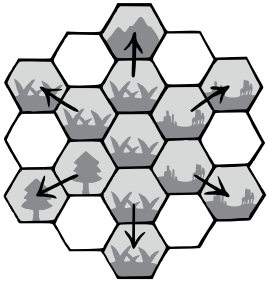
Ex: a 3 is rolled: the biome of the first hex is grassland.

Then, generate the 6 hexes around it by rolling on the second table. Start with the one on top then continue clockwise, until you have 7 hexes.

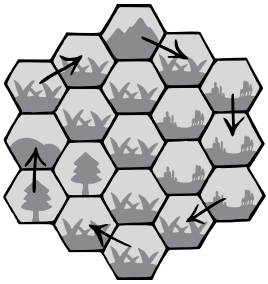


Ex: the rolls are 2, 9, 9, 6, 7, 3 and translate to grassland, marsh, marsh, grassland, forest, grassland.

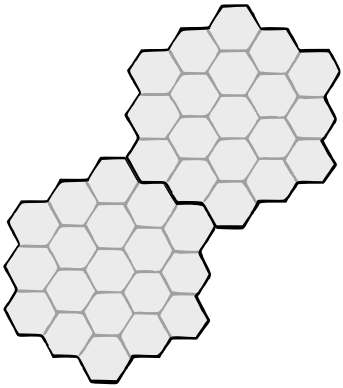
Until now, the "previous hex" was always the same: the central one. But from now on, it will vary and will each time be one of the previously generated hexes. The map will go through an intermediate form, which looks like a snowflake:



Once these 6 hexes have been generated (the "points" of the snowflake), roll for the next ones, using them as starting points, to complete the layer:

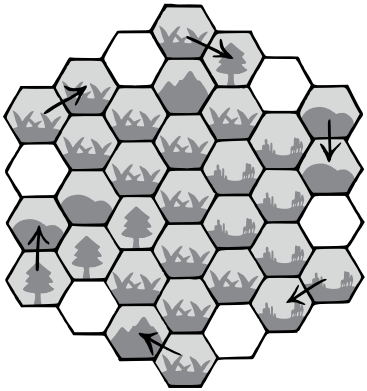


After this step, the hex map already has reached an interesting size (19 hexes). We recommend stopping at this point. To further expand the hexcrawl, repeat the procedure several times and stick the resulting hex maps together. This is the method used in the rest of the book.

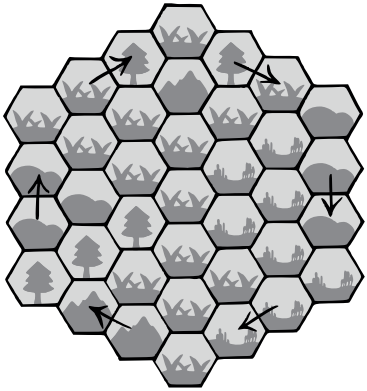


However, another way to expand the map is to keep generating layers. To do so, repeat the two previous steps.

In the picture below, we have gone through the "snowflake" step and also generated the following hexes.



One more step is needed to complete the layer and the hex map:



Encounters per Biome

Grassland

2	Dinosaurs
3	Ogres
4	Gnolls
5	Orcs
6	Goblins
7	Giant rats
8	Wolves
9	Bandits
10	Berserkers
11	Worgs
12	Werewolves

Forest

2	Ents
3	Giant spiders
4	Ogres
5	Bears
6	Goblins
7	Boars
8	Wolves
9	Bandits
10	Elves
11	Dryads
12	Werewolves

Hills

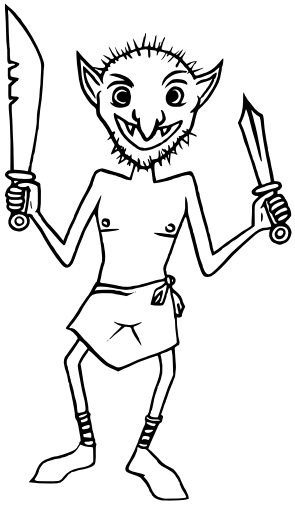
2	Manticores
3	Basilisks
4	Ogres
5	Orcs
6	Goblins
7	Giant rats
8	Wolves
9	Bandits
10	Beastmen
11	Giants
12	Wyverns

Marsh

2	Moth-men
3	Mushroom-men
4	Frog-men
5	Trolls
6	Skeletons
7	Crocodiles
8	Zombies
9	Orcs
10	Lizard-men
11	Snake-men
12	Hydras

Mountains

2	Giants
3	Griffins
4	Dwarves
5	Kobolds
6	Orcs
7	Bears
8	Wolves
9	Bandits
10	Berserkers
11	Smilodons
12	Vampires

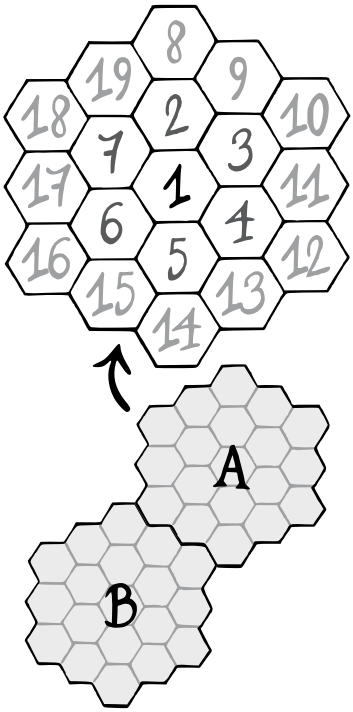


Features

Features are the prominent things that can be found inside the hexes. It does not mean there is nothing else in the area but it is either less interesting to the characters, well hidden or has yet to be discovered.

Use the following tables to generate the outline of the features. The following chapters provide tables to generate each type of feature in more detail.

The picture below shows a possible numbering system for the hexes. When sticking several small hex maps together, keep the same numbering but use a capital letter to reference each of them.



1) Starting hex

For a traditional campaign (first going into a dungeon, then exploring the wilderness at higher levels), the first hex always contains a village and the second one a dungeon.

If you are not interested in this kind of campaign, simply roll (or choose) a settlement for the first hex, then roll for the next hexes.

2) Next hexes

For all of the following hexes, roll on this table and sub-table:

1-3	Landmark	(p. 17)
4	Settlement	(p. 27)
5	Lair	(p. 59)
6	Dungeon	(p. 63)

Settlements

1	Hamlet	(p. 32)
2	Village	(p. 34)
3	City	(p. 38)
4	Castle	(p. 44)
5	Tower	(p. 49)
6	Abbey	(p. 53)

Here is an example of legend:



Factions

Factions are groups of individuals who have something in common. It may be beliefs, origins or the will to survive.

Members of a faction are not necessarily homogeneous. There sometimes can be treachery, lying and even infighting.

Inside of dungeons, monsters belong to multiple factions which rarely work together. That is why dungeons do not lead to the creation of a faction on the hex map.

Outside of dungeons, some locations, institutions or monsters lead to the creation of a faction:

- Settlements: cities, castles, towers and abbeys,
- Lairs (intelligent monsters),
- Criminal organizations & guilds,
- Dragons and wizards encounters: these beings are powerful enough to be factions by themselves.

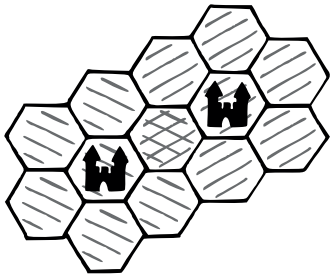
Note that not all types of settlements lead to the creation of a faction, as hamlets and villages are not included in this list.

Political map

When determining faction territories, big and small settlements (castles and cities versus towers and abbeys) must be distinguished.

Big settlements have a domain of 7 hexes (the one they are located on and the 6 hexes around).

If multiple domains of this type have common hexes, there is a 3-in-6 chance they actually belong to the same faction (roll once per pair of domains). That does not mean there are no tensions between the lords. If they do not belong to the same faction, these hexes are clearly contested areas.



In the picture above, you can see that the domains of two castles have a hex in common. If the hex is contested by two different factions, this is where most of the fighting will happen.

Small settlements and lairs only have a domain of 1 hex (the one they are located on).

Domains

Cities/Castles

Hamlets and villages located in the domain of a city/castle must pay a tithe to the local lord but are under their protection.

Towers

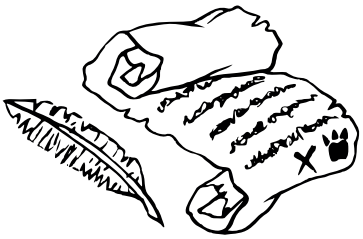
If a hamlet, village, lair or dungeon is located in a neighboring hex of a tower, there is a 1-in-6 chance that the inhabitants are magically enslaved by the wizard living in the tower. In that case, the domain of the wizard includes both hexes.

Abbeys

Hamlets and villages located in the contiguous hexes of an abbey are part of the same parish.

Lairs

In most cases, lairs belong to individual factions. But when there is another lair housing the same creature on a contiguous hex, there is a 3-in-6 chance that both lairs belong to the same faction.



Relationships

For each possible pair of factions with neighboring territories (or contested hexes), roll 2d6:

2	Open war
3-5	Hostility
6-8	Indifference
9-11	Peace/Trade
12	Alliance

Events

Roll 1d6 to see if there is an event. If the result is 1, roll 1d6 on the following table to determine whether the event:

1	Ended earlier
2-4	Is happening now
5-6	Will take place in the future

Then roll 1d12 to generate the nature of the faction event:

1	Assassination
2	Celebration
3	Curse
4	Holy quest
5	Hostage situation
6	Mysterious ally
7	Negotiations with another faction
8	New headquarters
9	New leader
10	Plague
11	Treaty signed with another faction
12	War

Random Encounters

When a random encounter happens in the wilderness, roll 2d6 on the following table:

2	Dragon	(p. 121)
3	Other faction	
4-6	Faction	(p. 12)
7	NPCs	(p. 132)
8-11	Biome	(p. 10)
12	Wizard	(p. 144)

Dragon and **Wizard** also imply that the next lair/tower generated will be their dwelling.

Other faction means the encounter is related to a faction from a nearby hex.

Faction means the encounter is related to the faction of the current hex.

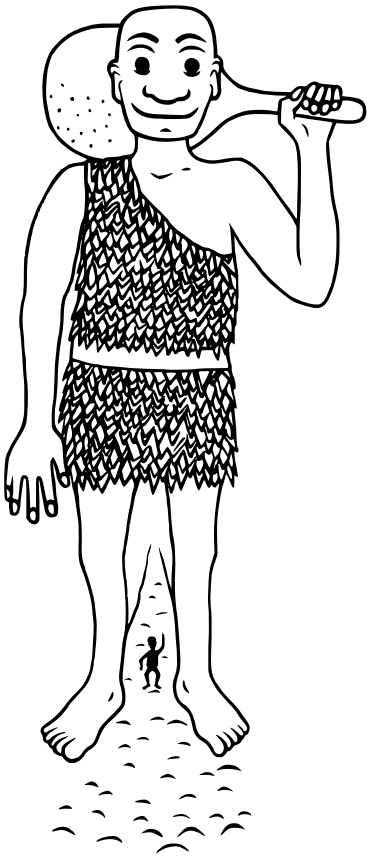
If the hex is contested, use the following table to know how many factions are involved in the encounter:

1-4	Only one
5-6	Multiple

If there is no faction in the current hex, or in the adjacent ones, roll a biome encounter instead.

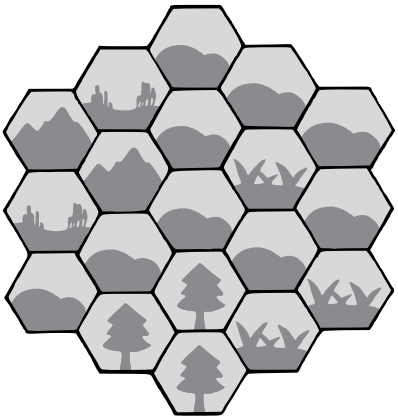
NPCs means that more or less friendly NPCs who, at first glance, do not belong to a faction, are encountered.

Biome means that a monster must be rolled (or chosen) on the fitting table. Monsters encountered this way do not belong to any faction.



Example

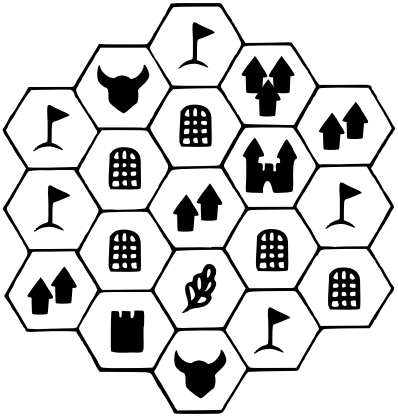
For the purpose of this example, we separated each map layer (biomes, features and factions) into three different maps for better legibility. It is recommended to use different colors when drawing the hex map or even to use a software such as Hexographer.

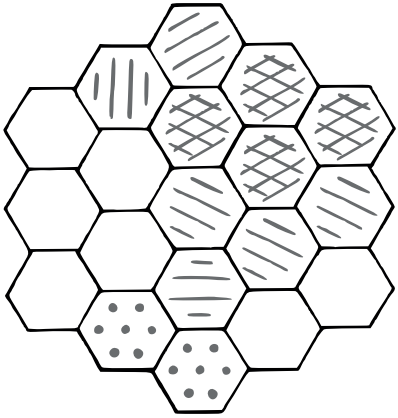


Using the numeration system described in the previous pages, here is the content of each hex:

1	Hills	Village
2	Hills	Dungeon
3	Grasslands	Castle
4	Hills	Dungeon
5	Forest	Abbey
6	Hills	Dungeon
7	Mountains	Dungeon
8	Hills	Landmark
9	Hills	City
10	Hills	Village
11	Hills	Landmark
12	Grasslands	Dungeon
13	Grasslands	Landmark
14	Forest	Lair
15	Forest	Tower
16	Hills	Village
17	Marsh	Landmark
18	Mountains	Landmark
19	Marsh	Lair

For the time being, features have not been described further than by giving their type. An example of each kind will be generated in its respective section. On this last map, domains have been drawn following the rules stated in the eponymous section.





Landmarks

A landmark is a notable feature which may be used during travel for orientation.

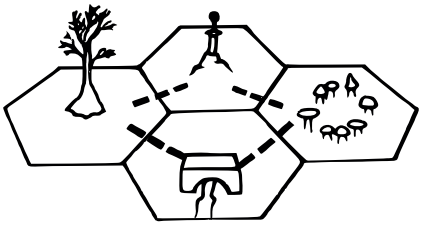
It can be anything ranging from a meeting point, a dangerous place, an obstacle encountered when traveling or a small adventuring locale.

The following pages list natural, artificial and magic landmarks, which are themselves divided into various categories. It is obviously encouraged to replace or mix the landmarks provided in this book with your own.

First, roll on this table:

1-3	Natural	(p. 18)
4-5	Artificial	(p. 19)
6	Magic	(p. 20)

Then, roll 1d6 and 1d10 on the appropriate page to determine the nature of a landmark.



After generating the nature of all landmarks, use the following table to determine what can be found at a location and, especially, the chance of treasure. Alternatively, it can be done during play, when exploring the hex. Roll 1d6 and 1d100:

	Content	Treasure	
1	Hazard	25%	(p. 22)
2-3	Empty	15%	(p. 22)
4	Special	variable	(p. 23)
5-6	Monsters	50%	(p. 10)

Hazard means that the place is dangerous by itself (it could collapse for example) or is trapped.

Empty means that this place is not dangerous or occupied by monsters, and has nothing special. Instead, in addition to a possible treasure, information about the world and its inhabitants can be learned here.

Special means that there is a mystery to solve or that something is happening here, usually with a related reward.

Monsters means that possibly bellicose creatures are present around the landmark. Maybe they have an interest in the area or maybe they are traveling.

Natural Landmarks

1) Fauna

1	Animal boneyard
2	Anthill
3	Beaver dam
4	Giant animal (exo)skeleton
5	Giant bird nest
6	Giant snail shell
7	Huge galleries
8	Location covered with crows
9	Predator's hunting ground
10	Ransacked area

2) Flora (A)

1	Berry bush
2	Bramble overgrown area
3	Burnt area
4	Centennial tree
5	Dead tree
6	Exotic tree
7	Fallen tree
8	Flower circle
9	Fruit tree
10	Giant flower

3) Flora (B)

1	Giant mushroom
2	Hollow tree
3	Impenetrable thicket
4	Mushroom circle
5	Mushroom spot
6	Mycelial proliferation
7	Rare plant spot
8	Root arch
9	Tree alignment
10	Water-filled plant

4) Geology (A)

1	Animal shaped rock
2	Cave
3	Chasm
4	Crater
5	Crystalline proliferation
6	Giant crystal
7	Lava pool
8	Mudpit
9	Pit
10	Precious metal vein

5) Geology (B)

1	Ravine
2	Rift
3	Rock hole
4	Rock needle
5	Scree
6	Sinkhole
7	Stone arch
8	Stone bridge
9	Stone stairs
10	Very big rock

6) Hydrology

1	Ford
2	Hotspring
3	Lake
4	Pond
5	Rapids
6	River
7	Spring
8	Stream
9	Water-filled cave
10	Waterfall

Artificial Landmarks

1) Labor

1	Barn
2	Felled trees
3	Field
4	Granary
5	Labor camp
6	Meadow
7	Quarry
8	Straw man
9	Swidden field
10	Water tower

2) Mystery

1	Carved rock
2	Dolmen
3	Hanging bones
4	Heads on spikes
5	Masks
6	Pile of bones
7	Rock stack
8	Standing stones
9	Straw dolls
10	Totem

3) Ruin

1	Abandoned tavern
2	Burnt barn
3	Collapsed mine entrance
4	Decrepit mansion
5	Desecrated church
6	Destroyed house
7	Overgrown tower
8	Pile of rubble
9	Razed village
10	Ruined castle

4) Small structure

1	Bench
2	Bivouac area
3	Gazebo
4	Hunter's cabin
5	Hunting tower
6	Kennel
7	Outhouse
8	Palisade
9	Well
10	Wooden fence

5) Travel

1	Boardwalks
2	Boundary stone
3	Bridge
4	Broken bridge
5	Danger sign
6	Ledge
7	Signboard
8	Stairs
9	Suspension bridge
10	Zipline

6) Worship

1	Bell/Gong
2	Calvary
3	Cemetery
4	Cross
5	Holy place
6	Idol
7	Shrine
8	Tomb
9	Tumulus
10	Vault

Magic Landmarks

1) Area under a spell

1	Always snowy area
2	Anti-magic zone
3	Area bringing back the dead
4	Area where nothing grows
5	Bad luck area
6	Dome of darkness
7	Force field
8	Incessant cyclone
9	Protection from Evil
10	Time is frozen

2) Enchanted item

1	Curative basin
2	Enchanted bell
3	Fertility stone
4	Magic fountain/spring
5	Magic fruits tree
6	Mutation pit
7	Stone of knowledge
8	Sword stuck in a rock
9	Visions pool
10	Witch cauldron

3) Magic path

1	Breathable water
2	Glowing mushrooms trail
3	Illusory path
4	Invisible bridge
5	Levitating staircase
6	Magic mirror
7	Rainbow bridge
8	Riddle bridge
9	Walkable water
10	Wormhole

4) Magic remains

1	Area covered with fairy dust
2	Bloody altar
3	Corpse covered in crystals
4	Corrupt area
5	Destroyed golem
6	Magic battlefield
7	Old shrine
8	Petrified travelers
9	Remnants of a ceremony
10	Signs of an explosion

5) Place of power

1	Ancient burial grounds
2	Birthplace/Tomb of a saint
3	Magic beacon
4	Mana well
5	Neolithic rock monument
6	Preserved natural place
7	Root of the World Tree
8	Sacred waters
9	Sun focal point
10	Ziggurat of old

6) Strange phenomenon

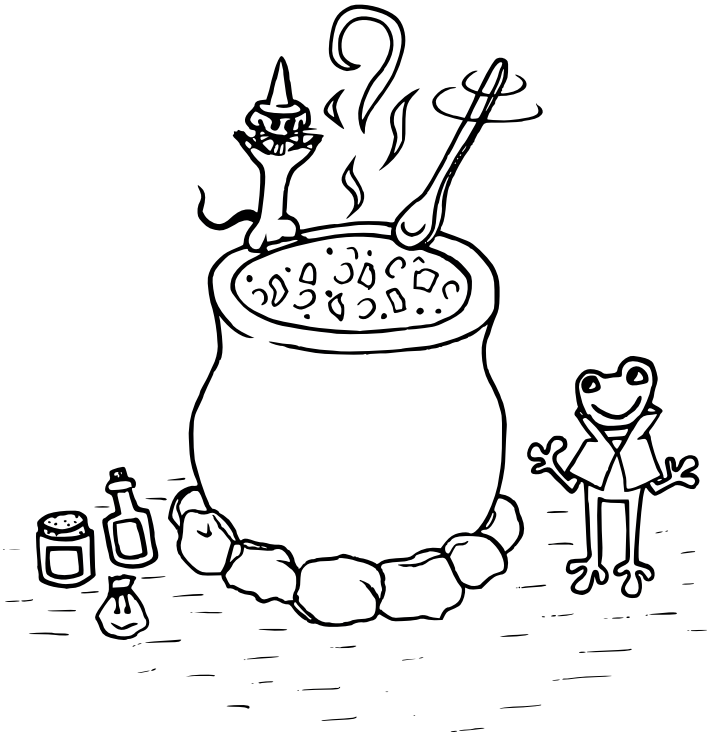
1	Everburning tree
2	Evermelting ice
3	Floating crystal
4	Ghost building
5	Luminous engravings
6	Reverse waterfall
7	Singing crystal
8	Strong magnetism
9	Talking rock
10	Whispers in the wind

Magic paths exist and can be traveled only because of magic. If its source were to disappear, the path would also be gone. They often lead to strange or magical places.

Magic remains are visible traces of the practice of magic or of its often destructive nature.

Places of power can be, depending on the game you are playing and/or the setting, locations where magic is stronger or the only places where some spells, rituals or ceremonies can be practiced.

Strange phenomenons can only be explained by magic and are often the result of failed wizard experiments.



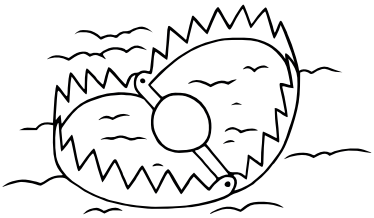
Content

Hazard

Roll 1d20 on the following table to generate why a hex is dangerous:

1	Acid pits
2	Allergenic plants
3	Ancient dormant illness
4	Curse
5	Dangerous footing
6	Easy to get lost
7	Fog
8	Fumes (smoke, toxic, etc.)
9	Ghosts
10	Hallucinogenic spores
11	Hidden pits
12	Hunting traps
13	Magic corruption
14	Plague
15	Quicksands
16	Radiations
17	Sabotage/Trap
18	Unstable/Likely to break
19	Venomous animals (hornets, snakes, scorpions, etc.)
20	Volcanic area

To avoid these dangers, adventurers should cross this hex with caution (at reduced speed) or save to avoid negative effects (damage, death, losing items, losing time, etc.) depending on the hazard. In some case, it can lead to a small adventure.



Empty

Roll 1d20 on the following table to determine what may be learned here:

1-5	Info. about nearby monsters (ecology, lair, weakness, etc.)
6	Alchemy recipe
7	Curative effects (water, plant)
8	Directions to a settlement
9	Dungeon location
10	Future event
11	Important past event
12	Legend/Myth
13	Local custom
14	Password
15	Secret passage location
16	Spell/Ritual
17	Tale about a magic weapon
18	Toxicity of something
19	Upcoming weather
20	Words from a (random) monster language

This information can be conveyed to the PCs in a number of ways. Choose the most suitable one:

1. Clues left by monsters,
2. Depicted on an old fresco/mosaic,
3. Etched/Drawn on something,
4. Told by a (dying) NPC,
5. Vision when near the landmark,
6. Written in a book or on a scroll,

This table can also be used for empty dungeon rooms (see p. 71).

Special

When rolling "special" for a landmark, use the following table to have a general idea of what may be done here. It can be related (or not) to the landmark, because landmarks tend to attract people and monsters.

Treasure should be chosen by the DM on a case-by-case basis. It does not necessary have to be gold or valuable items. The reward can also be information, increased reputation, a new ally, etc.

On the other hand, in some cases, ignoring one of these situations or failing to resolve them can lead to more or less serious consequences.

Roll 1d12 on the following table:

1	Arbitrate a dispute
2	Prevent a threat
3	Solve a puzzle/riddle
4-6	Uncover a mystery
7-9	NPC(s)/Monster(s) in need
10-12	Related to landmark

On a result of 10-12, roll 1d6 on the previous table to determine what is linked to the landmark. Then, roll 1d6 or 1d10 on the corresponding table in the column on the right.

When needed, roll random encounters (p. 14).

Disputes to arbitrate

1	Adultery
2	Broken trade agreement
3	Division of an inheritance
4	Murder investigation
5	Territorial boundaries
6	Trial

Threats to prevent

1	Evil ceremony
2	Flood
3	Frenzied migratory animals
4	Magic corruption
5	Plague
6	Wildfire

Mysteries to uncover

1	Abductions
2	Alleged ghost
3	Curse
4	Miracle
5	Missing items
6	Mutations
7	Odd footprints/tracks
8	Stalker
9	Strange lights/noises
10	Unexplained deaths

Potential problems for NPCs

1	Amnesia
2	Attacked/Chased
3	Disappearance
4	Hunger/Thirst
5	Imprisoned/Enslaved
6	Injured/Sick
7	Lost
8	Stuck/Bogged down
9	Theft
10	Trapped

Example

Let's continue the example from p. 15 and generate four of the five hexes that contain landmarks:

The first landmark is located in hex 8, which has a hills biome. The table below summarizes all the rolls used to generate this landmark:

Hex 8:

Table	Roll	Result
Landmark type	2	Natural
Hex content	3	Empty
Treasure	52	No
Natural landmarks	2	Flora (A)
Flora (A)	7	Fallen tree
Empty	19	Upcoming weather

With all these rolls we obtain a very simple hilly hex, where the most prominent feature is a tree which has fallen down. Since we also rolled "upcoming weather" as a thing that can be learned here, we can link it to the fallen tree: this hex is often subject to violent winds or storms and the tree was recently uprooted.

If we had rolled "password" instead, we could have imagined that a strange word was carved in the bark of the fallen tree.

Hex 11:

Table	Roll	Result
Landmark type	3	Natural
Hex content	5	Monsters
Treasure	11	Yes
Natural landmarks	1	Fauna
Fauna	7	Huge galleries

To generate the type of monsters, we use the hills table from p. 10. For their number and their individual treasure, we use a bestiary.

We finally found that 14 curious ogres are investigating a hole in the ground leading to huge underground galleries. They have an individual treasure of 7 gp, for a total of 98 gp. Who dug these galleries and where do they lead to?

Hex 13:

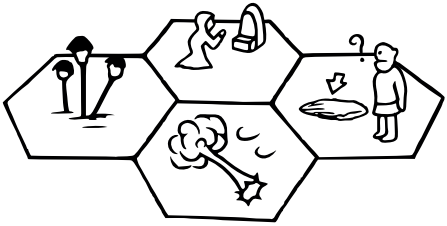
Table	Roll	Result
Landmark type	5	Artificial
Hex content	1	Hazard
Treasure	69	No
Artificial landmarks	2	Mystery
Mystery	4	Heads on spikes
Hazard	12	Hunting traps

In this hex, adventurers can encounter lots of severed heads impaled on spikes, that were probably placed there to deter unwanted visitors. If they do not take the hint, they will have to cross an area full of hunting traps of all kinds.

Hex 17:

Table	Roll	Result
Landmark type	5	Artificial
Hex content	4	Special
Treasure	/	Variable
Artificial landmarks	6	Worship
Worship	2	Calvary
Special	8	NPC in need
Potential problems	3	Disappearance

A woman imbued with great sadness inflicts herself to cross this calvary so that her god hears her prayers. Her little child recently disappeared and she is willing to give her small savings to anybody who could bring them back. The circumstances of the disappearance could be linked to the content of the next hex, for example.



Settlements

Settlements are the bastions of civilization. They are the only places where adventurers can take a break from their expeditions in dungeons, provided that the inhabitants let them. They can be separated in two categories: civilian and class related.

Civilian settlements can take various shapes, from the smallest to the biggest:

- Hamlets,
- Villages,
- Cities.

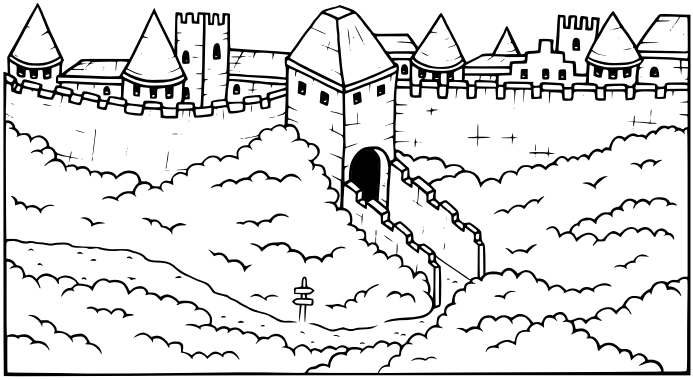
This is where characters can exchange treasure for XP, train, rest and heal, buy provisions or hire retainers.

Class related settlements can also take various forms, in no particular order:

- Castles,
- Towers,
- Abbeys.

Each of them embodies the power of a faction.

Castles hold powerful Fighters, towers shelter Wizards and abbeys are the homes of Clerics. These people can either be random NPCs or previously retired PCs of level 9 and above.



Names

Names of hamlets, villages and cities can be generated using the tables below. Names generators for castles and abbeys can be found in their own sections.

First, roll 1d30 on the table below, then roll on the appropriate component table(s) on the next pages. Choose the most suitable variation when needed.

	Tables	Examples	
1	B A	Robin Bank	✝
2	B F	Orchid Bourg	✝
3	B H F	Knight Pass City	
4	B H	Oak Burrow	✝
5	C A	Ilia Road	✝
6	C F	Bernard Ville	✝
7	C H	Fanny Fall	✝
8	D	Ourar	
9	D A	Haye Market	✝
10	D F	Bayley Village	✝
11	D H	Rundur Forest	✝
12	D-by-sea	Dun-by-sea	
13	D-in-D	Thaas-in-Kanth	
14	D-le-D	Marsan-le-Loy	
15	D-les-bains	Wark-les-bains	
16	D-on-the-hill	Nisme-on-the-hill	
17	Dington	Julvetington	
18	Dsby	Zaleksby	
19	Dthorpe	Ensalthorpe	
20	Dton	Peulinton	
21	E A	Black Forge	✝
22	E B	Gold Pine	
23	E D	Crystal Carm	
24	E F	Brave Town	✝
25	E H	Coal Wood	✝
26	G B	Mount Birch	✝
27	G D	Haute Galgar	
28	Trou-au-D	Trou-au-Solin	
29	Trou-de-D	Trou-de-Vanau	
30	Val-D	Val-Forton	

Variations

✝	BA, B's A, BsA
✝	EA

Example:

Tables	Roll	Result
Structure	5	C F
C	10	John
F	7	Town
Variations	✝	CF, C's F, CsF

With these rolls, the city name can be either: John Town, Johntown, John's Town or Johnstown.

A) Buildings, Outdoors

1	Abbey
2	Arch
3	Bank
4	Barrack
5	Bench
6	Bridge
7	Castle
8	Chapel
9	Church
10	Court
11	Cross
12	Farm
13	Forge
14	Gate
15	Hall
16	Home
17	Hospital
18	House
19	Inn
20	Mall
21	Market
22	Mill
23	Mine
24	Post
25	Road
26	Stall
27	Temple
28	Tower
29	Union
30	Wall

B) Nouns

1	Acorn
2	Angel
3	Apple
4	Atelier
5	Autumn
6	Axe
7	Baker
8	Bard
9	Baron
10	Barrow
11	Berry
12	Birch
13	Bird
14	Boar
15	Book
16	Bow
17	Butcher
18	Candle
19	Cheese
20	Cloud
21	Corn
22	Cow
23	Crow
24	Dawn
25	Day
26	Deer
27	Demon
28	Dragon
29	Dream
30	Dusk
31	Dust
32	Dwarf
33	Eagle
34	Elf
35	Feather
36	Fire
37	Fish
38	Flower
39	Fog
40	Fox
41	Frog
42	Ghost
43	Gnoll
44	Goblin
45	Grave
46	Halfling
47	Hare
48	Hawk
49	Heaven
50	Hell
51	Hook
52	Hope
53	Horn
54	Horse
55	Hunter
56	Knight
57	Kobold
58	Leaf
59	Letter
60	Lion
61	Mage
62	Moon
63	Night
64	Oak
65	Orchid
66	Pine
67	Pork
68	Rabbit
69	Rain
70	Ram
71	River
72	Robin
73	Rose
74	Salt
75	Seed
76	Sky
77	Snake
78	Snow
79	Sorrow
80	Spice
81	Spring
82	Squirrel
83	Star
84	Summer
85	Sun
86	Sword
87	Thief
88	Thorn
89	Thunder
90	Toad
91	Tournament
92	Tulip
93	Violet
94	Warrior
95	Water
96	Wind
97	Winter
98	Witch
99	Wolf
100	Wyvern

C) First names, Titles

1	Anna
2	Arthur
3	Bernard
4	Charles
5	Elizabeth
6	Fanny
7	George
8	Helen
9	Ilia
10	John
11	Kathleen
12	King
13	Louis
14	Marcus
15	Mary
16	Nicholas
17	Prince
18	Princess
19	Queen
20	Tilly

D) City names

1	Avery
2	Bayley
3	Carm
4	Dun
5	Ensal
6	Folton
7	Galgar
8	Haye
9	Idar
10	Julvet
11	Kanth
12	Loy
13	Marsan
14	Nisme
15	Ourar
16	Peulin
17	Rundur
18	Solin
19	Thaas
20	Unvary
21	Vanau
22	Wark
23	Yverne
24	Zalek

E) Adjectives, Colors

1-2	Bad
3-4	Black
5-6	Bloody
7-8	Blue
9-10	Bony
11-12	Brave
13-14	Brown
15-16	Burnt
17-18	Charming
19-20	Coal
21-22	Cold
23-24	Copper
25-26	Coral
27-28	Crystal
29-30	Damp
31-32	Dark
33-34	Dry
35-36	Dusty
37-38	False
39-40	Fast
41-42	Free
43-44	Giant
45-46	Glass
47-48	Gold(en)
49-50	Good
51-52	Gray
53-54	Great
55-56	Green
57-58	Hidden
59-60	Hot
61-62	Indigo
63-64	Iron
65-66	Light
67-68	Long
69-70	Metal
71-72	Mithral
73-74	Obsidian
75-76	Purple
77-78	Red
79-80	Rock
81-82	Royal
83-84	Silent
85-86	Silver
87-88	Small
89-90	Stone
91-92	True
93-94	White
95-96	Wild
97-98	Wine
99-00	Yellow

F) Settlement types

1	Borough
2	B(o)urg
3	Camp
4	Cester
5	Citadel
6	City
7	County
8	Dorf
9	Ham
10	Hamlet
11	Haven
12	Heim
13	Keep
14	Stead
15	Town
16	Village
17	Ville
18	Ward
19	Wihr
20	Worth

G) Directions, Adjectives

1	Bottom
2	Down
3	East
4	Far
5	Fort
6	Haute
7	High
8	Little
9	Lost
10	Low
11	Mount
12	New
13	North
14	Old
15	Port
16	Saint
17	South
18	Under
19	Up
20	West

H) Nature, Topography

1-2	Bay
3-4	Beach
5-6	Bone
7-8	Break
9-10	Burrow
11-12	Cliff
13-14	Corner
15-16	Creek
17-18	Dale
19-20	End
21-22	Fall
23-24	Field
25-26	Forest
27-28	Garden
29-30	Glade
31-32	Glen
33-34	Grove
35-36	Heid
37-38	Helm
39-40	Hill
41-42	Hold
43-44	Hole
45-46	Hollow
47-48	Island
49-50	Lake
51-52	Land
53-54	Limit
55-56	Marsh
57-58	Mont
59-60	Moor
61-62	Mount
63-64	Mountain
65-66	Park
67-68	Pass
69-70	Path
71-72	Peak
73-74	Plain
75-76	Point
77-78	Pool
79-80	Rest
81-82	Run
83-84	Source
85-86	Summit
87-88	Trail
89-90	Tree
91-92	Valley
93-94	View
95-96	Way
97-98	Well
99-00	Wood

Hamlets

For the purpose of this book, we define a hamlet as a main building with a specific function, usually surrounded by a few houses.

Because of its size, a hamlet cannot offer the same services as a village or a city, if any. Based on the nature of the main building and common sense, the DM should determine the services offered in a given hamlet.

1) Buildings

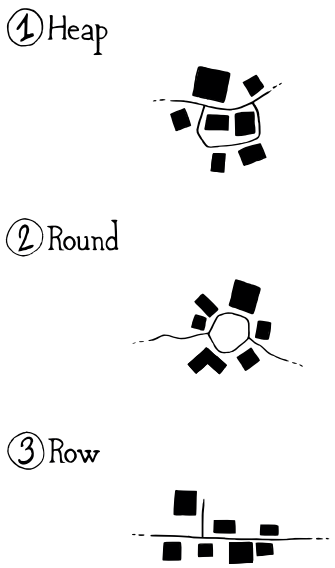
Roll 1d12 on this table for the main building:

1	Brewery/Vineyard
2	Chapel
3	Farm/Ranch
4	Manor
5	Mill
6	Mine
7	Sawmill
8	Shop
9	Tavern
10	Toll
11	Tourney grounds
12	Watchtower

Around the main building, 1d6 – 1 peasant houses (see p. 130) are also built.

2) Layout

The maps below show three possible configurations for the hamlets' buildings. Roll 1d3 to determine which one it is:



3) Disposition

Roll 2d6 to determine the initial disposition of the hamlet inhabitants towards the PCs (modified by Charisma):

2	Attack on sight
3-5	Hostile
6-8	Neutral
9-11	Welcoming
12	Enthusiastic

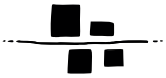
4) Secret

Roll 1d6 to check if the hamlet has a secret. If the result is 1, roll another d6 to determine what it is. They are hiding the fact they are:

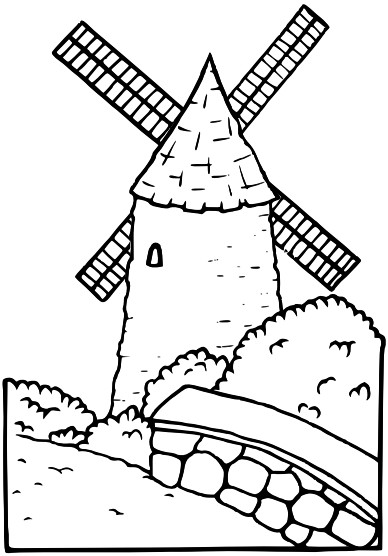
1	Cannibals
2	Cultists
3	Dopplegangers
4	Inbred
5	Lycanthropes/Vampires
6	Murderers

Example

A hamlet called Kathleen Union can be found along the road. It is composed of four buildings, lined up on both sides of the road.



There is a shop and three peasants houses. People who live there are neither welcoming or hostile, but they have a secret. The inhabitants are actually cultists who perform rituals at night.



Villages

Unlike hamlets, which rarely exceed twenty inhabitants, villages are settlements with an average of a hundred souls. Adventurers can find every type of common service in a village, unless otherwise specified by the DM.

1) Size

Roll 1d6 (or use this table as a guide) to generate the size of the village (denomination & associated grade):

1-2	Small	1
3-5	Medium	2
6	Big	3

To have an approximation of the village population, multiply the grade by 50 people.

2) Occupation(s)

In each village, both farming and cattle breeding activities are performed. Farms, crop fields and meadows can thus be found.

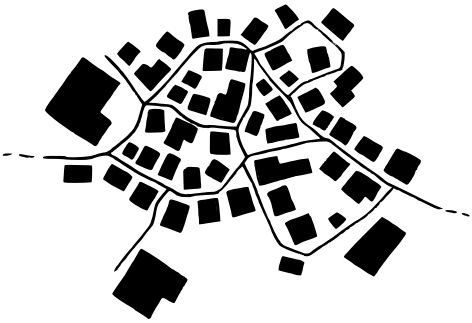
Roll 1d6 to see if the villagers have an additional occupation. If the result is 1, roll 1d6 to determine what it is and the type of associated buildings:

1	Brewing (breweries) or Viticulture (vineyards)
2	Fishing (fisheries)
3	Hunting (tanneries)
4	Logging (sawmills)
5	Mining (mines)
6	Pottery (workshops)

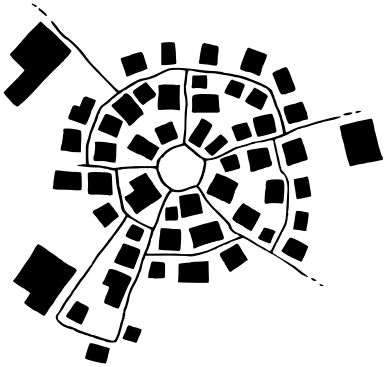
3) Layout

The maps below show three possible configurations for the village. Roll 1d3 to determine which one it is:

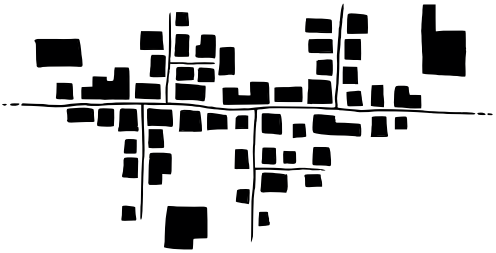
1 Heap



2 Round



3 Row



4) Points of Interest

General

Every village has at least one of the following locations:

- Blacksmith,
- Market,
- Tavern,
- Well.

Special locations

Roll 1d20 as many times as the village grade to determine the special locations of a village:

1	Abandoned building
2	Apothecary
3	Bakery
4	Burnt/Ruined building
5	Butcher
6	Castle-farm
7	Church
8	Famous person's house
9	General store
10	Graveyard
11	Guard post
12	Guildhouse
13	Gypsy wagon
14	Horse stables
15	Library
16	Mill
17	Monument/Memorial
18	Orchard
19	School
20	Tailor

5) Defense

Roll 1d8 as many times as the village grade to determine what defensive features the village has (reroll any duplicate):

1-3	Wooden palisade
4-5	Motte (= mound)
6	Chevaux de frise
7	Moat (= trench)
8	Watchtowers

Guards

Roll 1d3 + 3 and multiply by the village grade to determine how many guards protect the village.

6) Disposition

Roll 2d6 to determine the initial disposition of the villagers towards the PCs (modified by Charisma):

2	Attack on sight
3-5	Hostile
6-8	Neutral
9-11	Welcoming
12	Enthusiastic

Roll 1d6 on one of the following tables for the ruler's disposition:

1-4	Same as villagers
5-6	Opposite

If the villagers' disposition is neutral, use this table instead:

1-3	Hostile
4-6	Welcoming

7) People

Notable NPC(s)

Roll 1d20 as many times as the village grade to determine what interesting characters can be found:

1	Aggressive guard
2	Annoying minstrel
3	Bandit in disguise
4	Beggar who knows a lot
5	Curious waitress
6	Cute dog
7	Frightened peasant
8	Lonely widow
9	Misunderstood witch
10	Old fool/hag
11	One-handed lumberjack
12	Retired mercenary
13	Seasoned adventurer
14	Sick child
15	Stubborn magician
16	Talented craftsman
17	Traveling merchant
18	Troubled hunter
19	Vampire/Werewolf hunter
20	Village idiot

Ruler(s)

Roll 1d8 on this table to determine who makes the decisions in the village:

1	Bandits
2	Council
3	Mayor
4	Merchant
5	Priest
6	Vampire/Lycanthrope
7	Village elder
8	Witch

They are also the ones who make sure that taxes are paid if the village is located on a domain hex.

8) Secret

Roll 1d6 to check if the village has a secret. If the result is 1, roll 1d12 to determine what it is:

1	Animals turned human
2	Curse
3	Elder god cult
4	Eternal youth
5	Hidden treasure
6	Hiding outlaws
7	Hivemind
8	Inability to leave
9	Pact with a demon
10	Sadistic rituals
11	Secret society
12	Underground galleries

9) Events

Roll 1d6 to see if there is an event. If the result is 1, roll 1d6 on the following table, to determine whether the event… :

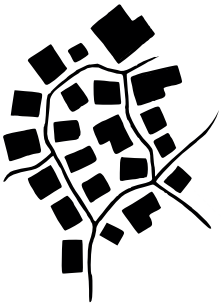
1	Ended earlier
2-4	Is happening now
5-6	Will take place in the future

Then, roll 1d12 to determine its nature:

1	Adventurers passing by
2	Announcement by a crier
3	Ceremony (wedding, etc.)
4	Controlled by monsters
5	Disappearances
6	Famine
7	Festival/Fair
8	Fire
9	Looting
10	Market day
11	Plague
12	Visit of a notable (lord, etc.)

Example

A small village called Angel Worth is located on top of a motte. It is populated by about 50 people. Farms, crop fields and meadows can be found all around the village. Farming is the only occupation of the villagers. The buildings are not distributed evenly but randomly scattered between the streets.



In the village, a tavern, a blacksmith, a market and a well can be found. An old memorial can also be admired at the entrance of the village.

Six guards protect the village. The villagers and their ruler, a merchant, are welcoming. A seasoned adventurer lives here. In the future, the village will suffer from famine.



Cities

Cities are generated just like villages but are obviously bigger: more buildings, more people and possibly more problems. Another notable difference is that, in cities, most of the interesting locations are buildings.

1) Size

Roll 1d6 (or use this table as a guide) to generate the size of the city (denomination & associated grade):

1-2	Small	2
3-5	Medium	3
6	Big	4

To have an approximation of the city population, multiply the grade by 500 people.

2) Main occupations

Roll 1d10 per city grade to determine its main occupations and the type of associated buildings that can be found:

1	Brewing (breweries) or Viticulture (vineyard)
2	Cattle breeding (farms, meadows)
3	Farming crops (farms, fields)
4	Fishing (fishery)
5	Hunting (tannery)
6	Logging (sawmills)
7	Metallurgy (forge, foundry)
8	Mining (mine)
9	Pottery (workshop)
10	Trading (caravanserai/port)

3) Characteristics

Roll 1d20 twice and reroll any duplicate to generate up to two characteristics of the city:

1-5	Nothing
6	Corrupt
7	Crowded
8	Destroyed
9	Dry
10	Filthy
11	Holy city
12	Humid
13	Narrow
14	Noisy
15	Open
16	Renowned
17	Silent
18	Tiered
19	Unsafe
20	Windy

4) Appearance

1	Cluttered
2	Cobblestone
3	Colorful
4	Covered with art
5	Dark
6	Eerie
7	Flowers
8	Geometric
9	Huge windows
10	Light
11	Lots of canals
12	Lots of stairs
13	Misaligned buildings
14	Red bricks
15	Stark
16	Tall towers
17	White marble
18	Wondrous
19	Wooden
20	Specific color scheme 1. Black and white 2. Blue and white 3. Grayscale 4. Sand and terracotta

5) Points of Interest

General

Every city has at least (where *n* is the city grade):

- 1d*n* blacksmiths,
- 1d*n* cemeteries,
- 1d*n* churches,
- 1d*n* general stores,
- 1d*n* markets,
- 1d*n* stables,
- 1d*n* taverns.

Special locations

Roll 1d20 as many times as the city grade to determine the special locations found in the city:

1	Abandoned building
2	Aqueduct
3	Archaeological site
4	Bridge
5	Burnt/Ruined building
6	Calvary
7	Carriage stop
8	Construction site
9	Famous street
10	Fighting pit
11	Fountain
12	Gallows
13	Junkyard
14	Market hall
15	Military cemetery
16	Monument/Memorial
17	Park
18	Pilgrimage
19	Plaza
20	Slave pit

6) Buildings of Interest

It is in these buildings, among all those that make up the city, that the action will take place. This is also where interesting businesses can be found, where useful NPCs live, etc.

Roll three times per city grade on the following table to generate these:

Type

1-3	Housing
4-10	Business
11-13	Official
14	Religious
15-17	Public
18-20	Military

Housing

Roll 1d10 for regular city housing only and 1d20 for all types of housing:

1	Studio
2	One bedroom apartment
3	Two bedrooms apartment
4	Bungalow
5	Maisonnette
6	Penthouse
7	Mansion
8	Hotel room
9	Tower
10	Boarding house
11	Tent
12	Houseboat
13	Under a bridge
14	Shanty
15	Squat
16	Underground bunker
17	Wagon
18	Treehouse
19	Basement
20	Hut

Business

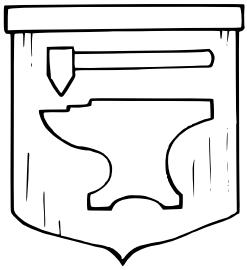
1-2	Alchemist
3-4	Animal trainer
5-6	Apothecary
7-8	Armorer
9-10	Artist
11-12	Astronomer
13-14	Baker
15-16	Bank
17-18	Blacksmith
19-20	Bookmaker
21-22	Botanist
23-24	Brewery
25-26	Brothel
27-28	Butcher
29-30	Candlemaker
31-32	Candy shop
33-34	Carpenter
35-36	Cartographer
37-38	Casino
39-40	Cheesemaker
41-42	Doctor
43-44	Dollmaker
45-46	Florist
47-48	Fortuneteller
49-50	Foundry
51-52	General store
53-54	Glassblower
55-56	Hairdresser
57-58	Hardware store
59-60	Jeweler
61-62	Lawyer
63-64	Locksmith
65-66	Pawnshop
67-68	Perfumer
69-70	Pet shop
71-72	Potter
73-74	Restaurant
75-76	Sage
77-78	Sauna
79-80	Scribe
81-82	Siege engines seller
83-84	Slaughterhouse
85-86	Stables
87-88	Tailor
89-90	Tanner
91-92	Tapestry maker
93-94	Tavern
95-96	Tinker
97-98	Veterinarian
99-00	Wine merchant

Official

1	Arcane university
2	Archives
3	Asylum
4	City hall
5	Conservatory
6	Dispensary
7	Embassy
8	Fire station
9	Mayor office
10	Meteorological institute
11	Mint
12	Palace
13	Post office
14	School
15	Sewers
16	Tax office
17	Tourist office
18	Tribunal
19	University
20	Water tower

Religious

1	Catacombs
2	Cathedral
3	Church
4	Covent
5	Mausoleum
6	Monastery
7	Necropolis
8	Orphanage
9	Sanctuary
10	Seminar
11	Shrine
12	Ziggurat



Public

1	Aquarium
2	Arena
3	Art gallery
4	Auction hall
5	Botanical garden
6	Event center
7	Guildhouse
8	Gymnasium
9	Historical building
10	Hospital
11	House for sale
12	Library
13	Morgue
14	Museum
15	Observatory
16	Opera
17	Public baths
18	Theater
19	Workshop
20	Zoo

Military

1	Armory
2	Barracks
3	Canteen
4	Citadel
5	Fort
6	Guard post
7	Guard tower
8	Menagerie
9	Military archives
10	Military hospital
11	Military school
12	Military surplus
13	Oubliette
14	Prison
15	Recruitment center
16	Siege workshop
17	Spy academy
18	Training hall
19	Underground vault
20	Warehouse

7) Defense

A city has a 50% chance to be enclosed by stone walls with towers.

If the city is walled, it also has a number of entrances equal to the city grade. Roll 1d4 per entrance to know towards which cardinal point each of them is oriented (reroll any duplicate):

1	North
2	East
3	South
4	West

Each entrance is guarded by 2 towers and can be closed with the help of:

1-3	Wooden doors
4-5	Portcullis
6	Both

Guards

Roll 1d3 + 3 and multiply by 5 then by the city grade to determine how many guards protect the city.

Supplies

Finally, there is enough food and water in a walled city to resist a siege for 2d6 months.

8) People

Notable NPCs

Roll 1d20 as many times as the city grade to determine what interesting characters can be met:

1	Aggressive guard
2	Annoying minstrel
3	Bandit in disguise
4	Beggar who knows a lot
5	Clever orphan
6	Corrupted official
7	Curious waitress
8	Distracted scholar
9	Haughty nobleman
10	Lonely widow
11	Nervous tax collector
12	Penniless merchant
13	Princess on the run
14	Retired mercenary
15	Seasoned adventurer
16	Shady diplomat
17	Stubborn wizard
18	Talented craftsman
19	Traveler from a distant land
20	Vampire/Werewolf hunter

Ruler(s)

Roll 1d8 on this table to determine who makes the decisions in the city:

1-2	Noble
3	Clergy
4	Council
5	Mayor
6	Merchants' guild
7	Thieves' guild
8	Vampire

They are the one(s) who lead the faction associated with the city.

9) Disposition

Roll 2d6 to determine the initial disposition of the citizens towards the PCs (modified by Charisma):

2	Attack on sight
3-5	Hostile
6-8	Neutral
9-11	Welcoming
12	Enthusiastic

Roll 1d6 on one of the following tables for the ruler's disposition:

1-4	Same as citizens
5-6	Opposite

If the citizens' disposition is neutral, use this table instead:

1-3	Hostile
4-6	Welcoming



10) Events

Roll 1d6 to see if there is an event. If the result is 1, roll 1d6 on the following table, to determine whether the event… :

1	Ended earlier
2-4	Is happening now
5-6	Will take place in the future

Then, roll 1d12 to determine its nature:

1	Announcement by a crier
2	Assassination
3	Ceremony (wedding, etc.)
4	Disappearances
5	Festival/Fair
6	Fire
7	Market day
8	Plague
9	Siege/Looting
10	Tournament
11	Vermin invasion
12	Visit of a religious person

Example

Rundur, a renowned city of medium size, is home to around 1500 people. Although it has large streets that give a feeling of openness, it is corrupt and has a stark appearance.

The main occupations are brewing, trading and pottery, so several breweries, as well as a caravanserai and pottery shops can be found here.

This city has the following: 2 blacksmiths, 2 cemeteries, 1 church, 3 general stores, 1 market, 2 stables and 3 taverns.

Three well-known special locations of this city are a fountain, a bridge and a long-time abandoned building.

Buildings of interest include four businesses: a restaurant, an animal trainer, a doctor and a casino. Among the public and official buildings, the most interesting ones are a guildhouse, a library and the mayor's office. A boarding house and a mansion also stand out from the rest of the buildings.

The city is walled and protected by 75 guards. It has three entrances, located on the East, West and North sides, respectively. The East and North entrances are equipped with wooden doors, while the West entrance has both a wooden door and a portcullis. There is enough food and water in the city to resist a siege for seven months.

The citizens act neutral around newcomers, but the city is ruled by nobles who are hostile to adventurers. Interesting people can be found in the city: a beggar who knows a lot, a stubborn wizard, and a talented craftsman.

Castles

In some cases, a castle consists solely of a keep. It can be explained either by the passing of time or the shortage of materials, labor or money.

1) Name

Roll 1d30 then 1d24 to generate a composed name for a castle.

Example: "Castle Dark Moor".

First part

1	Apple
2	Battle
3	Black
4	Bleak
5	Blood(y)
6	Bright
7	Broken
8	Cloud
9	Dark
10	Dawn
11	Dragon
12	Dusk
13	Fire
14	Gold(en)
15	Hammer
16	Hawk
17	Horse
18	Ice
19	Light
20	Lion
21	Moon
22	Oak
23	Raven
24	Red
25	River
26	Rose
27	Silver
28	Star
29	Stone
30	Wind(y)

Second part

1	Bane
2	Bridge
3	Fall/Fell
4	Fang
5	Foot
6	Heart
7	Herd
8	Hold
9	Hook
10	Keep
11	Maw
12	Mist
13	Moor
14	Peak
15	Rock
16	Shield
17	Skull
18	Song
19	Soul
20	Storm
21	Thorn
22	Vale
23	Way
24	Wood

2) General condition

Roll 1d6 on the following table to generate the overall condition of the castle (keep and fortifications, if any):

1	Perfect
2-3	Worn
4-5	Aged
6	Crumbling

3) Keep

The keep is where the lord and their family live, protected by fighters and thick walls. It is also where the treasure room and the jails can be found. Most of the castle activities take place in the keep: feasts, meetings, etc.

Shape

1-3	Square/Rectangle
4-5	Round
6	Shell (= hollow cylinder)

A keep has 1d3 + 1 levels.

Defensive feature

1-6	None
7	Ballista
8	Boiling oil
9	Catapult
10	Hoarding
11	Iron spikes
12	Piles of rocks

Non-defensive feature

1-6	None
7	Banners/Flags (see p. 112)
8	Gargoyles
9	Heads/Bodies
10	Overgrown
11	Religious symbols
12	Secret passage

Jails

The jails of the keep contain 2d6 commoners and 1d3 nobles.

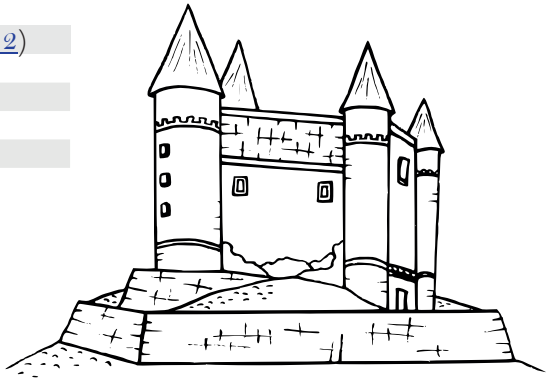
Supplies

There is enough food and water for the castle to resist a siege for 2d6 months.

Treasure

The value of the treasure contained in the vaults of the keep can be determined this way:

- 50% chance of 1d4 × 10000 gp,
- 50% chance of 1d6 × 5000 gp,
- 25% chance of 3d6 gems,
- 25% chance of 1d10 pieces of jewelry,
- 15% chance of 4 magic items + 1d6 scrolls.



4) Defense

A castle has 1d4 defensive structures.

Roll 1d6 as many times as the number of defensive features on the following table, rerolling any duplicate, to determine what they are:

1-3	Stone walls and towers
4	Moat (= trench)
5	Motte (= mound)
6	Wooden palisade

If there are no stone walls and towers, skip the steps "Towers & Walls" and "Gatehouse". If there is no moat, then skip the step "Moat encounters".

Towers & Walls

1-3	Square
4-5	Round
6	Polygonal (3, 6 or 8 sides)

Roll 1d8 to determine the shape of the enclosure wall and the number of towers it has:

1	Square/Rectangle	4
2	Trapezium	4
3	Pentagon	5
4	Hexagon	6
5	Octagon	8
6	Star	10
7	Cross	12
8	Circle	1d3 + 3

Then, roll on the two tables about the keep (defensive and non-defensive features) on the previous page, but for the walls and towers this time.

Gatehouse

The main entrance is guarded by 2 more towers and can be closed with the help of:

1-3	Portcullis and wooden door
4-5	Drawbridge
6	Both

Moat encounters

Roll 1d8 to determine what is crawling in the moat:

1-4	Nothing
5	Crocodiles
6	Electric eels
7	Leeches
8	Piranha

Garrison

3d6 × 10 fighters are here to protect the castle from monsters and rival lords. They are distributed as follows:

Cavaliers: heavy horse, plate & shield, sword	10%
Cavaliers: medium horse, plate & shield, spear	10%
Cavaliers: medium horse, chainmail, short bow	10%
Footmen: chainmail & shield, sword	40%
Footmen: chainmail, polearm	10%
Footmen: chainmail, crossbow	10%
Footmen: chainmail, longbow	10%

The lord is always at least a level 9 fighter. Add a level per 60 fighters they command. They also have a lieutenant 2 levels under theirs and six bodyguards 3 levels under theirs.

5) Disposition

Roll 2d6 to determine the initial disposition of the lord and their soldiers towards the PCs (modified by Charisma):

2	Attack on sight
3-5	Hostile
6-8	Neutral
9-11	Welcoming
12	Enthusiastic

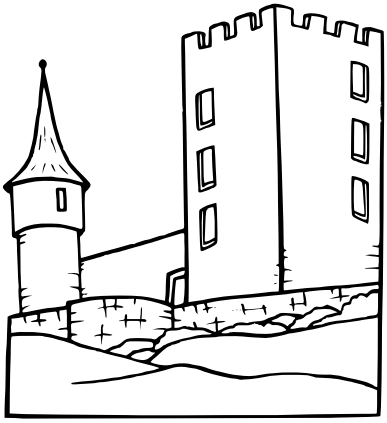
6) Events

Roll 1d6 to see if there is an event. If the result is 1, roll 1d6 on the following table, to determine whether the event… :

1	Ended earlier
2-4	Is happening now
5-6	Will take place in the future

Then, roll 1d12 to determine its nature:

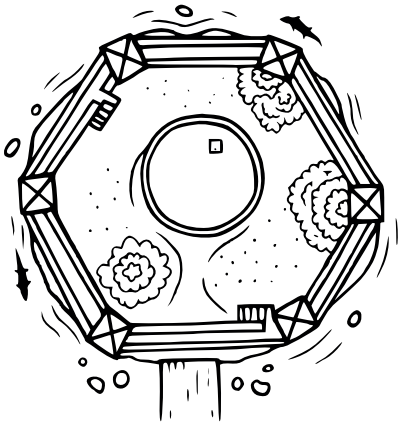
1	Assassination
2	Big monster attack
3	Ceremony (wedding, etc.)
4	Festival/Fair
5	Fire
6	Plague
7	Resources/Gold dwindling
8	Rival lord scouting
9	Siege/Looting
10	Small monsters wanting to establish a lair nearby
11	Tournament
12	Visit of a notable person



Example

The Rose Wood Castle is a rather worn-out and overgrown castle, with a four-level round keep.

The castle is protected by stone walls and towers, plus a moat. The wall is hexagon-shaped and has iron spikes at its top. The six towers are square-shaped and decorated with religious symbols. The main entrance is equipped with both a portcullis and a wooden door. There is no drawbridge, so a wooden bridge must be crossed to access the castle. Crocodiles can be encountered in the moat.



A total of 140 fighters protect the castle from invasions and monsters:

- 14 cavaliers: heavy horse, plate & shield, sword;
- 14 cavaliers: medium horse, plate & shield, spear;
- 14 cavaliers: medium horse, chainmail, short bow;
- 56 footmen: chainmail & shield, sword;
- 14 footmen: chainmail, polearm;
- 14 footmen: chainmail, crossbow;
- 14 footmen: chainmail, longbow.

The lord is a level 11 fighter. They are accompanied by a level 9 lieutenant and 6 bodyguards of level 8. The inhabitants of the castle react enthusiastically to adventurers. A festival is being held at the moment.

Three commoners and two nobles are held in the castle jails. There is enough food and water stored in the castle to resist a siege for four months. The treasure consists of 35000 gold pieces and 8 gems.

Towers

Towers are where wizards live, study or engage in their experiences. Their structure does not always make much sense to the common man.

1) General

Each tower has at least a ground level, an aboveground level and a top level.

A tower may also have underground levels and, if that is the case, there is necessarily a bottom level.

Wizards encountered in towers are always of at least level 9. In 25% of cases, they have an apprentice whose level can be determined by rolling 1d6.

2) Number of levels

Roll 1d12 on each of the following tables to generate the number of levels:

Aboveground levels

1	One
2-3	Two
4-6	Three
7-9	Four
10-11	Five
12	Six

Underground levels

1-6	Zero
7-8	One
9-10	Two
11	Three
12	Four

3) Levels connection

Roll 1d12 once for the whole tower or once per pair of levels:

1-3	Staircase
4-6	Spiral staircase
7-8	Ladder
9-10	Elevator
11	Magic elevator
12	Teleportation portals

4) Outside appearance

Roll 1d20 on the three following tables to generate the outside appearance of the tower:

Material used

1-5	Cobblestone
6-10	Wood
11-13	Bricks
14-16	Sandstone
17-18	Limestone
19	Marble
20	Metal

Shape

1-5	Square
6-10	Round
11-13	Conical
14-16	Tilted
17	Asymmetrical
18	S-shaped
19	Stacked
20	Twisted

Details

Roll 1d3 time(s) on this table:

1-10	Nothing
11	Balcony
12	Banners
13	Battlements
14	Climbing plants
15	Flags
16	Moldings
17	Porch
18	Stained glass
19	Statues/Gargoyles
20	Turrets

5) Inside appearance

1	Colorful
2	Cozy
3	Dark
4	Dusty
5	Extravagant
6	Luxurious
7	Moldy
8	Old fashioned
9	Stark
10	Well decorated

6) Special equipment

1-10	Nothing
11	Acoustic tube
12	Alarm system
13	Dumbwaiter
14	Emergency ladder/stairs
15	Garbage chute
16	Oversized pet doors
17	Pneumatic tubes
18	Secret passage
19	Slide
20	Ventilation system

7) Levels usage

Roll on the five following tables to determine what each level of the tower is used for, depending on its position:

Ground level

1	Empty and dusty
2	Fortified room
3	Hallway
4	Reception desk
5	Ruined room
6	Shop/Tavern
7	Trapped room
8	Unloading room

Aboveground levels

1	Abandoned/Cursed level
2	Archives
3	Armory
4	Bedroom(s)
5	Kitchen and dining room
6	Laboratory
7	Library
8	Meeting room
9	Museum
10	Music room/Art room
11	Office/Study
12	Storage room

Top level

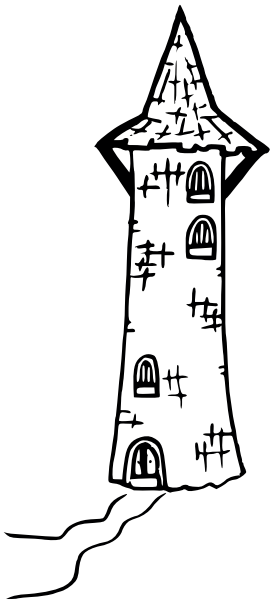
1	Aviary
2	Beacon
3	Duel platform
4	Foghorn
5	Golden apple tree
6	Greenhouse
7	High security prison
8	Landing platform
9	Lightning rod
10	Lookout post
11	Magic searchlight
12	Monster nest
13	Observatory
14	Panic room
15	Ruined/Overgrown
16	Siege engine
17	Throne room
18	Treasure room
19	Weather station
20	Windmill

Underground levels

1	Abandoned/Cursed level
2	Alchemy lab
3	Cellar
4	Chapel
5	Forge
6	Menagerie
7	Mushroom cave
8	Prison
9	Rituals room
10	Storage
11	Torture room
12	Wine cellar

Bottom level

1	Abyss
2	Ancient ruins
3	Arena
4	Boudoir
5	Creature mouth
6	Excavation site
7	Flesh pit
8	Flooded pit
9	Gambling den
10	Magic portal
11	Magic well
12	Mine
13	Oubliette
14	Secret society headquarters
15	Tomb
16	Tunnel to a lair
17	Tunnel to the center of the planet
18	Tunnel to the surface
19	Vault
20	Well



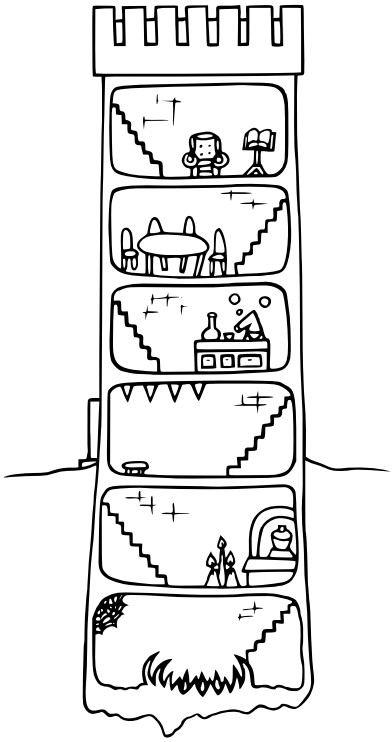
Example

A level 9 wizard lives and conducts experiments in this tower. They are followed by a level 2 apprentice. The tower is round and made of limestone. It is equipped with battlements. The inside is dark.

The tower has seven levels in total, which are connected by stairs.

The ground level is a trapped room. The first aboveground level is a laboratory, the second one is a meeting room and the third one is a study. A duel platform is located on the top level.

There is a chapel on the first underground level, and the bottom level is actually the mouth of a creature on which the whole tower was built.



Abbeys

An abbey is a religious complex used by monks/nuns who are guided by an abbot/abbess. The latter is always a Cleric of at least level 9.

It is a self-sufficient community with buildings and land where religious and farming activities take place.

1) Name

Roll 1d10 on this table to generate the name of an abbey:

1	Blessed-Land
2	Clear-Water
3	Fruitful-Garden
4	Good-…
	1. Help
	2. Hope
	3. Relief
5	Our-Lady-of-…
	1. Chastity
	2. Mercy
	3. the Poor
6	Peaceful-Soul
7	Sacred-Heart
8-10	Saint-… (see next table)



Saints

Roll 1d30 on this table whenever the name of a saint is needed:

1	Adélie
2	Agath
3	Alexia
4	Aubreda
5	Bardolphus
6	Barthélemy
7	Beatrix
8	Bérengérius
9	Bernard(us)
10	Cecilia
11	Cédany
12	Émelote
13	Gaufridus
14	Geffrey
15	Géroldin
16	Guillotin
17	Jaclyn
18	Jacomus
19	Madeleine
20	Marion
21	Mariorie
22	Martin
23	Mary
24	Melchior
25	Paul
26	Pétasse
27	Peter
28	Remy
29	Thomasse
30	Victor

2) Size

Roll 1d6 on the table below to determine the size of the abbey:

1-5	Small
6	Major

Major abbeys shelter more monks/nuns and are the only ones that can own a religious artifact.

3) Monks/Nuns

Depending on the size of the abbey, roll the indicated die to determine the number of monks/nuns living here:

Small abbey: 1d4 × 10 + 20

Major abbey: 1d24 × 10 + 90

In a small abbey, increase the level of the abbot/abbess by 1 if there are 50 or more monks/nuns. In a major one, add 1 level per 100 monks/nuns.

4) Structure & Land

The abbey buildings are protected by a stone wall with a large gate. Outside the walls are found the fields and the buildings related to farming (barns, mills, etc.).

The area withing the walls is often 3-4 acres (= 1.2-1.6 ha).

5) Core locations

Every abbey has the following core locations:

- Abbot's room,
- Cellars,
- Cemetery,
- Church,
- Cloisters and garden,
- Infirmary,
- Kitchen and refectory,
- Monks cells,
- Necessarium (latrines),
- Servants, laborers and tradesmen quarters,
- Storehouses.

6) Additional locations

Roll 1d4 (or 1d6) once per category:

Garden

1	Flower garden
2	Fountain
3	Kitchen garden
4	Physic garden (medicine)

Infirmary

1	Bloodletting & purging room
2	Drugstore
3	Physician's residence
4	Room for critical patients

Religious buildings

1	Chapter house (for meetings)
2	Parlour
3	School
4	Scriptorium and library

Other

1	Abbot's gateway
2	Barns and stables
3	Guest rooms
4	Vestarium (clothing storage)
5	Washhouse
6	Watchtower

7) Activities

Roll 1d12 twice on the first table (reroll any duplicates) and 1d6 once on the two others:

Farming

1	Barley (beer)
2	Chickens (meat, eggs)
3	Cotton
4	Cows (meat, milk and cheese)
5	Goats (meat, milk and cheese)
6	Grapes (wine)
7	Hops (beer)
8	Orchard (fruits and preserves)
9	Pigs (meat)
10	Sheep (meat and wool)
11	Vegetables
12	Wheat (flour and bread)

Workshop

1	Candle makers
2	Cutlers
3	Potters
4	Shoemakers
5	Smiths
6	Tanners

Other

1	Bee keeping
2	Bookshop
3	Catering
4	Copy & translation
5	Exorcism
6	Guided tour

8) Fame

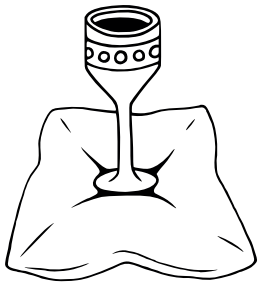
The tables under this section should only be used for major abbeys. Roll 1d20 on the table below to know why it is famous:

1	Age
2	Architecture
3	Cattle baptism
4	Curative (hot) springs
5	Domain and landscapes
6	Grave of well known bishop
7	Key religious celebration
8	Meals served to travelers
9	Pilgrimage
10	Power
11	Quality of products
12-20	Religious artifact

Religious artifact

Roll 1d6 on this table to generate the nature of a religious artifact:

1	Ancient parchment
2	Art piece
3	Crown
4	Holy sword
5	Precious book
6	Relic (see next page)



Relic types

1	Arm
2	Blood
3	Bones (vertebra, phalanx)
4	Eye
5	Flesh
6	Head
7	Heart
8	Item that killed the saint
9	Leg
10	Piece of clothing
11	Prayer book
12	Religious symbol
13	Ring
14	Sandals
15	Scalp
16	Shroud
17	Skin
18	Tongue
19	Tooth
20	Walking stick

To determine who was the owner of the relic, roll on the list of saints on p. 53.

Priest spell level

Roll 1d20 on the following table to determine the level of the spell contained in the relic:

1-8	Level 1
9-14	Level 2
15-17	Level 3
18-19	Level 4
20	Level 5

Then randomly generate (or choose) a spell of appropriate level.

A relic can be used once a week to cast this spell. If it is used twice during the same week, the relic is destroyed (after casting the spell).

9) Events

Roll 1d6 to see if there is an event. If the result is 1, roll 1d6 on the following table, to determine whether the event… :

1	Ended earlier
2-4	Is happening now
5-6	Will take place in the future

Then, roll 1d12 to determine its nature:

1	Broken device
2	Cowls shrunken/dyed in red
3	Demonic corruption
4	Disappearance of the abbot
5	Drought/Flood
6	Festival/Fair
7	Fire
8	Looting
9	Moles/Rats infestation
10	Plague
11	Scandal
12	Visit of a notable person

10) History

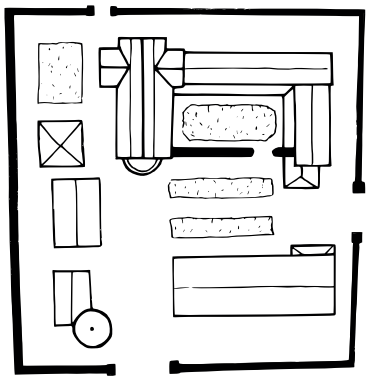
Roll 1d12 to generate what happened to the abbey in the past:

1	Abandoned then used again
2	Changed confession
3	Claimed its autonomy
4	Destroyed then rebuilt
5	Founded 2d10 × 10 years ago
6	Has seen better days
7	Only one original building remains
8	Sponsored by a rich patron
9	Started as a knight hermitage
10	Used to be a boarding school
11	Was relocated
12	Was under a spell

Example

The 210 monks in the major Abbey of Blessed-Land are guided by an abbot who is a level 11 cleric.

Various basic infrastructures are located inside the abbey walls: the abbot's room, the cellars, a cemetery, a church, the cloisters and the garden, the infirmary, the kitchen and the refectory, the monks cells, the necessarium, the servants, laborers and tradesmen quarters, and finally the storehouses. On top of those, a few other locations are present here: a flower garden, a drugstore, a scriptorium and a library, and barns and stables.



The farming activities performed by the monks include goat breeding and viticulture. Thus, they produce goat meat, milk and cheese, as well as wine. They also have a small candle workshop, and offer services such as text copy and translation.

The abbey is famous thanks to the relic that is kept here: the leg of Saint-Geffrey. A level 1 spell is held in this relic. A while ago, the abbey suffered from a severe flood. The abbey was created thanks to the sponsor of a rich patron.

Lairs

Lairs are where monsters live in the wilderness. They can be of natural origin (a cave for example), built or repurposed, and are rarely bigger than a few "rooms", unlike dungeons.

Lairs can also be encountered inside dungeons. The generation of those is described in the next chapter (see pp. 68-69).

1) Procedure

Lairs can be very well hidden and difficult to find just by chance. Adventurers will have to follow the monsters (or their tracks) to their lair to find it.

There are two possible scenarios (see page 14):

1. **Faction encounter in a hex with a lair.** In this case, we use the monster's *% in lair* (use 20% by default or 0% if the monster does not live in lairs) to determine whether the PCs find the lair or come across a patrol.

2. **Faction encounter in a hex adjacent to a lair.** In this case, only a patrol can be encountered.

Roll on the appropriate biome encounter table (see p. 10) to generate the kind of monsters that lives here. Then, roll for their total number and the amount of treasure they have. Once these numbers are known, generate the proportion of monsters that are outside the lair, by rolling 1d6 and multiplying the result by 10%. The rest is the proportion of monsters present in the lair at the moment.

If the lair is encountered, roll 1d8 to determine in which hex the wandering monsters are located (see picture). If an 8 is rolled, divide the monster force in two groups and roll 1d8 for each.



If only a patrol is encountered, roll 1d8. On an 8, the wandering monsters are also divided into two groups. Roll 1d8 to generate the position of the second group, if any.

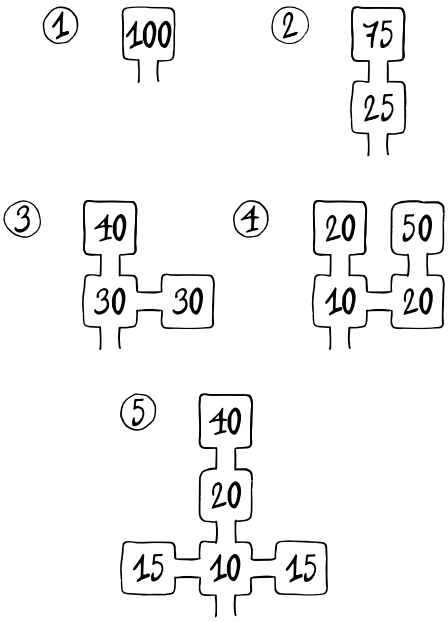
Depending on their number and what is found in the hex, these monsters are either scouting the hex, hunting, stealing, pillaging a village, besieging a town or a castle, etc.

2) Layout

The nature of a lair can vary of lot depending on its inhabitants. That is why, in lairs, "rooms" can be an abstraction for many things. They might be different parts of a cave, buildings in a fortified camp, etc. Thus, the size of each "room" in a lair can vary from small to huge, depending on its content.

Roll 1d3 for monsters in small groups (or alone) and 1d8 for the others, to determine the layout of a lair:

1	Layout 1
2-3	Layout 2
4-5	Layout 3
6-7	Layout 4
8	Layout 5



The number written in a "room" is the proportion of monsters and treasure that may be found inside.

Example

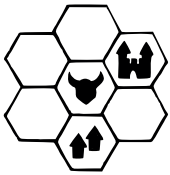
The PCs enter a forest hex containing a lair that was not generated beforehand, because only the outline of the sandbox was rolled. They have no idea there is a lair here but a random encounter with members of the hex faction (who are inhabitants of the lair in this case) takes place.

First, we roll on the biome encounter table and get goblins. We then check a bestiary and see that their *% in lair* is 50%. There is a 50-50 chance that the monsters are encountered in their lair or in the wilderness. We roll and get 70, meaning that the PCs encounter a patrol.

Finally, we roll for their number and treasure. We respectively get 200 goblins (rounding the number can be useful) and a treasure of 4000 sp and 4 gems.

To find out how the goblins are distributed between the lair and the patrol, we roll 1d6 and get 4. We multiply it by 10% and thus obtain 40%. That means 60% of the monsters (120 goblins) are inside the lair while the others (80 goblins) are out in the wilderness.

Here is a small map of the lair surroundings:

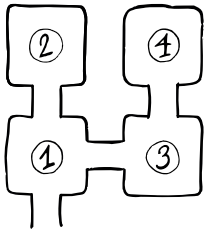


We then roll 1d8, and get an 8. The 80 goblins are actually divided in two groups of 40 monsters. The first one is the patrol encountered on the lair hex. To find out where the second group is, we roll 1d8 and get 3. This means that this one is lurking around a castle. They may be scheming a plan to infiltrate the castle or to besiege it.

If we had rolled a 5 and the goblins had been in the hex containing a village, they could have been looting or stealing.

Finally, we roll 1d8 to generate the layout of the lair and get a 6. We distribute the remaining 120 goblins between the four "rooms" of the lair according to the proportions.

The fully generated lair should look like this:



1. 12 goblins, 400 sp
2. 24 goblins, 800 sp, 1 gem
3. 24 goblins, 800 sp, 1 gem
4. 60 goblins, 2000 sp, 2 gems

Total: 120 goblins, 4000 sp, 4 gems.



Dungeons

Dungeons are underground locations where monsters dwell and protect treasure. A dungeon might be seen as alive and antagonistic to adventurers. Natural rules that apply in a dungeon are not the same as in the overworld. For example, doors automatically open and close for monsters, while adventurers must force them open and be careful not to be trapped when they shut close after their passage.

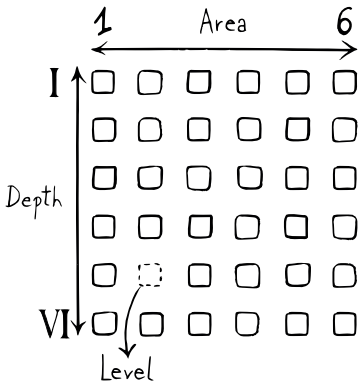
This generator allows to create not only dungeons but also megadungeons: multiple dungeons (called areas) linked together. Each time a dungeon is rolled on the hex map, a new area is added to the cross section.

When entering a dungeon, it is then possible to exit through another. Since dungeons have their own rules, distances traveled underground rarely match distances traveled aboveground.

For the first part of this chapter, it is highly recommended to use the cross section template (see p. 155). However, if a dungeon is not part of a megadungeon, the template is not needed.

On this template, areas are represented by columns numbered from 1 to 6. Of course, more than 6 dungeons could be linked together, even if the template is limited to that number for legibility.

Depth is represented by lines numbered from I to VI. A level is the part of an area located at a specific depth.



An example of a dungeon generated with the method described in this book is shown on pp. 106-109.

Cross section

1) Areas

An area is characterized by at least one entrance, multiple vertically linked levels and exits to other areas.

(Optional) Name

To generate the name of an area, roll on the first table and replace the ellipsis with a noun from the second table:

1	… of Death
2	… of Doom
3	… of Evil
4	Black …
5	Bloody …
6	Crumbling …
7	Deadly …
8	Desolated …
9	Destroyed …
10	Forgotten …
11	Haunted …
12	Hellish …
13	Infernal …
14	Mossy …
15	Mourning …
16	Overgrown …
17	Scarlet …
18	Secret …
19	Twilight …
20	Unholy …

1	Burrow(s)
2	Cavern(s)
3	Cell(s)
4	Chamber(s)
5	Corridor(s)
6	Delve
7	Grotto
8	Labyrinth
9	Maze
10	Pit(s)
11	Tomb(s)
12	Tunnel(s)

(Optional) Theme

Roll 1d20 on this table if you want the generated dungeon to (maybe) have a specific theme:

1-12	None
13	Burnt
14	Crystalline
15	Demonic
16	Flooded
17	Fortified
18	Fungal
19	Haunted
20	Vegetal

Burnt: floor and walls are covered in ash and there are some traces of explosion.

Crystalline: crystals are growing everywhere, there are translucent walls and there is a lot of echo.

Demonic: the walls are covered with red glowing glyphs, cries of pain can be heard and chained prisoners can be found.

Flooded: the deeper levels of the dungeon are filled with water; others are damp.

Fortified: the first levels were once used as a stronghold by humanoids.

Fungal: it is overgrown with fungi.

Haunted: sounds of chains can be heard, torches often go out because of icy wind.

Vegetal: the floor and walls are covered in plants. Vegetation hangs from the ceiling.

2) Levels

Roll 1d6 to determine the number of levels in an area.

Then, roll 1d6 per level to determine at which depth it is located. If a depth is rolled multiple times, it means that the level is subdivided: there are multiple levels at the same depth.

(Variant) When a depth is rolled again, reroll instead of creating sub-levels.

3) Links

The highest level of an area (even if it is not at depth I), is always linked to the surface.

Levels (and sub-levels) of the same area are always vertically linked.

When using the cross section, each level of an area can possibly be linked to multiple levels from the area on its right. They must be at the same depth or one depth higher or lower at most.

Roll 1d8 on the following table to get the number of (non-vertical) links leaving from a level:

1-4	Zero
5-6	One
7	Two
8	One, secret (door or stairs)

Follow the next steps when there are multiple possibilities for a link:

Roll on the following table to know towards which level of the area on the right a link leads:

1-4	Same level
5-6	Above (5) / Below (6)

If the level can be linked to another level either above or below, choose depending on whether the die shows 5 or 6.

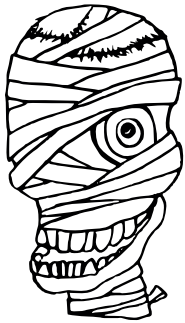
If there is no possibility to link to a level on the same depth, roll 1d6 on this table instead:

1-3	Above
4-6	Below

Sub-levels are linked together 50% of the time. Roll for each possible pair.

4) Rooms

Roll 2d20 + 10 to find how many rooms each level previously created has.



Levels

When generating a level in a dungeon, the first step is to determine which factions inhabit it and to create its wandering monsters encounter table.

1) Factions

Roll on the following table to determine how many factions there are on this level:

1	One
2-4	Two
5-6	Three

Level of monsters per depth

Roll 1d12 per faction, on the line corresponding to the depth, to generate the level of the monsters:

	1	2	3	4	5	6
I	1-9	10-11	12			
II	1-3	4-9	10-11	12		
III	1	2-3	4-9	10-11	12	
IV		1	2-3	4-9	10-11	12
V			1	2-3	4-9	10-12
VI				1	2-3	4-12

Example: at depth III, rolling a 10 indicates that the monsters are level 4.

Finally, roll 1d10 on the table corresponding to the level rolled.

Note that if a monster is rolled two (or three) times, it means there are two (or three) factions involving the same kind of monster.

Level 1

1	Bandits
2	Dwarves/Elves
3	Giant centipedes
4	Giant rats
5	Goblins
6	Kobolds
7	Orcs
8	Pixies
9	Skeletons
10	Stirges

Level 2

1	Berserkers
2	Cultists
3	Ghouls
4	Giant spiders
5	Gnolls
6	Hobgoblins
7	Lizard-men
8	Troglodytes
9	Wolves
10	Zombies

Level 3

1	Bugbears
2	Giant ants
3	Giant frogs
4	Giant lizards
5	Harpies
6	Moth-men
7	Ochre jellies
8	Ogres
9	Wererats
10	Wights

Level 4

1	Doppelgangers
2	Gargoyles
3	Ghasts
4	Giant scorpions
5	Giant snakes
6	Giant wasps
7	Mushroom-men
8	Skinwalkers
9	Werewolves
10	Wraiths

Level 5

1	Cockatrices
2	Manticores
3	Medusae
4	Minotaurs
5	Mummies
6	Rust monsters
7	Satyrs
8	Specters
9	Trolls
10	Wyverns

Level 6

1	Basilisks
2	Black mages
3	Chaotic lords
4	Dragons
5	Evil patriarchs
6	Giants
7	Gorgons
8	Hydras
9	Purple worms
10	Vampires

2) Wandering monsters

Depending on the number of factions, the chance to encounter these monsters outside of monsters rooms is:

- 1 faction: 1d4-in-6 chance,
- 2 factions: 1d3-in-6 chance each,
- 3 factions: 1d2-in-6 chance each.

Then, to complete the encounter table and to get 1d6 worth of wandering monsters, roll some more monsters.

Example: a level of the dungeon (depth I) is shared by goblins and kobolds, so we roll 1d3 for each. We get a 1 and a 2, respectively. It means there is a 1-in-6 chance to encounter goblins and a 2-in-6 chance to encounter kobolds.

The monsters for the remaining 3-in-6 chance are then rolled on the level of monsters per depth table. Then, the appropriate table can be used for each level, like previously. If orcs, skeletons and zombies are rolled, then the wandering monsters encounter table looks like this:

1-2	Kobolds
3	Goblins
4	Orcs
5	Skeletons
6	Zombies

When rolling additional monsters, if those of the factions appear again, reroll or consider that they are not part of the factions (deserters, scouts from another level, etc.).

3) Factions relationships

For each possible pair of factions, roll 2d6 on this table to determine how these two factions get along:

2	Open war
3-5	Hostility
6-8	Indifference
9-11	Peace/Trade
12	Alliance

4) Lairs

This section focuses solely on lairs encountered in dungeons. See the eponymous chapter (p. 59) for those encountered in the wilderness.

In the next section, when generating the structure of the dungeon, monsters rooms can appear. They can be part of a lair or not. Every time one of these rooms is generated (see p. 71), roll on the encounter table of the level to know which kind of monster is inside.

Then, roll under their *% in lair* to determine if the room is part of a monsters' lair or not. Use 20% as the default value or 0% if the monster does not live in lairs.

If the room is not part of a lair:

1. Roll for number as if they were wandering monsters,
2. Roll to know if they have treasure (50%),
3. If they do, use "unguarded treasure" values.

If the room is part of a lair:

1. Roll for number in lair,
2. Then, roll for number as if they were wandering monsters until you get to the number in lair,
3. The lair has a number of rooms equal to the number of times rolled at point 2,
4. Roll for dungeon structure until reaching the number of rooms (see pp. 70-74 but all rooms are monsters rooms),
5. Roll to know if the lair contains treasure (50%),
6. If there is treasure, use the treasure type listed and distribute it proportionally to the number of monsters in each room.

Example:

To continue with the previous example, a monsters room is inhabited by kobolds. The bestiary tells us the *% in lair* of kobolds is 40%.

If the roll is above 40%, then the room is not part of a lair. 10 kobolds are rolled (number encountered: 4-16) and treasure can also be found in the room (a mere 100 sp).

If the roll is under 40% then the room is part of a lair. 39 kobolds inhabit this lair (number encountered: 6-60). The following is the number of rooms, the number of kobolds inside each of them and, between brackets, the cumulative total:

1. 6
2. 8 (14)
3. 6 (20)
4. 12 (32)
5. 10 (42)

Since we previously rolled a total of 39 kobolds in the lair, we substract 3 to the last room and get 7 kobolds instead.

For the purpose of this example, we will not generate the structure of the dungeon but only stock the rooms with treasure. Kobolds have an in lair treasure of type J. We roll for it and obtain 3000 cp. We now distribute it proportionally across the five rooms and complete the lair generation:

3000 ÷ 39 ≈ 77 cp per kobold.

	# of kobolds	Treasure (cp)
1	6	462
2	8	616
3	6	462
4	12	924
5	7	539
Total	39	3003

Because the cp number was rounded, we now have 3 excess cp. Leave it as is or remove 1 cp from three rooms.



Structure

From now on, it is recommended to use graph paper to draw the map of each level. Roll on the various tables on the following pages until the number of rooms (see p. 65) of the level is reached.

1) Corridors

Length

The length of a corridor is defined by 6 squares long sections. Roll 1d6 on the following table to determine the number of sections of a corridor:

1-3	One
4-5	Two
6	Three

Features

Roll 1d12, once per corridor section:

1-3	Nothing (or reroll)
4-6	One door
7-9	Two doors
10-11	Secret door (see p. 73)
12	Trap (see p. 74)

Roll 1d6 on the next table to determine on which side of the corridor each door is:

1-3	Left
4-6	Right

A door located in a corridor always opens to a room.

(Optional) Roll 1d4 + 1 to determine in which square of the section the feature is located.

End

Roll 1d8 on the following table to determine what is at the end of the corridor:

1	Dead end (or reroll)
2	X intersection
3	T intersection
4	Left turn
5	Right turn
6	Door/Portcullis
7	Stairs to a deeper level
8	Stairs to a higher level

Reroll results 7 or 8 when there is no link to a higher or lower level.

All results (except for the dead end) imply to add a square to the corridor to draw what is there.

Links

Levels located at different depths are linked by stairs. These can be generated with the previous table or placed by hand if they do not appear randomly.

Levels located at the same depth are linked by corridors. To achieve that, corridors with a dead end from different areas can be re-purposed and connected together. The connections do not have to make sense, as long as the links ultimately match what is on the cross section.

2) Rooms

Size

Roll 1d6 to determine the size of the room. Then, roll twice the die in parentheses, once for the length and once for the width (in squares):

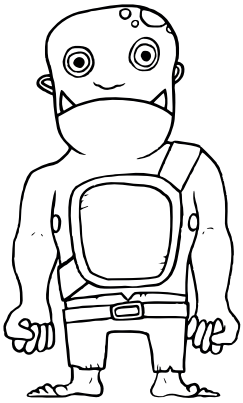
1-2	Small (1d3 + 1)
3-5	Medium (1d4 + 2)
6	Large (1d6 + 3)

(Optional) Shape

Roll 1d20 on the following table if you want some rooms to have a special shape:

1-14	Rectangle/Square
15	Parallelogram
16	Trapezium
17	Pentagon
18	Hexagon
19	Octagon
20	Oval/Circle

The chosen shape should be inscribed in the rectangle that was determined at the previous step.



Type & Treasure

The following table may be used to determine the type of content and chance of treasure in a room. Roll 1d6 and 1d100:

	Content	Treasure	
1	Trap	25%	(p. 74)
2-3	Empty	15%	(p. 75)
4	Special	variable	(p. 76)
5-6	Monsters	50%	(p. 66)

Trap means that the room is trapped.

Empty means that this room is not trapped or occupied by monsters, and has nothing special. Instead, in addition to a possible treasure, information about the dungeon and its inhabitants can be learned here. The table used to describe what can be learned in empty hexes (p. 22) can also be used.

Special means that there is a mystery to solve or that something is happening here, usually with a related reward. A hundred special rooms are described on pp. 76-105.

Monsters means that possibly bellicose creatures are present in the room. Maybe they are just passing by or maybe they are in their lair.

3) Doors

Roll 1d12 to determine the number of additional doors in a room:

1-3	None (or reroll)
4-6	One
7-9	Two
10-11	Three
12	Secret door (see p. 73)

Roll 1d6 on the next table to determine where the doors are located, relatively to the existing one:

1-2	Front
3-4	Left
5-6	Right

(Optional) To determine where a door is located, roll the die corresponding to the dimension of the wall.

Example: if the door is on a wall which is 5 squares long, roll 1d5 (= 1d6 and reroll 6s).

Roll 1d6 on this table to know where a door located in a room leads to:

1-3	Room
4-6	Corridor

If multiple doors are located on the same wall, roll to find what is behind them individually. You can also choose to have them lead to the same room, if that is possible.

Types

Roll 1d20 on the following table to generate the type of a door:

1-10	Stuck door
11-15	Locked wooden door
16-18	Portcullis
19	Locked metal door
20	Magic door

Stuck doors must be be forced open, which is loud. They close after the passage of the adventurers, but they open and close automatically for monsters.

Locked wooden doors must be unlocked with a key or by a thief. They can also be destroyed but, unlike the other two options, that is loud.

Portcullises must be lifted (same as forcing a stuck door but not as loud).

Locked metal doors must be unlocked with a key or by a thief. They cannot be destroyed easily.

Magic doors are either demon doors, asking for something before opening, or are sealed by magic. In the latter case, it must opened by a spell.

4) Secret doors

Secret doors can take two forms. They are either very well hidden or in plain sight but with no apparent way to open them. Roll 1d6 on the table below to know which case it is:

1-4	Camouflaged
5-6	In plain sight

Camouflaged

Roll 1d12 on the first table for the appearance of a camouflaged door and another d12 on the second one for the clue that helps find it:

1-6	Looks like the wall
7	Illusory wall
8	Mirror
9	Painting
10	Part of a bas-relief
11	Part of a bookshelf
12	Wardrobe back panel

1-4	None
5	Air flow
6	Cleaner/Dirtier floor or wall
7	Clue related to appearance
8	Different material/color
9	Footprints
10	Interrupted trail of blood
11	Ray of light
12	Worn out floor

In plain sight

Roll 1d8 for the door type:

1-5	Metal door with no handle
6-7	Wooden door with no handle
8	Wall of fire/steam/energy

Then, roll 1d20 for the mechanism or manipulation that opens the door:

1	Align items
2	Antlers of a deer head
3	Book in a library
4	Brick protruding from a wall
5	Candle holder without a candle/with an unlit candle
6	Detail of a statue in an unusual position
7	Extinguish a specific candle
8	Fireplace poker in a stand
9	Go through it with confidence
10	Halberd/Sword of an armor
11	Hit a target
12	Insert a missing piece
13	Insert a sword into a hole
14	Magical detection of a specific monster
15	Password
16	Play a series of notes
17	Pressure plate
18	Reverse pressure plate
19	Thirsty/Hungry mouth
20	Weapon hanging on the wall behind a shield

5) Magic doors

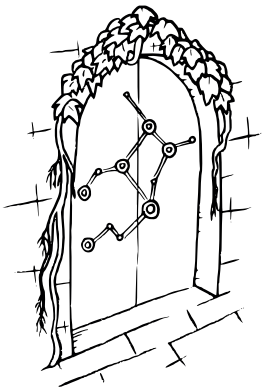
Roll 1d6 on the table below to determine the type of magic door:

1-5	Demon door
6	Magic seal

Demon doors want you to accomplish a task (roll 1d10 on the table below) before they open once and for all.

Tasks

1	Bring it a specific item
2	Do a bad deed in front of it
3	Find its "key" (random item)
4	Find its password
5	Kill a specific monster
6	Listen to it (lie)
7	Listen to it (monologue)
8	Listen to it (warning)
9	Solve a riddle
10	Take a leap of faith (metaphorical or not)



When a trapped or an empty room is encountered, roll 1d100 on the appropriate table.

6) Traps

1-2	Acid pool
3-4	Alarm
5-6	Banana peel
7-8	Blade
9-10	Cage
11-12	Caltrops
13-14	Circular saw
15-16	Crossbow
17-18	Crushed glass
19-20	Crushing ceiling
21-22	Crushing wall(s)
23-24	Dart throwers
25-26	Electric shock
27-28	Electrified ground
29-30	Elevator to another level
31-32	Extreme temperature
33-34	Fills with sand
35-36	Fills with water
37-38	Flamethrowers
39-40	Flammable gas
41-42	Flashing light
43-44	Gas (confusion, death, sleep)
45-46	Illusory floor
47-48	Landslide
49-50	Lasso
51-52	Lava flow
53-54	Lava pool
55-56	Magic (casts a spell)
57-58	Mist dispenser
59-60	Piston
61-62	Pit
63-64	Poisoned caltrops
65-66	Portcullis closing
67-68	Projectile wall (arrows, etc.)
69-70	Quicksands
71-72	Ram
73-74	Rolling stone
75-76	Slippery floor
77-78	Spike pit
79-80	Spray (acid, smelly, sticky)
81-82	Sticky ground
83-84	Stretched spiky branch
85-86	Taut rope
87-88	Trapdoor (pit)
89-90	Trapdoor (spike pit)
91-92	Trapdoor (to a lower level)
93-94	Vacuum chamber
95-96	Violent air stream
97-98	Violent water stream
99-00	Wolf trap

7) Empty rooms

1 Abandoned guard post
2 Alchemy table
3 Alcoves
4 Aligned beds
5 Aligned benches
6 Altar
7 Anatomical skeleton
8 Aquarium
9 Banquet table
10 Barrels
11 Barricade
12 Bear skin
13 Bed
14 Bench
15 Bloody stains
16 Broken trap
17 Carpet
18 Cells
19 Chained skeletons
20 Chains
21 Charred remains
22 Corpse nailed to a wall
23 Crates
24 Cryogenic/Formaline tubes
25 Cushions
26 Dance parquet
27 Dark area
28 Desk
29 Drums
30 Dummy door
31 Empty chest
32 Excavation site
33 Extinguished campfire
34 Fireplace
35 Flooded zone
36 Fog
37 Food reserve
38 Forge
39 Fountain
40 Frames on the walls
41 Fresco
42 Furnished library
43 Garbage
44 Gargoyle
45 Gears in the walls
46 Gong
47 Graffiti
48 Guano covered floor
49 Hammock
50 Hieroglyphics
51 Idol
52 Iron maiden
53 Ivy
54 Latrines
55 Leaking water pipe
56 Leftovers on a table
57 Mushroom culture
58 Oil covered floor
59 Organ
60 Oubliette
61 Pedestal
62 Pentagram
63 Piano
64 Pile of ashes (smoking)
65 Pile of bones
66 Pile of bricks
67 Pile of logs
68 Pile of skulls
69 Pillars
70 Pool
71 Puddle of vomit
72 Puddles of blood
73 Religious symbols
74 Rotting corpse
75 Rotting library
76 Rotting tapestries
77 Rubble
78 Sarcophagus
79 Shelf
80 Showcases
81 Signs of combat
82 Sink
83 Slime
84 Smokehouse
85 Stained glass
86 Statues
87 Summoning circle
88 Table and chairs
89 Throne
90 Tools
91 Torture easel
92 Training dummies
93 Trophies
94 Urns
95 Wardrobe
96 Waste
97 Weapons/Armor racks
98 Wine cellar
99 Wooden bathtub
100 Workbench

Special rooms

1 Advanced technology
2 Amplified magic room
3 Ancient memories sphere
4 Animated furniture
5 Anti-magic room
6 Armor disintegrating ray
7 Aviary
8 Body exchange
9 Boss monster
10 Bottomless pit
11 Ceaseless wailing
12 Cleaning receptacle
13 Crying statues
14 Cursed room
15 Cursed treasure
16 Demon trap
17 Demonic portal
18 Devouring coin
19 Divination basin
20 Divine altar
21 Dungeon tavern
22 Duplicating machine
23 Emergency exit
24 Ethereal voices
25 Evil altar
26 Fake treasure
27 Fear room
28 Flesh room
29 Flood lever
30 Floor is lava
31 Food rot room
32 Freshly walled corridor
33 Gold statue
34 Golden apple tree
35 Greed room
36 Hallucinogenic spores
37 Healing lava pool
38 Heart of the dungeon
39 High up item
40 Human outpost
41 Hungry mouth
42 Illusory treasure
43 Interplanar portal
44 Invisible bridge
45 Key storage room
46 Lava pit
47 Maddening mural
48 Magic berry bush
49 Magic forge
50 Magic fountain
51 Magic pool
52 Magic stairs
53 Medical office
54 Merchant in a wall
55 Minecart
56 Mirror of opposites
57 Mirror room
58 Mislabeled potions
59 Monster market
60 Moving statues
61 Musical slabs
62 Mutation room
63 Neutral altar
64 No way back
65 Orb of transformation
66 Parasitized monster
67 Party room
68 Peace room
69 Petrified adventurers
70 Powerful electromagnet
71 Rabbit switch
72 Reverse gravity
73 Room out of time
74 Rotating cylinders
75 Rotating room
76 Safe
77 Shrinking pedestal
78 Shrinking ray
79 Sleep inducing room
80 Slot machine
81 Sphinx
82 Strange eggs
83 Structural treasure
84 Switch in a hole
85 Talking basin
86 Talking skull
87 Talking statue
88 Tentacles room
89 Trampoline floor
90 Translating device
91 True intentions room
92 Truth room
93 Valuable monster (alive)
94 Valuable monster (part)
95 Vending machine
96 Voices of the ancestors
97 Vortex
98 Water to wine machine
99 Wheel of fortune
100 Wish fountain

Either use the table from the previous page as inspiration to create your own special rooms and their treasure or use the description of the following pages.

1) Advanced technology

The center of this room is occupied by strange contraptions with blinking lights and beeping sounds.

Glass vats, large enough to contain a human body, are located against the walls. Some are shattered in pieces that now cover the ground, but most are broken and a greenish liquid comes out of them.

Some vats are intact:

- 1d4 contain a mutated monster (roll on the wandering monsters table) in greenish liquid,
- 1d3 − 1 vats contain a mutated humanoid, in greenish liquid,
- 1d2 contain a transparent fluid that can heal 1d6 HP when immersing in it, but turns greenish and starts inducing mutations after 1d3 + 1 uses.

2) Amplified magic room

In this room, all magic effects are multiplied by 2: damage, duration, range, etc.

It also increases the risk of magic going wrong. Every time magic is used in the room, roll 1d6. On a 6, the spell, potion or magic item backfires and hurts the user in some way, depending on its nature.

The room has this effect only on the following week days: Monday, Friday and Sunday.

3) Ancient memories sphere

This room contains a perfect sphere, floating about one meter above the ground. It is translucent and has the color of amber.

A faint vibration can be heard coming from the sphere.

When a character touches the sphere with their hand, ancient memories about the dungeon start flowing into their head. After a while, it becomes unbearable and they must remove their hand from the sphere.

That means that the DM will give information to the player (although it may be incomplete or subject to interpretation). The sphere can only be used once a day (in total, not per character).

4) Animated furniture

At first sight, this room is surprisingly clean, well decorated and has nice furniture.

If the characters try to search the room and open the cupboards, they will find that the doors do not move an inch.

There is no keyhole in sight so they are not locked. The furniture is actually animated by magic (this can be detected) and refuses to open to protect its content.

Different methods can be tried:

- Using brute force, but it will upset the furniture, which may attack,
- Dusting it off and applying wax or oil (there should be some nearby) on the wooden furniture will make it all mellow and it will open as a sign of gratitude (silverware worth 100 gp can be found inside),
- Dispelling magic.

5) Anti-magic room

Magic does not work in this room, in any form whatsoever: magic items, potions, scrolls or spells.

It is left to the discretion of the DM to determine if the effects of magic items/potions/scrolls/spells used in the room will eventually happen or not when the characters leave the room.

6) Armor disintegrating ray

This room is rectangular, with a door at its end. In the middle of the room, there is a circular halo of light on the ground.

Metal scraps and leather strips are scattered inside the circle formed by the light. If one enters the light, their armor starts boiling and breaks apart.

If the character acts fast enough and jumps out of the halo, their armor cools down and stays in one piece. But it still loses 1 AC.

7) Aviary

The ceiling of the room is very high and consists of a gold dome. A finely chiseled golden cage takes up most of the room.

On top of the cage is the nest of a giant eagle who keeps the key and attacks anyone who tries to unlock the cage.

Inside the cage, among dozens of birds, lives a young villager who was imprisoned by the monsters a long time ago. Because of their captivity, they went crazy. If the cage is opened, they will try to jump out of any window they encounter and take flight.

If the characters are able to keep them safe and to reunite them with their parents, the latter will give them a big reward (250 gp).

8) Body exchange

Randomly determine one or more pairs of characters belonging to different players, and make them exchange their character sheets when they enter the room.

From now on, the player should play with their new character as if their original one had swapped bodies, and keeping in mind they do not know if it is reversible.

The table below can be used to determine how long the exchange will last:

1-3	3d6 rounds
4-5	Until they are in a situation where they need to act fast after they recover their body or suffer the consequences
6	Forever (or reroll)

9) Boss monster

This room is the lair of a more powerful variant of a common kind of monster living in the dungeon. It is bigger and stronger (+3 HD, +2 AC, +2 ML) than the usual monsters encountered.

It is also accompanied by two lieutenants which are also a bit stronger (+1 HD, +1 AC, +1 ML).

For treasure generation, add 10% to each category that is not nil. If there are magic items, the boss and its lieutenants will use them, and the boss will always have priority on its subordinates.

10) Bottomless pit

Either this room has a pit in its center or a pit cuts the room in half, making it impossible to cross (75% chance for the first option, 25% for the second).

Despite appearances, anything (or any living creature) falling in it will not be lost forever but instead will reappear some time later, when everybody has forgotten about it.

Roll 1d6 to know when it will reappear:

1-3	1d6 days
4-5	1d6 weeks
6	1d6 months

11) Ceaseless wailing

This room is decorated with many statues and there are small fountains on the walls. The water flows slowly, which creates a soothing atmosphere.

The statues represent people of all ages in various positions: hands covering their face, crying or curled up on the ground.

Almost masked by the sound of water, incessant wailing can also be heard. It seems to come from some of the statues (1d3 + 1).

Under those statues are hidden 1d3 gems. But the real treasure is actually the statues themselves. They are a kind of singing statues, highly valued by some collectors (1000 gp each).

Each time a statue is moved aside (to get the gems) or lifted (to transport it), it has a 25% chance of breaking. Two people are needed to transport a statue.

12) Cleaning receptacle

A receptacle in this room contains a liquid with the magic property of instantly cleaning anything it touches.

The characters may use it to clean their wounds and even to get rid of a curse or to cleanse a corrupted item.

However, if someone touches the liquid when they have nothing to clean except their soul, they will get burnt.

The liquid can be stored in a bottle for 1d6 days, after which it does not have magic properties anymore.

13) Crying statues

All along this long room, there are two rows of statues, for a total of 12. Some of them (1d6) are crying, either actual tears or blood (1-in-6 chance).

If someone wipes the tears of a statue, it will stop crying and will move to the side, revealing a small cache in the ground which contains treasure:

1-3	Pouch with 1d20 gp
4-5	1 gem
6	Potion

This will happen for each statue, except for those crying blood. If their tears are wiped, they will attack instead.

14) Cursed room

This room should be created/rolled like a regular room (with maybe monsters, treasure or a trap). The only fixed element is an empty pedestal.

In this room, every roll made by the players or the monsters has a penalty of −1.

Also, when attacking, the chance to do a critical failure is higher: it happens on a natural 1 or 2. When defending, the chance to receive a critical hit is also higher: it happens on a natural 19 or 20.

As soon as the characters leave the room, these effects stop.

The curse can be lifted from the room by bringing back an orb that was stolen and is hidden somewhere else in the dungeon. It must be placed back on its pedestal.

15) Cursed treasure

Treat this room like a regular treasure room: generate it and the monsters guarding it as usual, but keep in mind the following rules:

- All items belonging to this treasure should have an uncanny appearance,
- Double the value of the treasure, mainly to make it more attractive and increase the chance it is picked up despite its appearance.

If picked up by the characters, the treasure suddenly starts (after 1d3 turns) to weigh double of what it should. Each time the treasure is involved after that (trying to drop it, sell it, etc.), there is a 1-in-6 chance that something bad happens to whoever has the treasure.

16) Demon trap

A pentagram is painted on the ground at the end of the room and candles are lit in small niches on the walls. A demon is sitting in the center of the pentagram, as it is trapped inside of it.

The demon will try convincing the characters to break the spell and release it, and will offer to give them a hand with a problem they have inside of the dungeon, after what it would disappear. It will keep its promise if the characters accept right away but will betray them if they try bargaining.

To break the spell, all candles must be extinguished at once. As the flames are magic, normal means will have no effect, and only water created by magic will work.

While the demon is still prisoner in the trap (and if the characters agreed to try to free it), it will offer to trade, with 10% more advantageous prices (lower when buying and higher when selling).

17) Demonic portal

A red and translucent portal sits in the middle of the room. The frame of the portal is made of stone and is covered with engravings of demonic symbols and moldings of eyes, tongues and teeth.

There is a small breach in the portal, showing the world it communicates with. Red hills and rivers of blood can be seen, as well as corpses hanging from dead trees.

The portal whispers that it will completely open if three innocents are sacrificed in this room in the next three days, as the portal will feed on their souls. If that does not happen, the portal will close.

If the portal is opened, 1d3 demons will appear everyday in the dungeon. After that, the only way to close the portal is to go to the demonic world and to kill the demon king.

18) Devouring coin

This room is mostly empty apart from a pedestal located against a wall. It has a wooden stand, on top of which a glass cover protects a single gold coin sitting on a red velvet cushion. A note stuck to the glass can be read: “Don’t open at all cost!”.

The coin itself looks more valuable than regular ones. Maybe it is a rare misprint or a coin used by a lost civilization. In any case, it could be worth at least 100 gp to a collector.

The coin is locked there for a good reason: it is actually a small mimic, disguised as a coin to have a better chance of ending up among real coins, as it feeds exclusively on those.

At the end of each day, if it is in the inventory of a character, roll 1d6 to determine how many coins it has eaten (it will start by eating the most valuable coins). If it ends up in a hoard, multiply the roll by 10.

19) Divination basin

A small basin at the entrance of this room allows anyone who dips their head into it to have visions.

The nature of the visions can be influenced by adding different kinds of fluids to the water of the basin:

- Tears: the person's past,
- Sweat: the person's fears,
- Blood: the person's offspring,
- Saliva: the person's future.

20) Divine altar

A procession of adepts, all wearing white robes, are placing offerings on this altar. It is cut in a marble block and has very intricate engravings.

They are happy to see the characters and ask them if they want to participate in the ceremony. If they want to, they can also make an offering. It must have a value of at least 100 gp in order not to offend the adepts.

Here is a table of the thresholds to reach and receive various favors from the god worshiped by the adepts:

150	Answer to a question
250	Completely heal the party
1000	Resurrect someone

The god will only reply once a month to an offering.

21) Dungeon tavern

This room actually contains a full-fledged tavern. The only difference with a regular tavern is that the customers are all monsters, taking a break from their monstrous activities.

Each time the characters enter the tavern, roll for wandering monsters. If any are encountered, that means the clients attack them.

If no monsters are encountered, the PCs can order food and drinks or rent a room as they normally would. The catch is that only monster food is served here and it is unfit for human consumption. If a character eats any of it, they will get sick.

The alcohol inflicts 1d3 damage if drunk, and can be used instead of acid when exploring the dungeon.

Everytime the PCs spend a night in the tavern, roll for wandering monsters (3-in-6 chance) to determine if there are loud clients and if they can sleep in peace or not.

22) Duplicating machine

This room has a low ceiling and is narrow. A machine takes half of the space. It seems like it is powered by crystals stacked into a glass tube on the side. There are two small doors on the front and a lever between them. Behind each door, there is enough space to place an item as big as a vase.

The lever can only be activated if both doors are closed. If it is activated while there is an item on the left side of the machine, a slightly imperfect duplicate will appear on the right side.

The more duplicates of the same item are created, the worse they are, until the machine explodes, bursting out with horrible copies which might even be dangerous (poisonous, spiky, alive or explosive).

23) Emergency exit

No matter what level this room is on, it has very high walls and an open roof which allows a glimpse of the sky.

If the correct verses are sung in the room, every living creature, and what they are holding onto, will start levitating towards the top of the room and, thus, the outside world.

This journey will take 10 minutes per level the characters have to cross. For example, it will take 20 minutes to go from level 3 to the surface.

Roll for wandering monsters as usual, except that the characters will only encounter flying monsters.

24) Ethereal voices

This rectangular room is empty, except for a sarcophagus located in its center. Hazy silhouettes of ghosts and other lost spirits appear furtively on the walls.

If the sarcophagus is examined closely, it will reveal two things: ethereal voices calling for help and hieroglyphics.

The hieroglyphics are written in an old Elvish dialect. They are a warning not to open the sarcophagus.

If the characters open it anyway, they will only find a piece of jewelry inside. If they take it, they will be cursed and have −1 at every reaction roll on this specific level of the dungeon.

25) Evil altar

A menacing looking altar is located in the center of the room. It is surrounded by 2d6 chanting cultists and their leader. The latter is getting ready to sacrifice a prisoner tied on the altar to their evil god.

If the characters ignore the sacrifice, fail to rescue the prisoner or die while trying, a lesser demon will arrive in the dungeon through a magic portal. If that is the case, the appearance and the inhabitants of the dungeon will slowly change to reflect the demonic corruption taking place here. After 2d4 weeks, the corruption will be at its maximum, and all monsters will have been replaced by demonic versions of the originals (+1 HD, +1 AC).

However, if the prisoner is taken back to safety, the characters will be offered a reward (1d6 × 100 gp).

26) Fake treasure

This room looks like a regular treasure room, but no monster is guarding the piles of coins and valuable items.

The twist is that, in this room, items normally made of gold are not. They actually are either trinkets covered in paint of the same color or are gold plated.

In the first case their worth is close to nothing (value divided by 100) and in the second case, it is as if they were made of silver (value divided by 10).

27) Fear room

As this room is impregnated with dark magic, every time someone enters it, their deepest fear takes shape and a monster symbolizing it appears.

The level of the monster depends on the state of the character:

- If they are injured or poisoned, the monster is one level above them,
- If they have all their HP, the monster is one level below them.

28) Flesh room

The walls and floor of this room are covered with living flesh. It is mostly red and pink, with some darker spots: bruises or clots. In a corner, a giant eye follows the every move of anyone in the room.

The flesh reacts to touch by contracting itself in disgust, trying to avoid contact and will bleed if attacked. However, it cannot seem to be killed.

If annoyed enough, it will start developing defense mechanisms. Roll on the following table every 3 annoying events (done by the PCs or by NPCs):

1-3	Purulent pimple: explodes if touched, inflicts 1d3 damage
4-5	1d3 tentacles: 1d6 damage each, roll against wands to avoid
6	Mouth: save against paralysis or die

New dangers in the room should appear when crossing the room, not when entering it.

29) Flood lever

At the end of the room, a round tunnel begins but is quickly blocked by a portcullis. On the left, a few steps lead to a small platform above the rest of the room. Up there, a mechanism can be activated provided that the character(s) found the lever in a previous room.

If the mechanism is activated, water flows from the tunnel and floods the room and the adjacent corridors, possibly killing monsters. After a few minutes, the water level starts decreasing and it is finally completely evacuated through drains in the corridors.

The mechanism may be activated twice without consequence for the characters as long as they stand on the platform. If they use it a third time, a crack caused by pressure variations will enlarge and the platform will break. As a result, the characters will be carried away by the flow to another part of the dungeon.

30) Floor is lava

This is a rectangular room with, at each end, a few steps leading down into a pool as wide as the room and almost as long. The pool is completely empty apart from stone blocks that can easily be jumped on to cross the room.

If someone steps on the pool's ground, they will be burnt for 1d6 damage.

After 2d6 steps on the block in the middle, a mechanism will make it disappear into the ground. The space now created between the previous and next stone is too large to be jumped as is.

31) Food rot room

Any food entering in this room instantly rots and becomes inedible. The characters will realize soon enough, when they smell a foul odor coming from their backpack.

The accesses to this room (doors, corridors) are covered in mold and a sign, written in a random language, bears the following warning: "Don't enter".

32) Freshly walled corridor

There is a 1-in-20 chance that when the characters come back to this room, all exits except one will be walled.

Each time the characters cross this room, the probability increases by 1.

Roll on the following table to determine how fresh the walls are:

1-3	Cement is drying
4-5	Missing a few bricks
6	Still being built by monsters

33) Gold statue

This room contains a big monster statue (roll on the wandering monsters table) entirely made of pure gold.

The statue is worth (in gp) 10 times the amount of experience points you would earn after killing this monster, if it had 2 more HDs than normal. This is also the weight of the statue in coins.

A closer look shows the artist's attention to detail, almost as if the creature was alive and only covered in gold paint.

If a character touches the statue, it slowly wakes, massaging its muscles and warming up its joints. After that, it will attack the characters, fighting as a monster of 2 HD higher than normal.

If this kind of monster normally fights with a weapon, one can be found near the statue, hanging on a wall or leaning against one. It is also worth 10 times the value of the normal version. Taking it will not awaken the statue.

34) Golden apple tree

This room is a greenhouse of sorts, lit by a magic sphere of light hanging on the ceiling.

Multiple types of flowers thrive here, but the most beautiful plant is a golden apple tree protected by a metal fence and a locked gate. Legends say that eating one of these apples will cure anything.

The tree is bearing 1d6 + 1 apples at the moment. Removing all of them will make the garden, including the tree, die after 1d3 days.

If the PCs manage to get behind the fence, they will meet a giant gardener who is protecting the tree. It will not attack but will try to convince them to give up taking the apples in exchange for the location of a fabulous treasure (which does not actually exist).

35) Greed room

A safe that is almost as high as the ceiling and that is made of glass panels can be found in this room. These panels are protected by magic and cannot be destroyed. Jewels, gold items and ores are stacked inside of the safe.

A mechanical claw located at the top of the safe can be operated with two levers and a button on a panel in front of it. Items can be dropped in a compartment that connects with the outside of the safe.

It is actually impossible to get any item from the safe using the claw. However, time flows twice as fast in this room.

If the characters spend too much time on the machine (more than 2 hours), new monsters will appear in the dungeon to replace dead ones.

36) Hallucinogenic spores

At first glance, it looks like everything in this room is covered in dust. There is also a lot of airborne particles. It is actually fungus spores from a giant puffball that recently exploded.

The spores will settle on the ground in 1d3 days, unless a gust of wind blows them back into the air in the meantime. That will restart this duration.

If a creature breathes too much of the spores (by staying in the room for a total of 1 hour), it will start having hallucinations. They can take two forms:

1. Monsters always appear as friendly: the more dangerous they are, the friendlier they seem.
2. They will see mushrooms growing on items, their body and those of others.

37) Healing lava pool

This room contains a healing pool filled water that looks like lava.

It can heal a maximum of 20 HP, after which the water becomes transparent and loses its magic properties.

38) Heart of the dungeon

This is a room with a giant beating heart in its center. It is covered in arteries going in all directions. It does not look organic but crystal-like.

It cannot be destroyed by normal means. If it is hurt by spells or weapons, it will be weakened for 1d6 days. During this time, only half of the monsters will be encountered. However, after this time, the heart will heal and reinforce itself. As a result, more monsters (50% more) will be met.

To destroy it for good, something as powerful as the breath of a dragon must be used.

The heart may also be purified by a level 9 (or more) cleric. They must practice a ceremony lasting 2d6 days, during which the monsters will try to stop it. If the ceremony is successful, it clears the dungeon of all monsters and disarms all traps. Only the treasure will remain.

39) High up item

There is nothing special about this room, except for a square pillar and a ladder leaning against a wall.

Someone observant will see that something shiny is located on top of the pillar. Roll on the following table to determine what it is:

1-3	Fake gold
4-5	Gems
6	A potion

Three of the four sides of the pillar are trapped. The mechanism will push the ladder if enough pressure is applied on it (meaning it will activate when someone reaches the top of the ladder). If that happens, save against paralysis or lose 2d6 HP.

40) Human outpost

This room is occupied by human soldiers. They have fortified the place as best as they could, using planks and rubble from the dungeon.

Upon entering the room, guards will intercept the characters to check what their intentions are.

They are running low on supplies (food, medicine) and several soldiers are badly injured. If the characters give them enough rations or find a way to heal their wounded, they will be grateful and will let them sleep here whenever they want.

After the first encounter, each time the characters enter the room, there is a 2-in-6 chance that the soldiers have been killed. The probability becomes 1-in-6 if they helped them.

41) Hungry mouth

A statue on a wall, with its mouth open, looks like it is begging to be fed. Each time someone will throw food inside of it, it will open more and more, eventually becoming large enough to let someone go through it.

If tainted food is given to the statue, there are two possibilities:

1. It will open like usual, but will curl its lips and show its teeth. When someone tries to go through the passage, it will close without warning. Save against paralysis or die.

2. Each time bad food is added, the mouth closes a little more. If enough is given, the mouth will close completely forever.

42) Illusory treasure

This room should be generated/created like a regular treasure room. If monsters are present, they are more likely to retreat as they know the treasure is actually an illusion (subtract 2 to their ML) and that other monsters are hidden and ready to attack the characters.

The characters will understand the true nature of the treasure when they try to pick it up or to open a chest. When that is the case, the illusion will disappear and the ambushed monsters (roll on the wandering monsters table) will attack, possibly surprising them.

43) Interplanar portal

When entering the room, the characters are transported to a demonic plane.

This circular room contains only a few things: a circular pit above which is hanging a cage containing a prisoner. The pit is full of boiling lava.

Opposite to the entrance, a lever allowing the cage to be lowered can be found. A demon stands next to it and teases the prisoner by pretending he is about to pull it.

If the prisoner is saved, they will join the characters on their adventure.

Exiting the plane is done as easily as exiting the room.

44) Invisible bridge

Upon entering this room, the characters will see it is divided in two by a deep pit or rift.

Actually, an invisible bridge allows monsters and adventurers to cross it. The width of the bridge is bounded at both ends by wooden poles planted in the ground.

45) Key storage room

The walls of this small square room are covered with keys hung on nails. It potentially contains the keys of all the locked doors of the dungeon.

However, many keys are also broken and unusable, or even cursed. If a door is opened with a cursed key, the room behind it will contain 1 more monster than it should.

Roll on this table for each key picked up:

1-3	Broken
4-5	Cursed
6	Usable

A usable key will open the next locked door found by the characters but, because of its bad condition, it will break after use.

46) Lava pit

When entering this room, the characters will find themselves in front of a large pit. In the middle of the bottom of the pit, there is a small platform where a chest rests. Two metallic drains can be seen at the bottom of the pit.

The chest contains 1d6 × 100 gp and 1d2 gems. If it is opened, lava will start coming out of the drains, slowly filling up the pit. The small platform provides a small moment of relief before the characters on it start to burn.

Anything that is in the pit when the lava starts to rise is eventually destroyed. Once the pit is full of lava, it stays that way indefinitely.

47) Maddening mural

In this room, one of the walls is covered with symbols and intricate engravings showing monsters and adventurers.

The characters can hear a beating sound as they approach the room and, the closer they are to the mural itself, the louder it gets.

Looking at the mural for a short time makes one dizzy. Looking at it for a long time will make one faint. Trying to understand its meaning and where the beating sound comes from will drive one crazy.

48) Magic berry bush

A bush mysteriously grows in this room, despite the lack of water and light. It is full of pulpy berries that look very appetizing.

If someone tries to pick the berries, the gardener, a gnome full of energy, will jump out of the bush and will start yelling at the culprit.

If the characters ignore the gnome or do not understand what he says, he will get very angry and will kick them in the tibia until they leave.

If the PCs understand him, they will know he wants them to leave the room.

The bush bears 1d6 red and 1d6 blue berries. The red ones heal 1 HP and the blue ones cause hallucinations.

49) Magic forge

This room contains a magic forge. Weapons crafted here have a chance of being better than the regular weapon, or even magic. To use it, in addition to the raw materials, a gem worth at least 500 gp must be used.

Roll on the following table to determine if the forging is successful and what is special about the weapon (dwarves have +1 to their roll):

1-2	Failure to craft a weapon
3	Blacksmith's soul is trapped (+1 intelligent weapon)
4	+1 weapon vs a random kind of monster
5	+1 weapon
6	Fire/Ice/Thunder weapon (+1d6 damage)

After one successful use of the forge, it loses all magic powers.

50) Magic fountain

The large and deep magic fountain in this room is actually the lair of a mermaid. She will show up if the characters try to drink from the fountain or to bathe in it.

Roll to know her intentions:

1-3	Is hostile and will attack
4-5	Is willing to help the characters
6	Wants help to escape

In any case, the water from the fountain has healing properties (heals 1d2 HP). The fountain will magically dry out if the PCs drink from it three times. However, it will be full again after 24 hours. If the characters bottle some water, they can drink it later or add it to a water basin to cleanse it and give it the same magical properties.

51) Magic pool

This room contains a circular pool in its center. It is full of water that looks particularly clear. There is no sign that the water could be bad or magic. Only a spell can detect its nature.

If someone immerses themselves in the water for 1 hour, their wounds will be completely healed.

If someone drinks the water (only once per day per character), it will heal them of 1d6 HP.

If the water is bottled, it will instantly turn into poison. If someone drinks it, they must save against poison or die.

52) Magic stairs

A large ascending staircase stopping mid-air after a few steps is located in this room. It seems to be made of a magical and translucent material.

If a character goes up the stairs, they will disappear when reaching the last step.

They will be taken to:

1-3	A room at a higher/deeper level
4-5	The entrance of the dungeon
6	Another plane

53) Medical office

This room serves as a consultation room for a "doctor". He is actually a humanoid monster made of parts from different other humanoid monsters.

Even if he has no actual license, he has done a pretty good job at patching himself up, given the circumstances.

He is not aggressive and will try to help and heal the characters as best as he can. However, there is only a 50% chance that he will succeed. If that is the case, it will heal 1d6 HP. If not, roll on the following table:

1-3	Take 1d6 damage
4-5	Lose the sense of hearing/sight/smell/taste for 2d3 days
6	Get poisoned

54) Merchant in a wall

This room has a small window behind which stands a monster trader (roll on the wandering monsters table).

It will buy any treasure at 75% of what you would get if it was taken back to civilization.

It also sells the same items you would find in a regular shop but at twice the price.

If it feels threatened, a security shutter will drop and prevent it from being injured. An alarm will also start ringing and alert nearby wandering monsters.

Also, monsters belonging to the same faction as the trader will have −2 on their reaction rolls from that moment on.

55) Minecart

This room contains an empty minecart on tracks.

The tracks run directly into a wall and disappear behind a metal curtain with no visible opening mechanism. However, the curtain will automatically open when the cart approaches, empty or not.

Behind the curtain is a tunnel leading to another room in the dungeon:

1-3	Same level
4-5	Different level
6	Different area

If the room is on the same level, it will be located 1d10 rooms further. If it is on a different level or area, the tunnel will be one-way only.

It may be difficult or impossible to walk through the tunnel.

56) Mirror of opposites

A huge mirror lies in the center of this room. Anybody looking at their reflection will only see a distorted version of themselves, their complete opposite, in fact.

If one looks long enough at the mirror, it will release their distorted image in the real world. These reflections (same stats as their counterparts) will try to eliminate the original at all cost.

Breaking the mirror or killing all of the reflections will make them disappear (and make the mirror burst in case it is still intact). A small cache near the mirror will then open and reveal a *pocket mirror of opposites* (shows the opposite of any living creature).

57) Mirror room

In this rectangular room, a huge mirror covers the longest wall. The room contains some furniture: a table, a few chairs, a shelf with rotten books and an open but empty chest.

An careful observer will notice that the mirror is actually a window and that what they see through it is an inverted copy of the room they are in. However, some of the items are not exactly in the same spot. To reveal the treasure, they must move items to make them match the position of their copy.

The chest will close and then open again, no longer empty: it now contains an enchanted magnifying glass (looking through it will reveal any out of place item).

58) Mislabeled potions

A crate in this room contains 2d6 potions. Roll their effect as usual but once it is done, roll another effect for each potion.

The first effect rolled is the real effect of the potion. The second one is what is written on the label.

A dead adventurer lying near the crate and holding an empty potion labeled "Healing Potion" (which actually contained poison) serves as a warning.

59) Monster market

This room can be one of two things:

1. A market is managed by humanoid monsters, who sell food, weapons, armors and human slaves to other monsters. Monster mercenaries also offer their services.

The food is poisonous to humans and items are not adapted to human morphology. If their employer is not of Evil alignment, the monster mercenaries may have to do a morale check.

2. A market where monsters are sold and bought is operated by humans. The monsters displayed on the stalls are not all alive or in one piece.

Monsters can be sold alive for 3 times (in gp) what they would be worth in XP if they were killed.

60) Moving statues

Twelve sandstone statues of knights can be found in this room. When the characters enter the room for the first time, the statues all surround a treasure chest. This room also has a total of 4 exits, which are all open at first.

The statues are very heavy and protected by a spell, so it is impossible to move them.

Every time the characters come back to this room, some of the statues will have moved, blocking 1 to 3 of the exits. Use the table below for the number of blocked exits:

1-3	One
4-5	Two
6	Three

Assign a number to each exit and roll 1d4 for each blocked exit to determine its position.

The treasure chest will only become accessible if enough statues have moved, and that is only the case when they are blocking 3 exits.

61) Musical slabs

The floor of this room is made of black and white slabs that emit different musical notes when stepped on.

The problem is that the noise it causes, even when crossing the room as carefully as possible, has a 2-in-6 chance to attract wandering monsters (3-in-6 chance when crossing the room hastily).

Different effects can occur if specific song are played using the slabs Partitions to these songs should be hidden somewhere in the dungeon. After 1d3 + 1 uses, the slabs stop making any sound.

- Lullaby: works as a sleep spell on everybody in the room.
- Marche funèbre: everyone must save against poison or die.
- Party song: everybody must save against paralysis or start dancing and making new friends.

62) Mutation room

A strange black rock is suspended by chains in the middle of this room. It is not valuable and does not emit any magic aura. Apart from this, the room is completely empty. The rock is actually a fragment of meteorite displayed there by the (previous) owners of the dungeon. It seems harmless but is actually highly radioactive.

Each time a character enters the room, they may receive enough radiation to cause a mutation of their body. There is a 1-in-6 chance that a mutation occurs (+1 chance each time they cross the room).

Roll on this table for mutations:

1-2	Hair loss
3-4	Burnt skin
5	Extra limb
6	Poisonous spit

63) Neutral altar

This altar is non-aligned and can be used to worship any god or devil, by making an offering or a sacrifice, respectively.

If an offering is made, the characters will receive the value of the items/gp in experience points.

If a sacrifice is made, they will get experience points for killing the sacrificed creature and the same value in gp.

Depending on what was done on the altar (only one offering/sacrifice can be made), it will become either a divine or evil altar, after 1 week. (See Divine altar and Evil altar entries).

64) No way back

Unless the characters are attentive and extremely cautious when crossing this room, exiting it will shut the entrance for good and backtracking will not be possible from here.

The exits will disappear either because of the collapse of the ceiling, moving walls or multiple very heavy and unbreakable portcullis.

Some clues can alert the players that they will not be able to go back: monsters will not follow them inside, the ceiling can show signs that it is ready to collapse, portcullis ready to drop could be visible, etc.

If the path is blocked, the only way to exit the dungeon is to find an alternative exit.

65) Orb of transformation

A huge orb floats in the middle of this room. Blue swirls and small lightnings show the magic nature of the orb.

If someone gets too close to the orb, they will be struck by a magic lightning and will be transformed into a monster/animal:

1-2	Goblin
3-4	Kobold
5	Orc
6	Chicken

A transformed character can only speak the monster's language (or cannot talk at all if they were transformed into a chicken). They have a penalty (−3) to all of their reaction rolls.

The spell stops if the orb is destroyed or when the character exits the dungeon.

66) Parasitized monster

This room should contain a lone monster, of a kind relevant to the rest of the dungeon.

At first glance, the characters will not notice that a black octopus-like creature is attached to the face and upper torso of the monster. Its eyes are milky white, as if it was blind. It is only from an intermediate distance that they will notice all of this.

The parasitic relation gives the base monster a bonus of 1d3 to all its stats, including its number of HDs and AC (roll each bonus individually).

If the parasitized monster is vanquished, the parasite will jump on the nearest host (save against paralysis to avoid being parasitized) unless the character/monster was suspicious and ready to avoid it.

67) Party room

This room is dark and only lit by a few flashing spotlights. There is also a stage where a band plays loud music.

Upon entering the room, an imposing bouncer will ask for all the weapons of the characters and those of the monsters chasing them (if any). If they refuse, they will not be allowed inside. On top of that, the room is under a no magic spell.

In the middle of the room, a dance floor can be found surrounding a bar where elves are working.

Customers of the bar are mostly monsters. Some of them are pretty drunk and will be overly friendly with the characters, especially if they offer them a drink. Some will even go so far as to reveal secrets about the dungeon. The others may offer their services as mercenaries.

68) Peace room

This room looks like any other room except that the walls are covered with tiles. They form a white canvas on which painted tiles are arranged to draw a repeating pattern of doves and laurels.

Anyone in the room is unable to attack, fight or even draw their weapon.

Also, there is no language barrier in this room: everybody understands each other perfectly, at least for a fixed number of "reunions" (5 times or at the DM's discretion).

In the middle of the room, a display case shows a model of a tower in construction. Each time the magic of the room is used, the building of the tower moves one step further. The tower is completed after 5 steps and then crumbles to leave only a pile of dust. The room loses its powers after that.

69) Petrified adventurers

1d3 adventurers are petrified in the center of this room. An expression of surprise and fear can be read on their face.

They were petrified by a:

1-3	Wizard
4-5	Medusa
6	Basilisk

The DM should decide whether:

- They add a fixed encounter with the monster previously rolled,
- They add it to the wandering monsters table,
- The monster is long gone or dead.

If the petrified adventurers are turned back to flesh, they:

1-3	Will reward the PCs when they reach the surface (100 gp)
4-5	Join them as retainers
6	Go crazy and attack them

70) Powerful electromagnet

At first, this room may seem empty. However, if one looks at the ceiling, they will see a large circular metal plate. One of the walls of the room also has a glass window, behind which a control room of sorts can be seen.

Roll on the following table each time the characters enter the room:

1-3	Magnet is disabled.
4-5	Magnet is on medium setting and attracts small to medium metallic items. Save against poison or lose an item.
6	Magnet is on high setting and lifts weapons and creatures wearing metal, which get stuck on the magnet.

The control room can be accessed through a secret door.

71) Rabbit switch

On one side of the room, a spherical button rests on a stone altar. When the button is pressed for the first time, a rabbit magically appears at the other end of the room.

If no harm was done to the first rabbit, a normal rabbit will appear every time the button is pushed.

If the first rabbit was killed or used in any harmful way, the next rabbits will become weirder and bigger. When the button is pressed for the sixth time, a giant bunny monster will appear to avenge its comrades.

72) Reverse gravity

After walking through the door of this room, the characters are lifted and land on the ceiling, as if they were normally walking on the floor.

A big ornate chest lies in the middle of the room's floor, which is now the ceiling for the characters.

It contains the same amount of treasure as a (generated) dragon hoard. If the PCs manage to open the chest, its content will fall to the the ceiling as the chest is upside down. This will not fail to alert nearby monsters (roll for a random encounter).

The characters can leave the room as easily as they entered it: when approaching the wall on which the door is, they will find themselves on the ground again.

73) Room out of time

Upon entering this room, the characters travel through time and arrive in a different version of the room:

1-4	Distant past
5-6	Future

In the distant past version, they will meet one of the architects/creators of the dungeon. The latter will be eager to talk about their creation to the PCs and may even reveal some secrets (such as 1d2 secret doors).

In the future version, they will discover that the room has been re-purposed as a prison and that they are trapped in a cell (door locks when they enter). The guards are slender, gray, have big black eyes and a bad habit of probing every living creature.

Leaving the room means coming back to the present. When re-entering the room, it will be in its present state. This room can be encountered twice per dungeon, but only once in each of its forms.

74) Rotating cylinders

A door at the end of the room has a magic lock that requires a five digits code. One third of the ground is occupied by five big rotating cylinders. Numbers from 1 to 4 are inscribed on each one. The cylinders must be turned so that the correct combination is displayed for the magic lock to open. The cylinders can only be turned in one direction.

However, each time a turn is completed by adding the rotations of all five cylinders (for example, a quarter turn with the first and three quarters with the second), the ceiling drops slightly.

If five turns are completed, the lock will open but the ceiling will start going down very quickly. If the magic lock is opened before five turns are completed, turning the cylinders will have no further effect.

75) Rotating room

This room is located at the intersection of four rooms but only links two of them at a time. These two rooms are at first the one from where the PCs enter and the one on its right.

Each time the characters cross and leave the room, there is a 50% chance that the room turns from a certain angle (counterclockwise):

1-3	90°
4-5	180°
6	270°

In the two last cases, if they want to go back, they will face a wall. The room returns to its initial position after 1d6 days.

76) Safe

A huge metal bank safe occupies most of this room. Its walls are made of multiple thick layers of steel. It is not impossible to pierce them but it would take a lot of time, even with the appropriate equipment.

The safe can obviously be opened in a conventional way. All that is needed is the combination and the key.

The easiest part is obtaining the code: every monster on the same level as the safe has a 1-in-6 chance to know it. The key, on the other hand, is guarded by a monster two levels higher than the dungeon level at which the safe is located.

When opening the chest, if the PCs are not careful enough, they will trigger an alarm that will alert wandering monsters. The safe contains a treasure worth as much as a dragon hoard.

77) Shrinking pedestal

In the middle of this room is an empty pedestal, with no visible feature at first glance.

However, the ground is covered in tiny items such as furniture, weapons, bones and skulls. They are scaled as if they were intended for a dollhouse.

If an item is placed on the pedestal, it will shrink to a tenth of its actual size. Only the size changes, not the weight.

If a living being is put on the pedestal it will only shrink to 75% of its size. The pedestal can be used multiple times, each time with the same effect.

Each time the pedestal is used, there is 10% more chance (starting from 0%) that the item/creature placed on it explodes.

The effect lasts until the PCs exit the dungeon.

78) Shrinking ray

This room can be entered from four different doors. The floor is made of tiles with intricate grooves. When entering the room, all characters and monsters are struck by a ray making them shrink. It makes them become smaller than the grooves in the tiles. At this size, the tiles' grooves actually form a labyrinth.

Wandering monsters (that are also trapped in the labyrinth) from regular encounters tables can still be encountered here.

Depending from which door the room was entered, the characters start from a different part of the labyrinth. A bright purple magic stone is located in the center of the labyrinth. If touched, it restores a character's size and provides immunity to all shrinking magic.

79) Sleep inducing room

This room looks like a comfortable boudoir. The floor is covered with carpets and cushions, and silk veils hang from the ceiling. A generally warm atmosphere emanates from this room.

Half asleep monsters can be found in a corner of the room. They do not seem to mind the characters and have no intention of fighting.

Each time a character enters this room, they must save against paralysis or feel the need to lay down for a bit (1d3 × 10 minutes). Each 10 minutes, roll 1d6. On a 6, the character will be sound asleep for 1 hour.

80) Slot machine

This room contains a device with a lever that turns three rollers. Numbers from 1 to 6 are engraved on them. In order to pull the lever, one, five or ten coins (cp, sp or gp) must be inserted in a slot.

Roll 3d6 to determine the numbers appearing on the three rollers. Nothing happens unless the three rollers show the same number:

111	Multiplies the bet by 2
222	Multiplies the bet by 3
333	Multiplies the bet by 5
444	Gives a random gem
555	Opens a trapdoor under the feet of the characters and takes them to the level below
666	Summons a lesser demon

Prizes are magically collected from a nearby monster's lair and appear in front of the machine.

81) Sphinx

A statue of a resting sphinx is in the middle of the room. When approaching it, it will ask the following charade to the characters:

> "My first is dug to find precious things,
> My second is an expression of surprise,
> My third is a tear in the past,
> My whole is a horned beast.
> Who am I?"

If the characters find the answer (mine-oh-tore: minotaur), the sphinx will move to the side, revealing a treasure chest that contains 250 gp and 1d3 gems. If they fail to answer correctly more than three times, the sphinx will attack.

82) Strange eggs

A nest consisting of a pile of waste and bones can be found in this room. Three giant eggs with slightly colored shells are resting in it.

If the characters repeatedly hit an egg, it will end up cracking and a baby griffin will come out of it and attack them.

If the characters completely destroy an egg, the sound will alert an adult griffin who will attack them.

Finally, if the characters take care of an egg and keep it warm for a week, it will hatch and the baby griffin will be friendly towards them. There is also a 1-in-3 chance that they will find a gold nugget among the shell pieces.

83) Structural treasure

The unstable ceiling of this room is supported by a pillar.

A rectangular gemstone of good size was used instead of one of the bricks that form the pillar.

The gem could be removed with the help of a hammer and chisel (or equivalent tools) but this will compromise the integrity of the structure and the ceiling will collapse.

Using tools in this room makes a lot of noise, because of the echo, which increases the chance of attracting wandering monsters.

If the ceiling collapses, the room will become a dead end. All characters inside the room when that happens must save against breath or die.

84) Switch in a hole

This room is completely empty except for a hole in a wall. A switch can be seen at the end if one lights the hole with a torch. If a character wants to push the switch with their hand, they will have to kneel against the wall and tuck their arm inside up to the shoulder.

The first time the switch is successfully pushed, roll on this table:

1-4	A loud "DING DONG" resonates in the room, alerting wandering monsters.
5-6	A blade falls down and chops anything in the hole. If it is an arm, it also inflicts 2d6 damage to the character.

In both cases, a secret stash also opens with 3d6 × 10 gp inside.

85) Talking basin

This room features a round basin full of water, which at first seems totally normal. But when approaching it or when trying to see if there is something in the water, a face will appear at the surface and start talking.

The face will introduce itself as a spirit of the dungeon. It will warn the characters about its dangers: monsters, traps and magic, even though they should already be aware of all this.

The face will then offer to answer a specific question they have about the dungeon.

It will always answer but only the DM will know if it spoke the truth:

1-3	Lie
4-5	Incomplete truth
6	Truth

86) Talking skull

A talking skull is locked in a small cage placed on a pedestal, in the middle of the room. Upon entering the room, he will pester the characters until they give him their attention. If they listen to him, he will promise to lead them to a hidden treasure.

It is actually the skull of a necromancer and the treasure is only valuable to him as it is his body.

During the time the characters have the skull with them, he will not stop talking for a minute, which increases the chance of encountering wandering monsters.

If he is finally reunited with his body, he will come back to life. If the characters were nice to him, he will let them go. But if that was not the case, he will attack them.

If the characters take the skull out of its cage but then leave it behind (or die), he will reach his body by propelling himself with his jaw and come back to life, 1d3 weeks later.

87) Talking statue

This room contains 16 statues forming a 4 by 4 square, all identical in appearance. A talking statue is hidden among them (to determine which one it is, roll 1d4 for the row and 1d4 for the column).

When the PCs enter the room, it will call them and defy them to find it.

However, when the statue is talking there is no way to locate it by ear, as it seems that its voice arrives directly into one's head.

It will answer any question asked by the characters but not those about its location (relative or absolute) or the characters' location.

Breaking a statue will make a lot of noise and will imply rolling for wandering monsters.

If the characters manage to find the statue, it will congratulate them and tell them they found the most beautiful thing in the dungeon: itself.

The statue can be sold to a collector for 1000 gp.

88) Tentacles room

A large golden chest is located in the center of this pentagonal room. However, it is impossible to open it as five tentacles firmly keep it closed.

Each of the five tentacles has a weakness, which must be used to force them to let go:

- The first tentacle must be burnt,
- The second tentacle is weakened by poison,
- Only a sword can hurt the third tentacle,
- The fourth tentacle is sensitive to water,
- An arrow must be used to pierce a pustule on the fifth tentacle.

Symbols engraved on each wall of the room provide hints: a flame, a skull, a sword, a water drop and an arrow.

89) Trampoline room

The floor of this room is of a pinkish color, is very elastic and can be used as a trampoline when jumping on it. However, the ceiling of the room is covered with deadly spikes.

Two alcoves are located respectively on the walls above the entrance door and the exit door. These are big enough for a human to stand inside of them. One of them (50% chance) contains a treasure while the other one contains a pressure plate.

The one containing the treasure can be identified because a material similar to the floor drips from it.

The treasure consists of a wand which turns a small area into elastic matter during 5 minutes (1d6 charges left, max. 6 charges).

If the pressure plate in the other alcove is activated, the spikes on the ceiling will start going down, but will leave enough space for a walking human to cross the room. After that, save against breath or die when jumping on the pink matter or while running across the room.

90) Translating device

A wooden crate is located in the center of the room.

If opened with the help of a lever (like a crowbar), it reveals a helmet with copper wires and perforated metal parts.

If someone wears it, they become able to comprehend and speak any language. Every 1d3 × 60 minutes, the user will get shocked (1d6 damage).

Also, the device does not always work perfectly, and some translation errors may occur, in both ways. Each time it is used, use a reaction roll to determine how the conversation goes.

91) True intentions room

This room actually shelters an old library. The miraculously intact books reveal what were the intentions of whoever built this dungeon in the first place, as well as some of its secrets.

Roll on the following table to determine why they dug up the ground and built the dungeon:

1	To contain a monster
2	To find ancient ruins
3	To find a treasure
4	To have a hiding place
5	To have a place to perform their magic experiments
6	To impress their lover

Apparently, things did not go exactly as planned.

92) Truth room

Create (or generate) this room like a regular one, then apply the following rule: everything happening in this room must be true.

That means:

- It is impossible to lie here,
- People must act according to their true self,
- Any fake item (wall, brick, tile, forged text, etc.) bears a big red "FAKE" label,
- Cursed or unidentified items reveal their true nature to their owner,
- Traps are perfectly visible,
- Characters cannot hide or disguise themselves, and if they previously were, they are revealed with a bang.

If someone tries to break these rules, the room will inflict them 1d6 damage after a few attempts.

93) Valuable monster (alive)

This room is the lair of humanoid monsters and should be created (or generated) as usual.

However, it has some particularities: it is more fortified than an average lair, contains 30% more monsters and is the home of a tribe leader.

That particular monster is wanted dead or alive in the nearest settlements because of the numerous raids it conducted against them.

The reward for bringing its corpse back is 200 gp (2000 gp if it is still alive).

It knows it is wanted and is likely to flee if things become too dangerous (−3 ML).

94) Valuable monster (part)

In this room, monsters are a bit different from others of the same kind.

Either they have a gland the others do not have, or their organs, claws or venom are particularly precious and valuable.

To be able to collect the valuable part without destroying it, a special method must be used:

1-3	Do not use sharp weapons
4-5	Only use magic
6	The part must be collected on a living monster

Roll on the following table to determine the price of the collected part:

1-3	1d3 × 100 gp
4-5	1d6 × 100 gp
6	(1d6 + 1d3) × 100 gp

95) Vending machine

This out of place and shiny contraption makes a buzzing sound and emits a faint light to showcase products protected by a reinforced glass panel.

A price tag is attached to each item. If the correct amount of coins is inserted in the machine and the right button is pressed, the chosen item will be dispensed.

Roll three times on the following table to determine the content of the machine:

1-3	Rations
4-5	Healing potion
6	Random scroll

If the machine is kicked, punched or damaged, an alarm will ring and attract wandering monsters.

If the machine is emptied, it will be replenished after 1d6 days.

96) Voices of the ancestors

The room is very dark and filled with air streams. If one stays long enough in the room, they will hear the voices of long dead rulers of a forgotten realm.

The voices constantly argue about an old quarrel and demand that someone mediates the dispute.

If the characters agree and are able to give a verdict satisfactory for all, the voices will give precious information about another room of the dungeon.

97) Vortex

A huge blue and gray swirling vortex takes up most of the space in this room.

Anything coming too close to it (by making more than a few steps into the room, unless staying close to the walls) will be sucked inside.

What enters the vortex is transported to:

1-3	Another room
4-5	Outside of the dungeon
6	Another dungeon

The vortex only works in one direction and will close after eating up 3d6 items and/or creatures.

98) Water to wine machine

A mysterious machine can be found here. At one end, there is a funnel and at the other end a tank closed by a cap.

If someone puts a waterskin worth of water into the funnel, it will take 1d6 × 10 minutes for it to go through all the loops and turns inside the machine. During that time, a forgotten process turns the water into wine, after which it is stocked into the tank, ready to be collected.

However, given that the machine is quite ancient, the process can sometimes go wrong and the water is transformed into vinegar instead. This has a 2-in-6 chance to happen.

99) Wheel of fortune

A giant wheel of fortune, covered by a cloth full of dust, can be found in this square-shaped room.

The wheel is divided in twenty different portions and six different symbols are distributed across them, in different proportions. If the wheel is rotated, different events may take place. Roll on the following table to determine what happens:

1-10	Monsters appear
11-12	Demon appear
13-14	Trap
15-16	Small treasure
17-18	Big treasure
19-20	Dragon appears

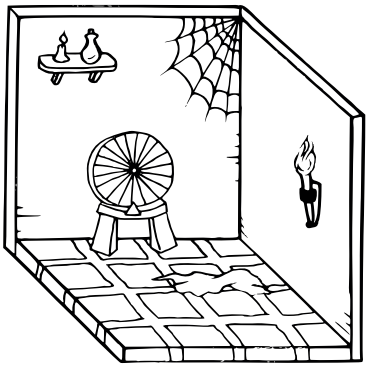
100) Wish fountain

This richly decorated fountain has multiple water jets that work at regular intervals. There are many coins at the bottom (2d100 gp), which are shiny and inviting.

Next to the fountain, a sign entitled "Wish Fountain" shows the price to pay if one wants to see their wish come true. The first one costs 100 gp, the next one 1000 gp, and so on.

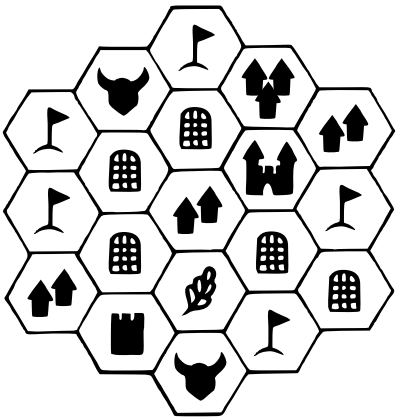
However, the wishes are almost always misinterpreted by the fountain, even if many details are given.

If the coins in the fountain are stolen, the fountain will not work anymore for the members of the group.



Example

For this example of dungeon generation, let's use the hex map from the example p. 15.



Cross section

1) Areas

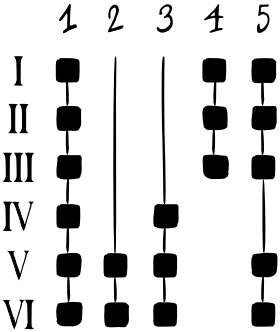
Since there are five dungeons on the map, they will be represented by five different areas on the cross section. They will potentially be linked together to form a megadungeon.

With a few rolls on the tables from p. 64, the five areas are named:

1. The Twilight Tunnels,
2. The Black Grotto,
3. The Scarlet Corridors,
4. The Mourning Pits,
5. The Desolated Delve.

2) Levels

After generating the number of levels in each area and the depth at which they are found, the cross section should look like this:

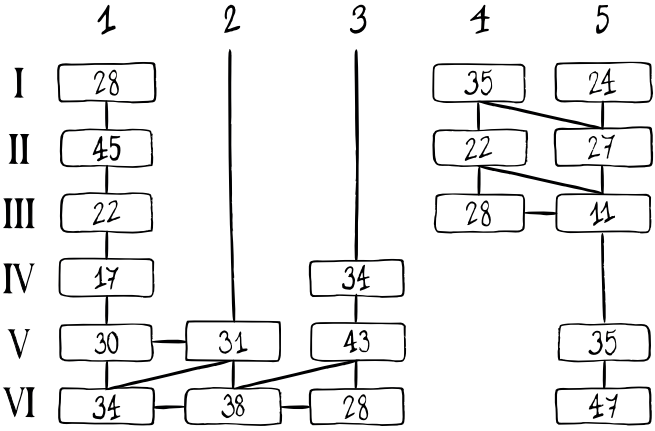


3), 4) Links & Rooms

Let's generate the links leaving from the first area. There are three levels that can potentially be linked the second area: those located at depths IV, V and VI. Rolling on the tables from p. 65 gives the following results:

- Depth IV: a 3 is rolled: no link.
- Depth V: a 5 is rolled: one link. We roll on the second table: 2; it links to a level at the same depth.
- Depth VI: a 7 is rolled: two links. We roll twice on the second table: 5 & 2; they lead to a level above and to a level at the same depth.

After repeating steps 2 and 3 for all areas and generating the number of rooms of each level, we obtain the completed cross section (see next page). We see that the the five dungeons actually form two different megadungeons (1-2-3 and 4-5).



Levels

1) Factions

We find that there are two factions on the level at depth I from area 1. We check the double-entry table (see p. 66) and roll on the first line (since it is for depth I), once per faction. We obtain a 2 and a 4, meaning the factions are both of the first level.

After rolling twice on the level 1 sub-table, we know that goblins and pixies live on this level.

2) Wandering monsters

Since there are 2 factions on this level, they both have a 1d3-in-6 chance to be encountered wandering. After rolling 1d3 twice and getting a 2 for pixies and a 1 for goblins, we have the following (incomplete) table:

1-2	Pixies
3	Goblins
4	?
5	?
6	?

Since there are three empty slots in the wandering monsters table, we roll three more times on the monsters tables and eventually have:

1-2	Pixies
3	Goblins
4	Giant frogs
5	Orcs
6	Giant rats

3) Factions relationships

A roll on the table p. 68 tells us that the two factions are at peace (for now).

4) Lairs

See pp. 68-69 for an example of how to generate the number of rooms and the distribution of monsters and treasure.

Structure

For simplicity's sake, only the structure of the level at depth I from area 1 will be generated in this example.

Let's start by drawing descending stairs at the bottom of a graph paper sheet. This is the entrance of the dungeon.

Then, let's roll on all of the corridors tables (see p. 70):

Table	Roll	Result
Length	2	One section
Features	8	2 doors
Side	3	Left
	2	Left
End	1	Dead end

It can be translated into this:



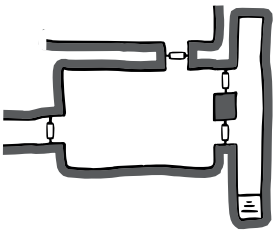
Now, let's discover what is behind those two doors by rolling on all of the rooms tables:

Table	Roll	Result
Size	3	Medium
Length	6	6 squares
Width	4	4 squares
Content	1	Trap
Treasure	11	Yes

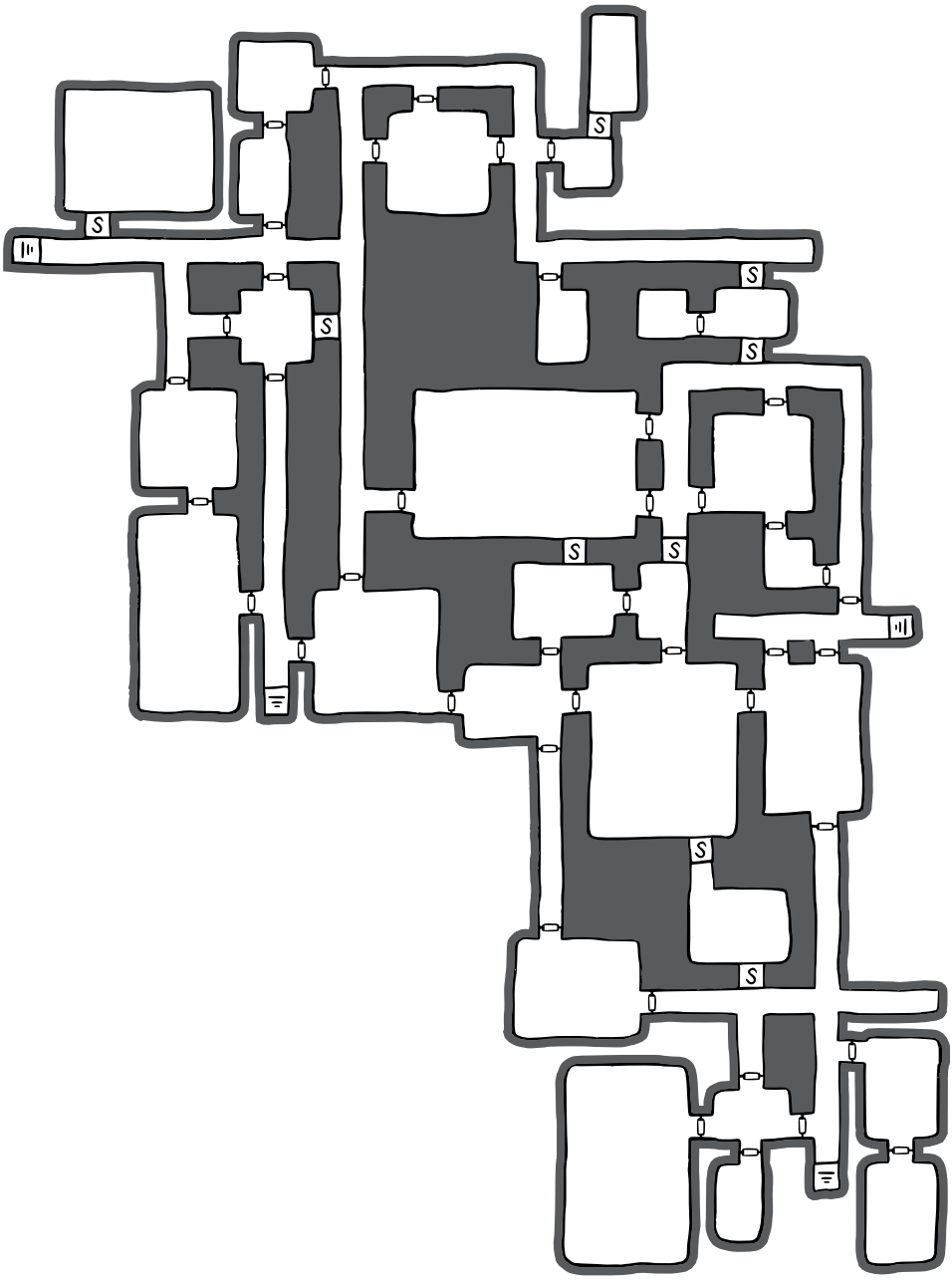
And now for the additional doors in the room:

Table	Roll	Result
Doors	9	Two doors
Location	1	Front
	6	Right
Door lead to	4	Corridor
	2	Room

The dungeon, with the added room (and a sneak peek of what could be behind the two new doors), looks like this now:



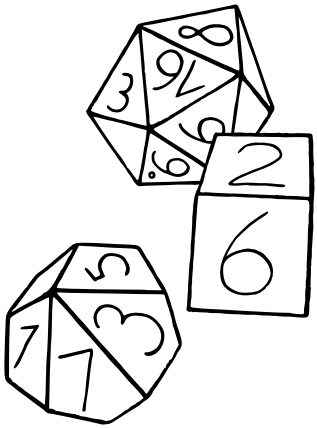
Finally, we repeat the previous steps until the number of rooms (28) is reached. See next page for the completed map.



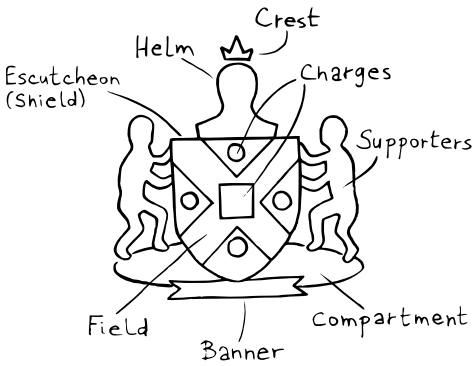
Generators

This chapter is dedicated to generators of all kinds. These can be used to flesh out some aspects of a sandbox with details:

- Cities can be populated with multiple criminal organizations and guilds,
- Knights, castles and cities can be given coats of arms, making them instantly recognizable and unique,
- Hamlets, villages and cities can have their taverns generated, including the sign hanging outside of the building and what is on the menu,
- Houses interiors can be given quick descriptions, including what can be looted inside,
- NPCs, dragons and wizards can be rolled for random encounters or when they are met in settlements, lairs or towers.



Coat of arms



Members of the nobility, whether they are knights, lords or kings, as well as their domains, can easily be identified thanks to their coat of arms.

1) Escutcheon

To generate the shape of the escutcheon, roll 1d10 on this table:

1-3		Heater-shaped (see sub-table)
4		Cartouche (oval)
5		Lozenge (diamond)
6		Scutum (rectangle)
7		Kite (almond)
8		Targe (round)
9		Square
10		Continental

Heater-shaped

1		Classic
2		Curved
3		Edged
4		Badge
5		Angled
6		Elegant
7		Beveled
8		Beveled smooth
9		Beveled edge
10		Ornate

2) Field division

Roll 1d30 on the next table and apply the division to the previously rolled escutcheon:

1	None (1 color)	16	Bend
2	Per pale	17	Bend sinister
3	Per fess	18	Paly of six
4	Quartered	19	Barry of six
5	Canton	20	Bendy of eight
6	Quarterly of six	21	Chequy
7	Per saltire	22	Chevron
8	Per bend	23	Chape-ploye
9	Per bend sinister	24	Chief
10	Per chevron	25	Pall
11	Tiersed in pale (3 colors)	26	Inescutcheon
12	Tiersed in pale reversed (3 colors)	27	Bordure
13	Gyronny of eight	28	Cross
14	Pale	29	Saltire
15	Fess	30	Per fess embattled

3) Tinctures (colors)

Use the tinctures listed in the following table to replace the black, gray and light gray areas from the field division of the previous table.

Colors are referred to by their heraldic name and their non-heraldic equivalent is given in parenthesis. A hatching system is also given for monochromatic representations of coats of arms. Roll 1d100 to generate a tincture:

1-27		Gules (red)
28-51		Argent (white)
52-74		Or (gold)
75-88		Azure (blue)
89-97		Sable (noir)
98-99		Vert (green)
100		Purpure (purple)

4) Charges

Using the following tables, roll one charge per area from the division, but only if the area is large enough to contain a reasonably sized picture.

If all areas are too small to contain a charge (e.g. pally of six), there is only one charge. It is centered on the shield and takes up most of the space.

Up to three charges can be found in an area from the division if there is enough room (e.g. canton).

The color of each charge can be determined with the previous table.

General

1	Animal (or animal head) (see sub-table)
2	Annulet
3	Book
4	Castle/Tower
5	Cinquefoil
6	Crescent
7	Cross
8	Crown
9	Fleur-de-lys
10	Hand
11	Harp
12	Mascle
13	Rose
14	Skeleton
15	Skull
16	Star/Sun
17	Tool (see sub-table)
18	Tree
19	Village
20	Weapon (see sub-table)

Animals

1	Bear
2	Boar
3	Bull
4	Crow
5	Dog
6	Dragon
7	Eagle
8	Goat
9	Gryphon
10	Horse
11	Lion
12	Owl
13	Rabbit
14	Ram
15	Seahorse
16	Snake
17	Spider
18	Stag
19	Unicorn
20	Wolf

Tools

1	Axe
2	Pickaxe
3	Pitchfork
4	Saw
5	Scythe
6	Shovel

Weapons

1	Axe
2	Bow
3	Dagger
4	Halberd/Spear
5	Mace
6	Sword

5) Helm

The helm is located directly above the escutcheon. The richer the helm, the higher the rank or social status.

1	Barred
2	Tilting
3	Open-visored
4	Closed
5	Two helms†
6	Three helms†
7-8	None

† Roll 1d4 again for each helm.

Material

1-3	Steel
4-5	Silver
6	Gold

Facing

1-2	Dexter (left of the viewer)
3-4	The viewer
5-6	Sinister (right of the viewer)

6) Crest

The crest is on top of the helm. If there is no helm, the crest takes its place. Roll 1d20 to know what it is:

1	No crest
2	Animal (see previous page)
3	Armed hand
4	Castle/Tower
5	Chalice
6	Cloud
7	Cross
8	Crossed weapons (see left)
9	Crown
10	Feathers
11	Flag
12	Knight/Lady
13	Laurel wreath
14	Peasant
15	Rainbow
16	Ship
17	Star/Sun
18	Tree
19	Village
20	Windmill

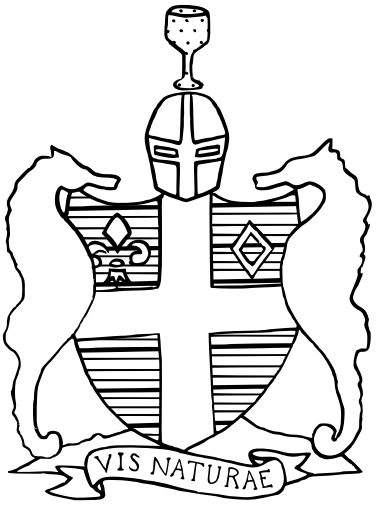
7) Supporters

1	2 different ones (reroll twice)
2	Angels
3	Animals (see previous page)
4	Archers
5	Axes
6	Banners
7	Bows
8	Damsels
9	Demons
10	Ents
11	Giant hands
12	Knights/Ladies
13	Peasants
14	Pillars
15	Priests
16	Skeletons
17	Spearmen
18	Swords
19	Trees
20	Wings

8) Compartment

The compartment is a design on which the escutcheon rests. Roll 1d20 to determine what it is:

1	No compartment
2	Castle
3	Coast/Beach
4	Desert
5	Fabric/Tapestry
6	Fields
7	Flowers
8	Forest
9	Ground
10	Leaves
11	Marble
12	Mountain(s)
13	Pavement
14	River
15	Rocks
16	Sea
17	Snow
18	Starry sky
19	Volcano
20	Wood



9) Banner

1-2	No banner
3	Date (of birth)
4	Motto (see sub-table below)
5	Name of the Kingdom
6	Name of the Ruler

Motto

1	Courage and Loyalty
2	Forever together
3	Freedom and Justice
4	Lex super omnia (law before all thing)
5	Llumina largitatis, iugis auri (rivers of bounty, peaks of gold)
6	Onward!
7	Progress
8	Strength in numbers
9	Striving for excellence
10	The invincible reign
11	Together for the Kingdom
12	Vis naturae (force of nature)

Example

The coat of arms of a lord is an edged escutcheon with a field divided in cross and colored in blue and silver. It is charged with a silver fleur-de-lys and a mascle. It is topped by a closed steel helmet with a golden chalice on top.

The escutcheon is supported by silver seahorses and resting on rocks. A banner is also present with a motto: "Vis naturae".

Criminal organization

Criminal organizations are mostly found in the most dense settlements, such as cities. However, it is not rare for them to have members (scouts, sleeper cells, etc.) everywhere in the world, depending on what their specialty is.

1) Name

Roll 1d30 on the following table and replace the ellipsis with a fitting name, noun or adjective:

1	… Boys/Girls
2	… Mafia
3	… Syndicate
4	…'s Band
5	…'s Gang
6	Aces of spades
7	Atelier Clandestin
8	Black Bears
9	Blood Brothers/Sisters
10	Children of …
11	City Predators
12	Crows
13	Dancing Rats
14	Dark Knights
15	Devils
16	Disciples of …
17	Gold Diggers
18	Howling Wolves
19	Iron Heads
20	Jacks of Hearts
21	King's Fools
22	Night Birds
23	Parasites
24	Party Kings/Queens
25	Phantoms
26	Sneaky Snakes
27	Street Brats
28	Team …
29	Troublemakers
30	Vultures

2) Main activity

Roll 1d24 to determine what the main activity of the organization is:

1	Assassination
2	Betting
3	Blackmailing
4	Burglary
5	Caravan attacks
6	Demolition
7	Fencing
8	Forgery
9	Gambling
10	Kidnapping
11	Loan sharking
12	Mercenary work
13	Money laundering
14	Pickpocketing
15	Poisoning
16	Prostitution
17	Racketing
18	Robbery
19	Scamming
20	Selling drugs
21	Smuggling
22	Spying
23	Starting riots
24	Two main activities

3) Distinctive sign

Roll 1d10 on the table below to know how the members of the organization recognize each other or make sure their rivals know who they are:

1	Cut finger
2	Handshake/Hand signs
3	Hot iron mark
4	Jewelry
5	Makeup
6	Mask
7	Scar
8	Tattoo
9	Uniform
10	Weapon

4) Recruits

Roll 1d20 on the following table to determine what kind of people they recruit the most:

1	Athletes
2	Death row inmates
3	Delinquents
4	Dropout students
5	Experts in their field
6	Homeless people
7	Junkies
8	Mercenaries
9	Orphans
10	Pagans
11	People in debt
12	Prisoners
13	Refugees
14	Religious people
15	Scholars
16	Slaves
17	Street urchins
18	Unemployed people
19	Veterans
20	Workers

Initiation rite

Roll 1d12 on the next table to generate the initiation rite that new recruits have to participate in before becoming full-fledged members:

1	Baptism
2	Blood ritual
3	Carousing
4	Fancy dinner
5	Hazing
6	Kidnapping
7	Killing someone close
8	Occult ceremony
9	Pompous ceremony
10	Taking an oath
11	Torture
12	Trials

5) Management

Roll 1d12 to determine how the organization works internally:

1	Apprenticeship
2	Cells
3	Family
4	Fellowship
5	Fraternity/Sorority
6	Hierarchical
7	Meritocracy
8	Nobility
9	Pecking order
10	Pyramidal
11	Secret society
12	Sponsorship

Finances

Roll 1d12 to generate the state of its finances:

1	Bankruptcy
2-3	Running low
4-6	Losing money
7-9	Expanding business
10-11	Going strong
12	Owns the place

Special

Roll 1d6 to check if the organization has something special. If the result is 1, roll 1d10 to determine what it is:

1	Aims at doing good
2	Cursed
3	Goes back centuries
4	Has an influence on politics
5	Invented a coded language
6	Mythical
7	No member can ever leave
8	Protected by officials
9	Protection of the members' families
10	Serves a demon/god

6) Hideout/Front

Roll 1d20 on the table below to determine where their hideout is located or what type of building the organization uses as its front:

1	Abandoned building
2	Bath house
3	Casino
4	Castle
5	Catacombs
6	Cave network
7	Dungeon
8	Forest
9	Guild building
10	Mansion
11	Pocket dimension
12	Sewers
13	Shop
14	Sports/Hobby club
15	Tavern
16	Temple
17	Tower
18	Underground facility
19	University
20	Youth organization

Special room

Roll 1d24 on this table to know if there is a special room in the hideout and what it is used for:

1-12	None
13	Archives
14	Cells
15	Cold chamber
16	Exhibition room
17	Luxurious room
18	Panic room
19	Ritual room
20	Scheming room
21	Secret lab
22	Shark pool
23	Torture room
24	Vault

7) Boss

Roll 1d20 to generate a backstory for the boss of the organization:

1. The organization's boss was cryogenized years ago; the members use all the money they earn to maintain them in a stable state until they wake up.
2. Years ago, the second took on the appearance of the boss who had just died and made them promise to keep the organization running.
3. The boss has had many other names and jobs in the past as they became immortal a long time ago.
4. The boss is related to a high up official and does not care about ruining their relative's career because of their criminal activities.
5. Because of their small height and their high pitched voice, the boss had a hard time earning respect at first, but today they are the most feared leader.
6. The boss is a giant who is known for their apparent indifference. The only words they ever speak are always death sentences.
7. The boss is an orphan who was mistreated and created the organization to get revenge.
8. In this organization, the boss started at the bottom and held every possible position until they eventually reached the top.

9. The boss comes from a family of famous criminals. They left home and created a criminal group to prove their own worth.
10. The boss had a respectable job while conducting criminal activities until they had to make a choice and went for the most profitable option.
11. The boss of this organization is a cleanliness freak who sometimes targets people who disgust them.
12. The motivations of the boss are to eventually turn the city into a better place to live in, even if it means making it worse for a while.
13. The boss only sends their orders through letters, and because they have not been seen for a long time, the members all secretly question their identity.
14. The boss has taken management seminars and tries to deal with incompetent members in a gentler way, but they often come back to the good old methods.
15. The boss is barely kept alive by expensive medication but still wants to lead the criminal activities of their group.
16. Each time the boss is thought to be dead, they eventually come back because they have a bunch of clones/lookalikes.
17. The boss secretly has a big artistic career and that passion might someday be the cause of their downfall.
18. The boss is so big that they have not left their office in years. They must be fed by the members. They often demand to be served rare meats.
19. The boss keeps a journal where they draw the portraits of all the members and rate their performances. Those with the lowest rankings get executed.
20. The boss is very imposing and always wears a fur coat, gold chains and rings. They are also never seen without a cigar. Their enemies call them "The Bear".

Example

The "Iron Heads" is a gang that mostly operates in the field of forgery. The members' distinctive sign is a specific piece of jewelry: a tiny iron charm shaped like a head they can wear as they please.

This criminal organization generally recruits its members among death row inmates. They must go through a rough torture session to be accepted. The organization system is hierarchical, and the boss started at the bottom and held every possible position until they eventually reached the top. Despite its poor finances, the organization is still powerful enough to have an influence on politics.

A tavern is used as the organization's front, and especially to launder the money earned from their activity. The tavern has a secret archives room where detailed reports on all of the organization's activities are kept.

Dragon

1) Description

Roll on all the following tables to have a basic description of the dragon:

Name

1	Arkos
2	Dalum
3	Enoch
4	Franil
5	Irken
6	Myriad
7	Numin
8	Ragor
9	Sarhin
10	Tychos
11	Xerius
12	Zéphyr

Alignment

1-3	Chaotic
4-5	Neutral
6	Lawful

Size

1-2	Small
3-7	Average
8	Huge

Age

1	Baby
2-3	Young
4-9	Adult
10-11	Old
12	Ancient

2) Breath & Color

First, roll 1d4 on the following table to generate the type of breath the dragon has (and its shape):

1	Acid (line)
2	Fire (cone)
3	Ice (cone)
4	Lightning (line)

The second step is to generate the color of the dragon by rolling 1d6 on the corresponding line:

	1-3	4-5	6
Acid	Green	Black	Bronze
Fire	Red	Brown	Copper
Ice	Blue	White	Silver
Lightn.	Yellow	Gray	Gold

3) Strength

Roll 1d6 to check if the dragon has a particular strength. If the result is 1, roll 1d10 to determine what it is:

1	Armor (+2 AC)
2	Bone plates (+1 AC)
3	Good nose
4	Lies detection
5	Persuasive voice
6	Poisonous claws (adds poison to claw attack)
7	Poisonous spines
8	Tail club (+1d6 damage to tail attack)
9	Two hearts
10	Underwater breathing

4) Weakness

Roll 1d6 to check if the dragon has a particular weakness. If the result is 1, roll 1d10 to determine what it is:

1	Competitive mind
2	Cupidity
3	Curiosity
4	Flattery
5	Hurt scale (– 1 AC)
6	Perforated wings (– 2 AC)
7	Pride
8	Remorse
9	Sunlight
10	Too much self-confidence

5) Favorite food

Roll 1d8 to determine what its favorite food is:

1	None
2	Adventurers
3	Cattle
4	Children
5	Humans
6	Nobles
7	Other monsters
8	Rare animals

6) Status

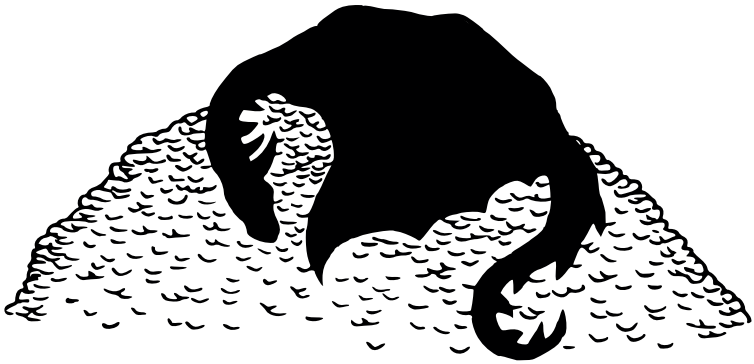
Roll 1d10 on the adequate table, depending on where the dragon is encountered:

Wilderness

1	Attacking someone
2	Carrying treasure
3	Flying
4	Hunted down
5	Hunting
6	Making a deal
7	Protecting its territory
8	Returning to its lair
9	Taking revenge
10	Terrorizing people

Dungeon/Lair

1	Aggressive
2	Chained
3	Defensive
4	Enraged
5	Hiding
6	Hurt
7	Neutral
8	Protecting its egg/baby
9	Retired
10	Sleeping



7) Stats

To determine the HP of a dragon, check the cell corresponding to its age & size. The AC value depends on its color. Lastly, for its saving throws and its morale, roll 1d6 on the appropriate tables below.

Hit Points

	Small	Average	Huge
Baby	3	6	12
Young	9	18	36
Adult	15	30	60
Old	21	42	84
Ancient	27	54	108

Armor Class

Primary colors (+ yellow)	18
Composite colors	20
Metallic colors	22

Saving throws

1-3	Fighter: 10
4-5	Fighter: 11
6	Fighter: 12

Morale

1-3	9
4-5	10
6	11

Huge dragons get +1 to their morale.

8) Attacks & Damage

During its turn, a dragon can attack with one of the following:

- 2 claws and 1 bite,
- 1 tail,
- Breath weapon.

Roll 1d20 on the three tables below to generate the damage inflicted by these three attacks:

Claws

1-5	1d4
6-10	1d4 + 1
11-14	1d6
15-17	1d6 + 1
18-19	1d8
20	2d8

Bite

1-5	2d8
6-10	2d10
11-14	3d8
15-17	3d10
18-19	4d8
20	6d6

Tail

1-5	1d8
6-10	1d10
11-14	1d12
15-17	1d20
18-19	2d8
20	3d6

Breath weapon

See your favorite ruleset.

9) Lair

Roll 1d10 on the following table to determine where the dragon has established its lair:

1	Cave
2	Desecrated church
3	Giant nest
4	Giant tree
5	Mine
6	Overgrown tower
7	Razed village
8	Ruined castle
9	Tumulus
10	Volcano

Note: as said in the first chapter (see p. 14), when a random encounter happens with a dragon, the next generated lair is theirs. This table is there to generate what kind of lair a dragon has.

Special treasure

Roll 1d6 to check if a special treasure (in addition to a normal dragon hoard) can be found inside the dragon's lair. If the result is 1, roll 1d10 to determine what it is:

1	Access to a special location
2	Ancient realm crown
3	Giant gem
4	Lost art piece
5	Prisoner
6	Rare book
7	Renowned magic item
8	Secret/Knowledge
9	(Treasure) map
10	Unique weapon

Example

Numin is young green dragon of average size. Its alignment is chaotic. It has an acid breath that comes out as a line. Its strength is its good nose, which allows it to easily track its prey. However, it is slowly getting consumed by remorse over its wrongdoings.

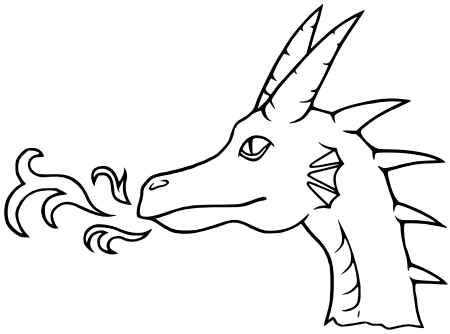
Its favorite food is rare animals. It has established its lair in a ruined castle. Among the dragon's hoard, a lost art piece can be found.

Here are its stats:

- Hit Points: 18,
- Armor Class: 18,
- Saving throws: fighter: 10,
- Morale: 10.

Attacks & Damage:

- 2 claws: 1d6 each,
- 1 bite: 2d8,
- 1 tail: 3d6,
- Breath weapon.



Guild

Guilds (or corporations) are a type of associations which, unlike criminal organization, have legal activities and operate in broad daylight.

1) Field

Roll 1d8 on the table below to determine the guild's field of activity, then 1d6 on the suitable table:

1	Adventuring
2	Crafts
3	Hobbies
4	Magic
5	Merchants
6	Resources
7	Sciences
8	Spectacle

Adventuring

1	Bounty hunting
2	Investigation
3	Mercenaries
4	Monster hunting
5	Scavenging
6	Scouting

Crafts

1	Blacksmithing
2	Building
3	Knife making
4	Shoemaking
5	Tailoring
6	Tanning

Hobbies

1	Books
2	Cooking
3	Fishing
4	Gardening
5	Painting
6	Pottery

Magic

1	Alchemy
2	Astrology
3	Demonology
4	Divination
5	Enchanting
6	Spells

Merchants

1	Baking
2	Brewing/Winemaking
3	Butchery
4	Cheese
5	Distant lands trading
6	Fruits/Vegetables

Resources

1	Farming
2	Hunting
3	Mining
4	Mushrooms cultivation
5	Stonecutting
6	Woodcutting

Sciences

1	Astronomy
2	Botany
3	Engineering
4	Entomology
5	Geography
6	Philosophy

Spectacle

1	Acting
2	Dancing
3	Fashion
4	Music
5	Poetry
6	Singing

2) Expertise

Roll 1d12 on the following table to determine the expertise of the guild members in their field:

1	None
2-4	Basic
5-8	Expert
9-11	Companion
12	Master

3) Name

Roll 1d12 on the following table to determine how the name of the guild is structured:

1-5	The … ('s) Guild
6	The Sisters/Brothers of …
7	The … ('s) Circle
8	The … ('s) Club
9	The … ('s) Enthusiasts
10	The … ('s) Lovers
11	The … ('s) Society
12	The Friendly …

Then, replace the ellipsis by the guild's field. Feel free to replace it with another word to get a better sounding name.

Example: for "Philosophy", the name of the guild can be either:

1-5	The Philosophers' Guild
6	The Sisters/Brothers of Philosophy
7-11	The Philosophy Circle/Club/Enthusiasts/Lovers/Society
12	The Friendly Philosophers

4) Power

Roll on the five next tables to determine how much power the guild holds:

Renown

1	Secret
2-4	Unknown
5-8	Known
9-11	Famous
12	Known everywhere

Resources

1	None
2-4	Low
5-8	Average
9-11	High
12	Infinite

Guildhouses

1-2	A few ones
3-4	A lot
5	Only one building
6	Ubiquitous

Special asset

1-6	None
7	Ancient knowledge
8	Blessing
9	High-level contacts
10	Patrons
11	Prisoner
12	Relic

Motivation

1-3	Wealth
4-5	Renown
6-7	Power
8	Charity

5) Members

Initiation

Roll 1d20 on the table below to know what the initiation of new members involves:

1-5	No initiation
6-10	Alcohol
11-12	Braving a taboo
13-14	Giving up their past life
15	Humiliation
16	Mutilation
17	Scary ceremony
18	Sport
19	Taking an oath
20	Trials

Appearance

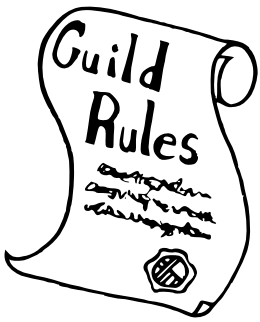
Roll 1d20 on the next table to determine one trait allowing to identify the guild members easily:

1-10	None
11	Animal traits
12	Distinctive tattoo
13	Item related to their field
14	Jewelry
15	Mutation
16	Mutilation
17	Particular hairstyle
18	Specific makeup
19	Uniform
20	Work injury

Quirk

Roll 1d20 on the following table to determine one quirk common to all guild members:

1-10	None
11	Always seem angry/happy
12	Extremely paranoid
13	Hide something
14	Inexplicably old/young
15	Make puns related to their field
16	Never speak
17	Never stop trying to recruit
18	Passionate about their field
19	Travel in processions
20	Worship their craft



6) Events

These events are regularly organized by a guild (annually, monthly, etc.).

Roll 1d6 and refer to the appropriate table when the result is 5 or 6:

Common

1	Demonstration/Strike
2	Open-house
3	Procession
4	Recruiting

Adventuring

5	Show off
6	Trophy/Medal showcase

Crafts

5	Crafting contest
6	Traveling market

Hobbies

5	Ball
6	Exhibition

Magic

5	Magic congress
6	Spellcasting contest

Merchants

5	Big sale
6	Market

Resources

5	Festival
6	Technical seminar

Sciences

5	Congress
6	New discoveries fair

Spectacle

5	Performance
6	Tour across the country

7) Problems

These problems may be encountered by the guild on a regular basis.

Roll 1d6 and refer to the appropriate table when the result is 5 or 6.

Common

1	Bankruptcy
2	Members leaving
3	New law hindering the guild
4	New rival guild

Adventuring

5	Death of a guild member
6	Treason

Crafts

5	Scarcity of raw materials
6	Work accident

Hobbies

5	Loss of interest
6	Theft

Magic

5	Magic has a bad reputation
6	Spell gone wrong

Merchants

5	Bad season
6	Pests invasion

Resources

5	Prices raise
6	Weather related incident

Sciences

5	Failed experiment
6	Library fire

Spectacle

5	Sick lead
6	Stolen designs/script/text

Example

"The Sisters of Demonology" is a guild that studies magic, and demons in particular. It is little known despite its high resources, its companion level of expertise, and its numerous guild houses scattered across the country.

This guild has a special asset in the form of ancient knowledge entrusted to them by elders. This could help them achieve their goal of fame. Those who wish to join the guild do not need to go through an initiation rite, but all members must wear a uniform as a distinctive sign. The members can easily be spotted in cities, speaking loudly about demonology, which they are passionate about.

Every year, the guild organizes an important magic congress where the members show their discoveries. A new rival guild who also studies demons was recently created, and the competition could be a problem as research subjects are quite rare.



Houses

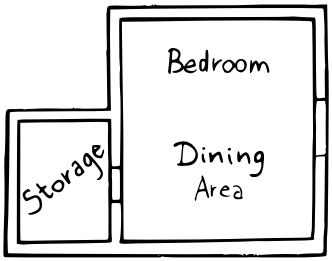
This section gives a quick description of different types of houses that could be encountered by the PCs while exploring the sandbox. These are followed by a table for fast looting and a generic map of the inside.

Each time the PCs want to loot a house, roll for random encounters to see if they get caught or not.

1) Peasant house

Generally, one room is dedicated to storage and the other serves as a living room. The latter can accommodate a family of 4 to 5 people.

1-4	Nothing
5	1 ration
6	1d2 gp



2) Merchant house

It is the city house par excellence. It generally has 2 levels, plus an attic and a cellar. The ground floor is divided into 2 parts: the one facing the street is used as a store or a craft workshop, while the back part includes a storeroom and the kitchen. The bedrooms and the bath are located on the first floor.

1-3	Nothing
4	1d10 gp
5	Silverware
6	Expensive bottle of wine

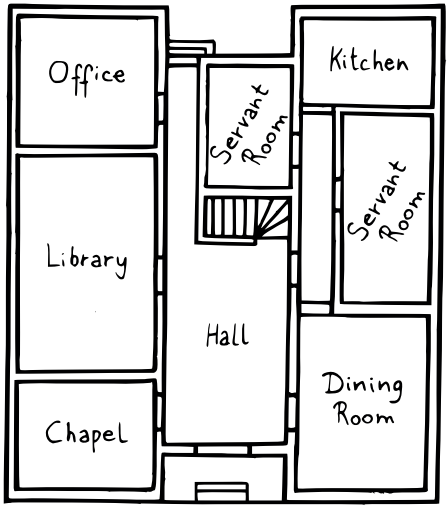


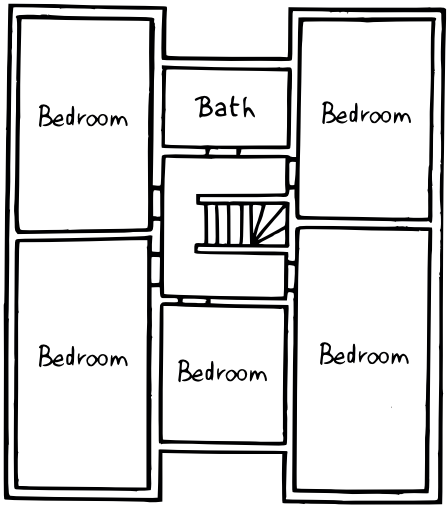
3) Noble house

This type of dwelling is characterized by the presence of a library, an office, a dining hall and a chapel. Unlike merchant houses, they spread out on the ground before rising.

The decoration is generally not left out in order to display the wealth and power of its inhabitants. The rooms and bedrooms are numerous and house both the family and the servants.

1-2	Nothing
3	1d20 gp
4	Valuable book
5	Art piece
6	1d2 gems





NPC

1) Name

Roll 1d20 on the tables below to generate the NPC's name:

First name

1	Ann
2	Arthur
3	Bella
4	Cecilia
5	David
6	Dina
7	Eliza
8	Finn
9	Georg
10	Hank
11	Helen
12	Ingol
13	John
14	Lilly
15	Mona
16	Olov
17	Sophie
18	Thomas
19	Tisha
20	Will

Surname

1	Briggs
2	Burrows
3	Button
4	Cray
5	Flint
6	Gibbs
7	Griffith
8	Hartley
9	Head
10	Hook
11	Lloyd
12	Moore
13	Poole
14	Powell
15	Quinn
16	Robinson
17	Shaw
18	Smith
19	Taylor
20	Wright

2) Occupation

1	Accountant
2	Actor
3	Adventurer
4	Alchemist
5	Apothecary
6	Armorer
7	Baker
8	Banker
9	Barber
10	Beekeeper
11	Beggar
12	Blacksmith
13	Bookmaker
14	Bounty hunter
15	Brewer/Winemaker
16	Burglar
17	Business owner
18	Butcher
19	Butler/Maid
20	Carpenter
21	Cartographer
22	Charlatan
23	Clerck
24	Cook
25	Copyist
26	Courier
27	Dancer
28	Deserter
29	Diplomat
30	Doctor
31	Druid
32	Engineer
33	Escaped slave
34	Executioner
35	Exorcist
36	Falconer
37	Farmer
38	Fence
39	Fisher
40	Forger
41	Fugitive
42	Gravekeeper
43	Guard
44	Guild member (see pp. 125-129)
45	Horse breeder
46	Housewife/Househusband
47	Hunter
48	Inquisitor
49	Jester
50	Jeweler

51	Judge
52	Knight errant
53	Librarian
54	Loan shark
55	Locksmith
56	Lumberjack
57	Mason
58	Mercenary
59	Merchant
60	Messenger
61	Midwife
62	Miller
63	Miner
64	Minstrel
65	Missionary
66	Moneylender
67	Monk
68	Mortician
69	Musician
70	Noble
71	Notary
72	Nurse
73	Painter
74	Pickpocket
75	Pilgrim
76	Poacher
77	Potter
78	Priest
79	Prince(ss)
80	Prostitute
81	Refugee
82	Saddler
83	Sailor
84	Scavenger
85	Scribe
86	Sculptor
87	Shepherd
88	Smuggler
89	Soldier
90	Spy
91	Squire
92	Stablehand
93	Stonecutter
94	Tattooist
95	Tavern employee
96	Tax collector
97	Teacher
98	Translator
99	Trapper
100	Writer

3) Appearance

Roll 1d8 then 1d10 on the two following tables to generate the NPC's appearance:

Clothes

1	Dirty
2-3	Neglected
4-5	Neutral
6-7	Groomed
8	Flamboyant

Particularity

1-5	None
6	Eccentric hairstyle
7	Piercings
8	Rare eye color
9	Scar(s)
10	Tattoo(s)

4) Personality

Roll 1d12 on each of the two following tables to generate the first impression the NPC makes and something they really care about:

Attitude

1	Aggressive
2	Apathetic
3	Cheerful
4	Condescending
5	Confident
6	Depressed
7	Friendly
8	Neutral
9	Outgoing
10	Secretive
11	Seductive
12	Submissive

Favorite thing

1	None
2	Book
3	Clothes/Cape/Hat
4	Flowers
5	Food
6	House
7	Keepsake
8	Money
9	Music instrument
10	Pet
11	Piece of jewelry
12	Weapon

Hobby

Skip this table if it is not relevant. Otherwise, roll 1d20 to determine what is the NPC's hobby:

1	None
2	Camping
3	Collecting
4	Cooking
5	Drawing
6	Embroidery
7	Fishing
8	Flea markets
9	Gambling
10	Gardening
11	Hiking
12	Hunting
13	Music
14	Painting
15	Partying
16	Reading
17	Sewing
18	Sports
19	Traveling
20	Woodworking

Dream

Skip this table if it is not relevant. Otherwise, roll 1d20 to determine what is the NPC's biggest dream:

1	None
2	Becoming an adventurer
3	Being famous
4	Being powerful
5	Being respected
6	Being rich
7	Being self-sufficient
8	Bringing peace to the world
9	Buying a big property
10	Changing of occupation
11	Discovering something new
12	Dominating others
13	Finding true love
14	Helping others
15	Living a peaceful life
16	Living elsewhere
17	Organizing an event
18	Starting a family
19	Touring the world
20	Writing a book/ their memoirs

5) Secret

Roll 1d6 to check if the NPC has a secret. If the result is 1, roll 1d12 to determine what it is:

1	Has a dark past
2	Has a huge debt
3	Has an addiction
4	Has an affair
5	Has questionable connections
6	Has stolen someone's identity
7	Has stolen something
8	Hides an illness/mutation
9	Is from a (very) rich family
10	Is part of a secret organization
11	Was adopted
12	Was once kidnapped/ abducted

6) Relationship with peers

Roll 1d20 as many times as needed to determine how they get along with people: neighbors, people with the same occupation or sharing the same interest:

1-10	Neutral
11	Bad reputation
12	Bullied
13	Confidant
14	Feared
15	Ignored
16	Loved
17	Misunderstood
18	Outsider
19	Popular
20	Trusted

Example

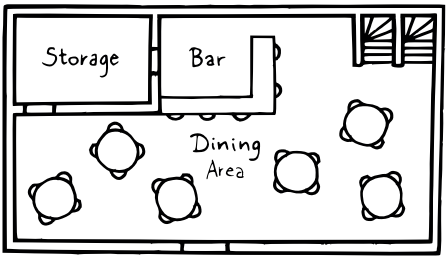
Helen Gibbs is a musician. She wears neutral clothes and has a scar on her hand. Although she is sometimes condescending, she is also very cheerful, which makes her peers love her very much. Her favorite thing is her rat pet. She likes camping and her dream is to become an adventurer. She never told anyone that she was adopted.

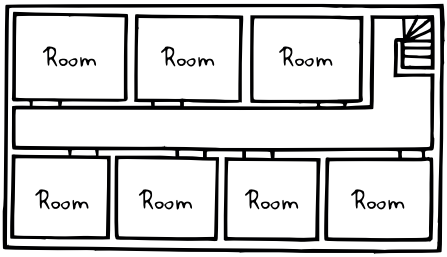


Tavern

Taverns are an essential part of medieval fantasy adventures: this is where most of them begin and end. Classically, this is where quests can be found, rest can be had and provisions can be bought. Sometimes the adventure even takes place inside the tavern (or underneath it).

During their career, this where adventurers carouse and squander their hard earned gold to gain experience points. When they eventually retire, it is not rare for adventurers to buy or build their own tavern. The loop is thus closed.





1) Name

Roll 1d100 on the first following table and 1d30 on the second one to generate a tavern name.

First part

1	Adventurer(s)
2	Angry
3	Big
4	Black
5	Bleeding
6	Blind
7	Bloody
8	Blue
9	Broken
10	Burlesque
11	Burly
12	Burning
13	Busty
14	Classy
15	Cracked
16	Crazy
17	Crooked
18	Cursed
19	Daddy's
20	Dancing
21	Dangerous
22	Dark
23	Deadly
24	Deep
25	Dirty
26	Divine
27	Doctor(s)
28	Dragon(s)
29	Drinking
30	Dripping
31	Drunken
32	Dwarf(ves)
33	Elf(ves)
34	Empty
35	Enchanted
36	Fighting
37	Fireside
38	Flaming
39	Fresh
40	Golden
41	Green
42	Grog
43	Hag(s)
44	Halfling(s)
45	Hanging
46	Happy
47	Holy
48	Honest
49	Horny
50	Hot

51	Hungry
52	Iron
53	Joe's
54	King(s)
55	Last
56	Laughing
57	Lazy
58	Lonely
59	Lovely
60	Lucky
61	Magical
62	Marvelous
63	Minstrel(s)
64	Naked
65	Naughty
66	Nymph(s)
67	Oiled
68	Orc(s)
69	Peasant(s)
70	Prince(s)
71	Puking
72	Queen(s)
73	Raging
74	Red
75	Rotten
76	Rusty
77	Safe
78	Sailor(s)
79	Screaming
80	Sexy
81	Shiny
82	Silver
83	Sleepy
84	Slimy
85	Smelly
86	Smiling
87	Strange
88	Sunny
89	Swearing
90	Tasty
91	Thirsty
92	Thug(s)
93	Tired
94	Traveler(s)
95	Unkempt
96	Vulgar
97	Wet
98	White
99	Witch(es)
100	Yawning

Second part

1	Bar(maid)
2	Brew
3	Brewery
4	Bucket
5	Café
6	Castle
7	Cauldron
8	Cavern
9	Club
10	Cup
11	Den
12	Flask
13	Hall
14	Head
15	Hole
16	Home
17	Inn
18	Keg
19	Kettle
20	Lodge
21	Loft
22	Lounge
23	Market
24	Pub
25	Rest
26	Stool
27	Stop
28	Tavern
29	Tower
30	Wineskin

The tables on pp. 28-31 can also be used to generate tavern names.

2) Decoration

Roll 1d24 on the table below to determine what covers the walls of the tavern (1d2 times):

1	Birdhouses
2	Bookshelves
3	Carved wood
4	Draperies
5	Fishing trophies
6	Flags (see p. 112)
7	Furs
8	Glowing crystals
9	Hunting trophies
10	Naughty drawings
11	Naval themed items
12	Old tools
13	Old weapons
14	Painted plates
15	Paintings
16	Plants
17	Porcelain dolls
18	Quest/Wanted posters
19	Shields
20	Skulls and bones
21	Stuffed animals
22	Tapestries
23	Torture instruments
24	Trophies



3) Bartender

Roll 1d20 on the two tables below to generate two traits for the bartender:

First trait

1	Absent minded
2	Always complaining
3	Disturbed
4	Flirty
5	Funny
6	Generous
7	Good listener
8	Grumpy
9	Inquisitive
10	Jumpy
11	Loud
12	Moody
13	Nice
14	Playful
15	Rude
16	Silent
17	Talkative
18	Unpleasant
19	Welcoming
20	Worrying

Second trait

1	Always busy
2	Checks every coin
3	Cocktail master
4	Extravagant clothing
5	Famous in the area
6	Has a hidden weapon
7	Has lots of piercings
8	Knows a few magic tricks
9	Looking for opportunities
10	Needs help
11	Never washes the glasses
12	Not there at the moment
13	Older than they seem
14	Poisons at disposal
15	Retired adventurer
16	Stunning
17	Tattooed from head to toes
18	Terrible secret
19	Thick accent
20	Tipsy

4) Servers

Common trait

Roll 1d6 to check if the servers have a common trait. If the result is 1, roll 1d10 to determine what it is:

1	Also work as dancers
2	Hate/Love each other
3	Have a weapon
4	Have the same hair color
5	Hide their face
6	Indistinguishable
7	Orphans
8	Outfit
9	Scars
10	Sisters/Brothers

Individual trait

Roll 1d20 on the table below to generate a trait for a specific server:

1	Adventurer in downtime
2	Artist
3	Burnt face
4	Child of the owner
5	Debt to repay
6	Demon waiting for a prey
7	Gets lots of tips
8	Has an identical twin
9	Knows the gossip
10	Not so young anymore
11	Pickpockets clients
12	Prince(ss) in disguise
13	Sells their body
14	Single parent
15	Skilled assassin
16	Soon to be parent
17	Student
18	Tattooed
19	Unusual outfit
20	Very cultured

A second individual trait may also be rolled on the first bartender table.

5) Patrons

Most customers

Roll 1d12 on the following table to know who are the main customers of the tavern:

1-2	Drunks
3-6	Commoners
7	Adventurers
8	Bandits/Pirates
9	Guards/Soldiers
10	Merchants
11	Nobles
12	Scholars

Specific customer

Roll 1d20 on the following table to generate a specific customer:

1	Adventurer looking for a party
2	Courier
3	Drunk and loud dwarf
4	Foreign prince(ss)
5	Halfling dancing on a table
6	Highwayman
7	Lycanthrope/Vampire
8	Man whose table is covered in food
9	Peasant looking for a retainer job
10	Pickpocket
11	Priest(ess)
12	Recruiter from a guild
13	Slaver
14	Someone celebrating their birthday
15	Someone looking to hire adventurers for a quest
16	Succubus/Incubus
17	Tax collector
18	Three goblins in disguise
19	Traveler
20	Vampire hunter

6) Entertainment

Entertainers

Roll 1d20 to determine what kind of entertainers work at the tavern:

1-5	None
6-13	Bard
14	Dancers
15	Fortune teller
16	Humorist
17	Jester
18	Magician
19	Musicians
20	Poet

Activities

Roll 1d20 on the table below to generate what type of activities (1d3) can be done in the tavern:

1	Arm wrestling
2	Betting
3	Billiards
4	Bingo
5	Books
6	Brawls
7	Cards
8	Chess
9	Dancing
10	Darts throwing
11	Dice
12	Dominoes
13	Drinking games
14	Eating contest
15	Fighting ring
16	Hot bath
17	Knife throwing
18	Marbles
19	Obstacle course
20	Wheel of fortune

7) Rooms

Best room available

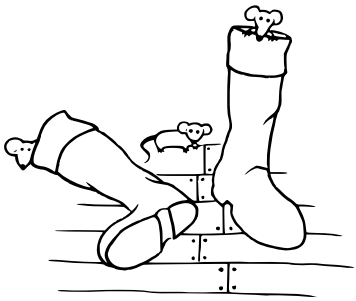
Roll 1d6 to determine what is the best room available for someone to rent:

1	Suite
2	Richly decorated and comfortable
3	Cozy, with a view
4	Bed, dresser and desk
5	Creaking bed and table
6	Mattress and chamber pot

Special room

Roll 1d6 to check if the tavern has a special room. If the result is 1, roll another d6 to determine what makes it special:

1	Badly decorated
2	Freezing cold
3	Haunted
4	Leaking roof
5	Location of a sinister event
6	Rat infested



8) Outside

Roll 1d20 to generate what amenities (1d3) can be found right outside the tavern:

1. Beehives
2. Carriage stop
3. Chicken house
4. Dovecote
5. Event grounds
6. Garden
7. Mailbox
8. Orchard
9. Outhouse toilets
10. Patio
11. Pig pen
12. Playground
13. Pond
14. Porch
15. Rainwater barrel
16. Stables
17. Tavern products stall
18. Tent sites
19. Vegetable patch
20. Well

9) Menu

Type of menu

"Specials of the day"
Roll a main dish and a soup.

"Traveler's meal"
Roll a snack and a soup.

"Full course menu"
Roll a soup, an appetizer, a main dish and a dessert.

Drinks

1. Beer
2. Cocktail
3. Coconut milk
4. Coffee
5. Fruit juice
6. Hot chocolate
7. Lemonade
8. Liquor
9. Milk
10. Wine
    1. Red
    2. Rosé
    3. Sparkling
    4. White

Snacks

1. Cheese & meat platter
2. Cheese platter
    1. Small (3 varieties)
    2. Large (6 varieties)
3. Crisps
4. Dry sausage
5. Fried potatoes
6. Fresh vegetables platter
7. Hard-boiled eggs and bread
8. Salad
    1. Plain
    2. With dressing
9. Salted peanuts
10. Smoked sausage
11. Toast, with spread
    1. Butter
    2. Cheese
    3. Fish
    4. Ham
    5. Pâté
    6. Salted butter
    7. Truffle cream
    8. Vegetables
12. Vinegar pickles

Soups

All soups are served with a piece of bread.

1. Artichoke soup
2. Asparagus cream
3. Boar and chestnut
4. Calamari soup
5. Carrot soup
6. Chef's soup (carrot, celery, onion and zucchini)
7. Chicken broth
8. Chicken cream
9. Fish soup
10. Granny's soup (carrot, leek, parsley, turnip and zucchini)
11. Lobster bisque
12. Minestrone
13. Mushroom cream
14. Oyster soup
15. Parsnip soup
16. Peas and smoked sausage
17. Pumpkin cream
18. Secret soup (carrot, meat broth, onion and potatoes)
19. Tomato cream
20. Vegetable broth

Appetizers

1. Bacon-wrapped sausage
2. Beans casserole
3. Cheese croquette
4. Seafood plate
5. Terrine
    1. Boar & forest mushrooms
    2. Chicken
    3. Hare
    4. Pork
    5. Vegetables
    6. Zucchini and goat cheese
6. Verrine
    1. Foie gras
    2. Salmon
    3. Vegetables

Main dishes

1. Boiled crab†
2. Carbonnade à la bière†
3. Leg of lamb†
4. Lentil "meatloaf"†
5. Meatballs with brown sauce†
6. Meatloaf†
7. Omelet‡
    1. Bacon
    2. Cheese
    3. Fried vegetables
8. Quiche
9. Rabbit pâté†
10. Roast†
    1. Beef
    2. Chicken
    3. Fish
    4. Pork
11. Royal sausage & choucroute
12. Sandwich
    1. Butter and cheese
    2. Butter and ham
    3. Cheese, tomato slices and salad
    4. Cheese and roasted tomatoes
    5. Fresh vegetables
    6. Tuna and mayonnaise
13. Sauteed mushrooms†
14. Scrambled eggs‡
15. Steak†
16. Stew†
    1. Beef
    2. Pork
    3. Rabbit
    4. Veal
17. Stuffed pâtisson
18. Stuffed turkey†
19. Venison†
20. Vol-au-vent†

† These dishes are served with fried potatoes or mashed potatoes, and salad.

‡ These dishes are served with toast and salad.

Desserts

1	Biscuits
2	Cake
3	Cheesecake
4	Creme
	1. Chocolate
	2. Crème brûlée
	3. Rice
	4. Pudding
5	Fruit jelly
6	Marzipan
7	Mousse
	1. Chocolate
	2. Strawberry
	3. Vanilla
8	Pancakes
9	Pie/Cobbler
	1. Apple
	2. Cherry
	3. Plum
	4. Rice cream
	5. Strawberry
10	Waffle



10) Rumors

Roll 1d20 on the first table to generate a rumor then 1d6 on the second one to check its truthfulness:

1	A dead body was found near the river, disfigured.
2	A fearless bear has emptied the cellar of several houses.
3	A treasure chest buried in the forest.
4	A wild child lives in the woods.
5	A witch-hunter terrifies old women and midwives.
6	Bandits have been more aggressive recently.
7	Children have gone missing.
8	Dead are restless at night.
9	Goblins are scheming something.
10	Last night, there were flying lights in the sky.
11	Nowadays, demons conclude pacts more and more often.
12	Some calves are born with two heads.
13	Someone important is coming to the village.
14	Someone is having an affair.
15	Someone with a bounty on their head is hiding nearby.
16	The bartender pisses in the beer.
17	The hunter hides something.
18	The village well is bottomless.
19	There is a dungeon under the village.
20	They are hiring in the military.

Truthfulness

1-2	True
3-4	Not false, but not true either
5-6	False

11) Sign

Roll 1d20 then 1d12 to determine the shape and the material of the tavern sign.

Then, roll another d20 and 1d8 to determine where and how it is mounted.

Shape

1-4	Oval
5-8	Round
9-12	Square
13-16	Rectangle
17-18	Banner
19	Shield
20	Tankard

Material

1-3	Wood
4-6	Wrought iron
7-8	Drift wood
9-10	Stained glass
11	Glass
12	Stone

Position

1-5	On the facade
6-10	Perpendicular to the facade
11-14	Above the door
15-17	On a pole
18	On a fence
19	On a low wall
20	On the roof

Mounting

1-3	Iron studs
4-6	Wrought iron structure
7-8	Wooden structure

Sub-panel

Roll 1d12 on the following table and replace the ellipsis with something relevant (if necessary):

1-3	No sub-panel
4-6	Catchphrase 1. Bed and breakfast 2. Best … in town 3. Branch of … 4. Come in 5. Endorsed by … 6. Family Business 7. No … allowed 8. Pets welcome 9. Pharmacy 10. Royal supplier 11. Since … 12. Welcome
7-8	Owner(s) name(s)
9-10	Menu
11	Joke
12	Motto

Main panel content

Depending on the material, the content can either be painted on the sign, drawn, engraved, woodburned or cut out.

Roll 1d12 to determine what is on the main panel of the tavern sign:

1-4	Tavern name
5-8	Tavern name + illustration
9-10	"Inn"/"Hostel"/"Tavern"
11	Illustration (roll 1d100 on the next table)
12	Owner(s) initial(s)

Illustrations

1-2	Anchor
3-4	Angel
5-6	Boar/Pig
7-8	Bottle
9-10	Brand logo
11-12	Cheese
13-14	Chicken
15-16	Coat of arms
17-18	Crow
19-20	Crown
21-22	Cutlery
23-24	Dog/Wolf
25-26	Dragon
27-28	Drunk person
29-30	Eagle
31-32	Face
33-34	Fire
35-36	Fish
37-38	Fishing hook
39-40	Flowers
41-42	Fountain
43-44	Fox
45-46	Frog
47-48	Gallows
49-50	Goose
51-52	Grape
53-54	Griffin
55-56	Hare
57-58	Heart
59-60	Hearth
61-62	Honeybee
63-64	Horse/Pony/Unicorn
65-66	Horseshoe
67-68	Jester
69-70	Knight
71-72	Kraken
73-74	Lion
75-76	Manticore
77-78	Mascot
79-80	Monster head
81-82	Mouse/Rat
83-84	Pinup
85-86	Pirate
87-88	Potion
89-90	Sailor
91-92	Ship
93-94	Skull
95-96	Stag
97-98	Tree
99-00	Wizard

Special

Roll 1d20 on the table below to know if the tavern sign has a special feature:

1-12	Nothing special
13	Bug trap
14	Clock
15	Decorative hanging barrel/ tankard
16	Decorative moldings/gilding
17	Glows in the dark
18	Lamp
19	Magically animated
20	Windmill



Example

The Red Den tavern is a good place for rest and relaxation. The walls of the tavern are decorated with old weapons. The bartender is quite grumpy and secretly keeps poisons within reach in case a customer gets really annoying. The servers are all brothers and are actually the bartender's sons. One of them is known for being a good listener and a cocktail master. The clients of the tavern are mostly commoners, and one of them is an adventurer looking for a party. A bard plays in the main room every day of the week. Customers may also entertain themselves by playing marbles or by using the hot baths.

The best room available is cozy and offers a nice view. One of the other rooms has a sinister reputation because of a terrible event that took place in it.

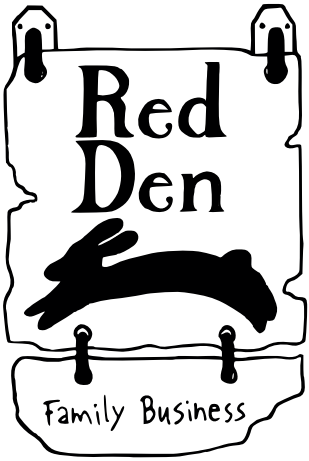
Outside of the tavern, there is a pond and a chicken house.

At the moment, the tavern offers the following full-course menu:

- Granny's soup,
- Beans Casserole,
- Stuffed pâtisson,
- Cake.

Rumor has it that bandits are more aggressive in the region recently, but that is actually not true.

The tavern sign is square-shaped and made of driftwood. It is mounted above the door thanks to a wrought iron structure. The tavern's name and a drawing of a hare can be seen on the main panel. There is a sub-panel on which it is written "Family Business".



Wizard

Wizards are magic-users who often live in towers, away from civilization. They may be retired adventurers or simply scholars.

Just like dragons, they are beings who are powerful enough to be able to shape the future of the world by themselves.

1) Level

To determine the level of a randomly encountered wizard, roll 2d6 on the following table:

2	Level 7
3-5	Level 8
6-8	Level 9
9-11	Level 10
12	Level 11

2) Specialty

Roll 1d12 on the table below to determine what their specialty is:

1-5	None (generalist)
6	Alchemy
7	Elemental magic 1. Air 2. Earth 3. Fire 4. Water
8	Illusion
9	Invocation
10	Necromancy
11	Strange unique domain
12	White magic

3) General appearance

Roll 1d12 on the following table to generate what the wizard looks like and/or what they wear:

1-5	Robe and pointy hat (color depends on specialty)
6	Casual clothes
7	Corrupted by magic
8	Formal attire
9	Leaves no doubt about their specialty
10	Mysterious
11	Plain clothes & scrawny body
12	Scruffy

4) Long term goal

All wizards seek to gain more (magical) knowledge. Roll 1d12 to determine the reason behind this endless quest:

1-5	Lust for power
6	Altruism
7	Creating a new spell
8	Impressing someone
9	Madness
10	Money
11	Quest for immortality
12	Revenge

5) Staff

Almost all wizards use a staff to cast spells. Roll on the following tables to generate what the staff looks like:

Material

1	Bone/Ivory
2	Copper/Bronze
3	Crystal
4	Gold-plated
5	Mithral
6	Obsidian
7	Otherworldly material
8	Silver-plated
9	Steel
10	Wood

Top

1	Angel
2	Claw
3	Crystal/Precious stone
4	Deer head
5	Dragon head
6	Eagle
7	Eye
8	Fish head
9	Heart
10	Holy symbol
11	Orb
12	Plain
13	Pointy
14	Shaped like a question mark
15	Skeletal hand
16	Skull
17	Snake head
18	Sun/Moon/Star
19	Talking skull
20	Weighted

Bottom

1	Blade
2	Burnt
3	Orb
4	Plain
5	Pointy
6	Same as the top
7	Skeletal foot
8	Weighted

Shape

1-4	Straight
5	Angular
6	Curved
7	Shaped like a lightning bolt
8	Twisted

Detail

1	Cracked
2	Decorated with feathers
3	Engraved with runes
4	Hollow
5	Reinforced with rope
6	Used

Example

A level 8 wizard who practices white magic can be encountered in their tower or near it. They wear a white robe and a pointy hat of the same color.

Their staff is straight and gold-plated. A precious crystal rests at the top and the bottom is weighted. It is hollow.

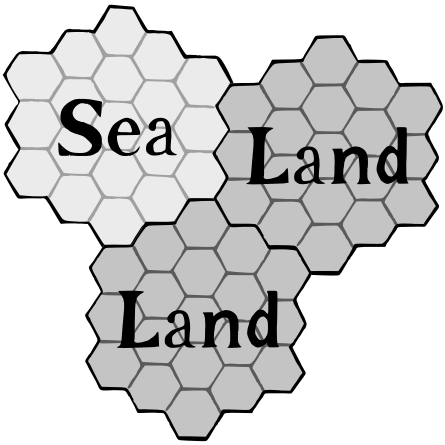
Their ultimate goal is to one day create a new spell.



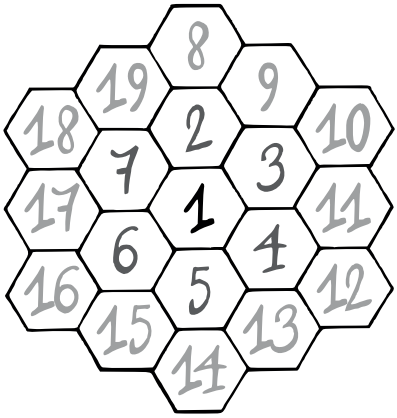
Adventures at sea

This short chapter provides a simple method for adding seas and oceans to sandboxes, when the DM and their players are ready for nautical adventures.

First, choose where the water will be located, as if sticking a hex map to another as described on p. 11. The other possible locations can be used later to stick newly generated land or sea hex maps.



The hexes can be numbered in the same fashion as before:



These water hexes can now be filled with features. Considering the scale used (2 miles hexes) and to avoid having features too close to the coasts, the twelve external hexes (numbered 8 to 19) are always empty.

Roll 1d6 on the following table to know what is found in the seven central hexes (numbered 1 to 7):

1-3	Nothing
4-5	Landmark
6	Island

If two nearby hexes contain an island, there is a 50% chance that there is actually a big island rather than two small ones.

Features

Landmarks

Roll 1d12 to generate a maritime landmark in a sea hex:

1	Active underwater volcano
2	Buoy
3	Coral reef
4	Giant animal skeleton
5	Iceberg
6	Natural stone arch
7	Permanent fog
8	Regatta course
9	Sandbar
10	Sunk galleon
11	Underwater grotto
12	Whirlpools

Islands

Islands generated with this book are modest in size, but big enough to accommodate a small city at most. They are more like special landmarks hosting other features than a full-fledged type of biome.

Roll 1d4 on the following table to determine the island type:

1	Atoll
2	Jungle
3	Rocky
4	Volcanic

Then, use the features table (p. 11), as if generating a regular hex on the continent, to roll the island feature.

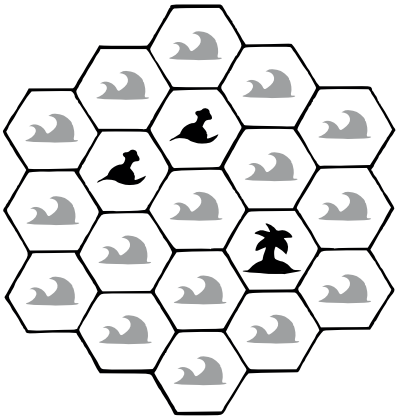
Here is an example of legend:

 Nothing  Island

 Landmark

Example

After sticking water hexes to previously generated hexes, we roll on the table from the previous page to see what the 7 central hexes contain and obtain this map:



We then roll on the two tables on the left for the landmarks and the type of island. Finally, we roll for the content of the two landmarks (hazard, empty, special or monsters) on the table given on p. 17, as if they were regular landmarks.

Hex 2: a buoy indicates that there is a settlement nearby.

Hex 4: a castle is built on this volcanic island.

Hex 7: this hex is the area in which orcs (50) organize a regatta course and bet their treasure (400 ep in total).

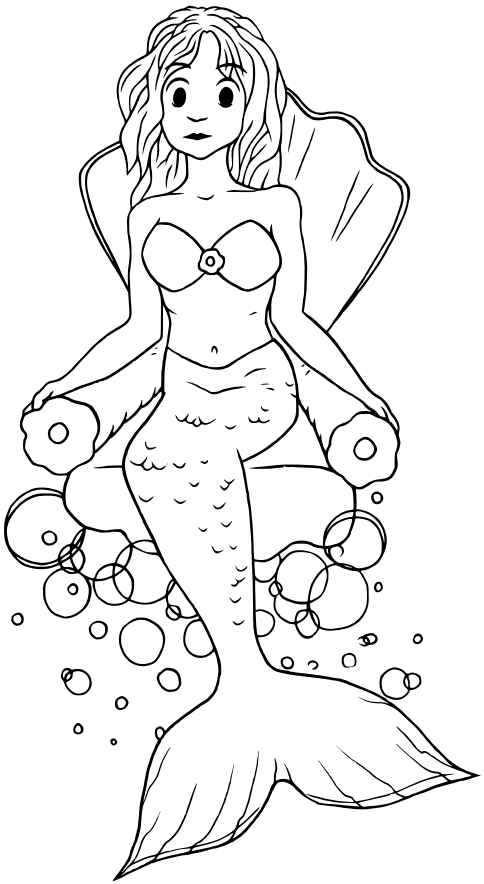
Encounters per location

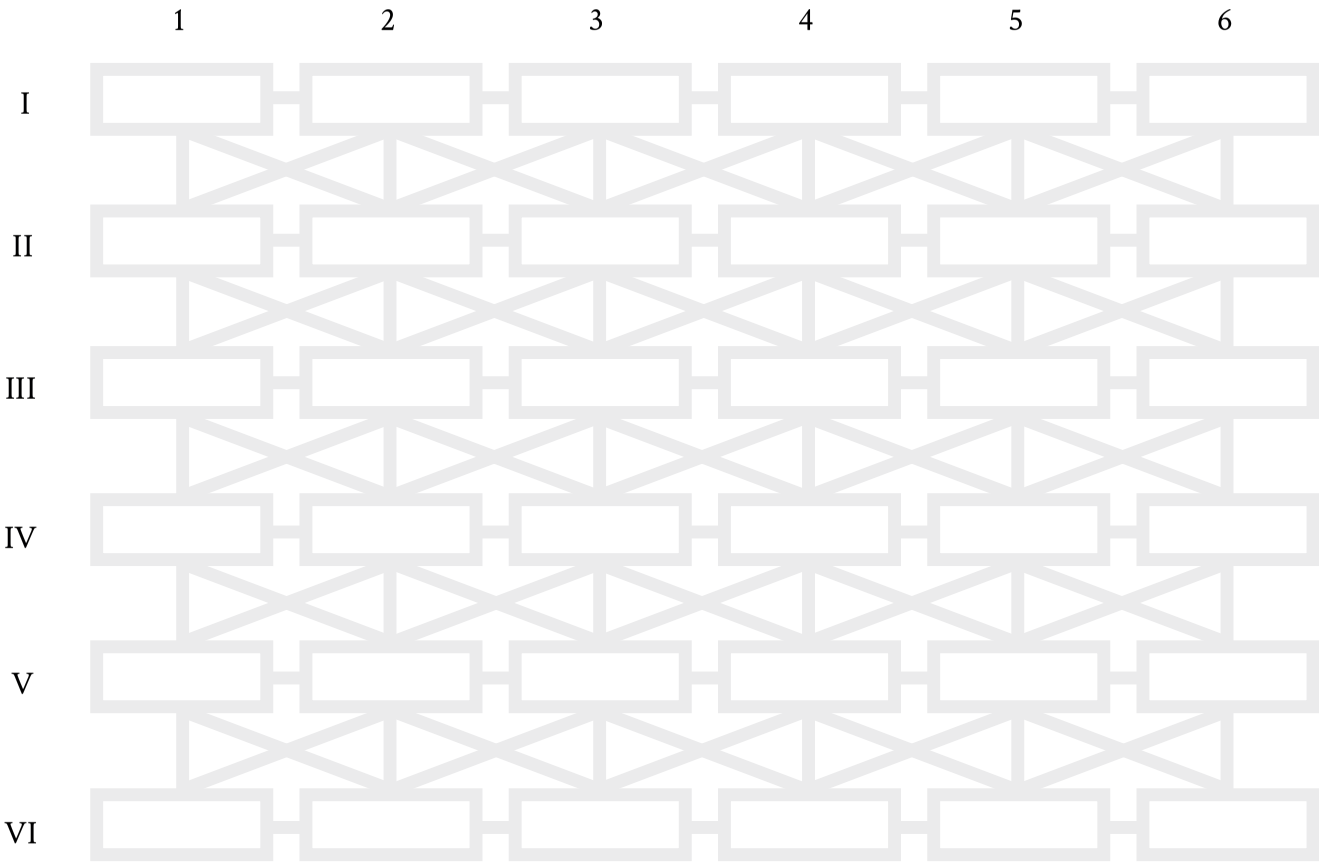
Sea encounters

2	Dragon turtles
3	Giant squids
4	Whales
5	Manta rays
6	Sharks
7	Buccaneers
8	Pirates
9	Orcs
10	Lizard-men
11	Nixies
12	Mermaids

Island encounters

2	Dinosaurs
3	Hydras
4	Fire salamanders
5	Giant crabs
6	Crocodiles
7	Pirates
8	Buccaneers
9	Orcs
10	Lizard-men
11	Nixies
12	Spectres




1
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I
II
III
IV
V
VI

Abbreviations used

AC	Armor Class
cp	Copper piece
DM	Dungeon Master
ep	Electrum piece
gp	Gold piece
HD	Hit Dice
HP	Hit Points
ML	Morale
NPC	Non Player Character
PC	Player Character
sp	Silver piece

Useful links

AnyDice

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Hexographer

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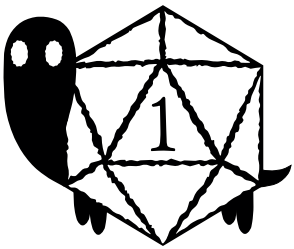
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