Wilderness Exploration - 1

These tables describe how to run an improvised wilderness hex crawl. The idea is that the even the GM does not know what the players will encounter, since the map, features, and encounters are all rolled randomly at the table.

Every time the players explore a new hex, there are three primary rolls that need to be made. It works well to assign particular players to be responsible for some of these rolls to speed play- and also keep the players a part of the world creation. However the GM should always be the one to make the encounter roll.

The party should have a blank Hex Region map (Make copies of the one at the end of the document) and a 'starting point' hex. If rolling for the starting hex, roll a d8 for the row and then the column. Next roll or select a hex terrain type for their starting point- this will be important for when they begin exploring the hexes around the starting hex. (You may want to roll up a village for their starting hex using the village and town rules. This can be their safe place for buying rations and selling treasure.)

BASIC PROCEDURE

Every time the PCs explore a new adjacent hex, these three roll are made first:

» Determine the Hex Terrain type - using the table on the next page, roll a D20 and cross reference it with the hex type they just exited. This tells the type of the new hex. (There is a 50% chance that it is the same type as before)
» Roll for presence of a Feature - A d8 roll to see if the party finds something of interest in that hex. Most of this document are the tables for determining the exact nature of a feature that is found.
» Roll for Encounter - A d12 roll that answers if they encountered anyone or anything while they were exploring the hex. The encounter can happen before, after or during the discovery of a feature, (GM's choice)

Frequently a new hex's terrain will be of the same terrain type as the previous, and the party will not have any encounters or find any features. This is normal. For each hex (whether or not something is found) the party should decide if they want to move on in the same direction, or pick a new direction. The GM should note the passage of time spent in each hex, before rolling the next hex.

The GM (or better yet a designated player) should record the terrain type, and whatever feature they may have found in the region map annotations. Encounters should be rolled every time a hex is entered, even if it has been previously explored. If they party wants to spend more time exploring a hex, the GM can allow they to make another feature roll to see if they found something they missed the first time, but additional encounter rolls should also be made.

Note: be sure to track the passage of time, and the exhaustion of rations and resources. Wilderness hexcrawls are like a megadungeon, in that they are a type of challenge that requires the party to see how far they can push the odds before returning to town. If there is no penalty for exploring non-stop, then the hexcrawl will soon stop being fun for the players.

TRAVEL TIME

Crossing/exploring a hex takes a certain amount time, based on its Difficulty, usually either 3 or 4 hours. There are about 15-18 hours in the day that a party can explore before they need to camp for the night. A party that explores for MORE then 18 hours will suffer a -1 to hit rolls the following day, unless they spend extra time the following day resting. Thus a party can generally explore 5 Moderate or 4 Difficult hexes in a single day, without penalty,

FOOD

Each PC and hireling eats one days rations each day. For each day a party member does not get a full ration, their 'to hit' roll gets a -1 modifier. This is cumulative for each day they are not able to be properly fed.

Thus mark off 1 days rations for each character and hireling for after 4 or 5 hexes explored.

If the party runs out of stores, they have the following options:

» Foraging: The party as a whole may roll 1d6 once per day of exploration, and on the result of a '1' they found enough food to feed 1d6 party members for the day. (Note: they must state they are foraging at the start of the day.)
» Hunting: If the party chooses they may spend a day hunting- this is the only activity the party can make that day, and they cannot explore any new hexes. Each party member who chooses to hunt, can roll 1d6, and on the result of 1 or 2 they caught enough game for 1d6 party members.
» Ranger and Druid characters may deserve a bonus to these rolls, depending on the environment.
» Hunting or foraging in particularly bleak environments may require a negative modifier to the roll, at the GM's discretion.

2 - Wilderness Exploration

FIRST ROLL: DETERMINE THE TERRAIN
Roll a d20 to determine how the new hex changes. Tables for climates other then temperate are given page Wilderness Exploration-6.

TEMPERATE
Mid latitudes similar to western Europe:

	PREVIOUS HEX TYPE					
ROLL 1D20:	PLAINS	FOREST	MARSH	HILLS	MOUNTAINS	WATER
1-10	Plains	Forest	Marsh	Hills	Mountains	Water
11-16	Forest	Plains	Water	Mountains	Hills	Marsh
17-18	Marsh	Hills	Forest	Water	Plains	Mountain
19	Mountains	Mountains	Plains	Forest	Forest	Plains
20	Water	Marsh	Hills	Marsh	Water	Hills

*Hex terrain type remains the same in the new hex.

SECOND ROLL: ROLL TO SEE IF THERE IS A FEATURE IN THE HEX.

FEATURE PRESENCE ROLL
A feature is anything of interest other than regular wilderness found in a hex. It can vary from a castle of 100 orc warriors to a broken rake. When entering a hex, roll a d8. If 1 comes up, then a feature was found. Otherwise the party found nothing unusual in their exploration. (If the party wants to search more in this hex, They can roll again to see if they find a feature after a full day searching.)

OPTIONAL POPULATION DENSITY RULE
The basic 12.5% probability assumes the PCs are exploring fairly empty wilderness. If you want features to be a bit more common, you can determine if the region being explored is more settled.

MAP OR REGION DENSITY	FEATURE PRESENCE DIE	FEATURE TYPE ROLL MODIFIER
Wilderness	D8	-1
Borderlands	D7*	±0
Settled	D6	+1

*If you don't have D7, roll a d8, re-rolling any result of '8')

FEATURE TYPE ROLL
If a '1' was rolled on the feature presence roll, then a feature is present in the hex. Now you roll to see what kind of feature it is. Roll 1d12 on the following chart:

(Modified by the above modifier if using the Optional Population Density Rule.)

ROLL 1D12	TYPE OF FEATURE
1-2	Ruins & Relics
3-4	Lurid Lairs
5-6	Rivers & Roads / Islands*
7-8	Castles & Citadels
9-10	Temples & Shrines
11-12	Villages & Towns

* If in a Water Hex, roll for an island as the feature.

See the correct Subsection for the feature type rolled.

Note: For Water Hexes, the feature is assumed on be on or near the shoreline closest to the face the party entered from.

THIRD ROLL: RANDOM ENCOUNTERS

Every time the PCs enter a hex, (even a previously explored hex) an encounter is rolled. An encounter doesn't necessarily mean a fight, The encounter tables give the name of the who or what is encountered- see your preferred rule book for number, stats, reaction rolls, etc. The chance of an encounter depends on the hex type where it occurs:

Roll a d12 and see if an encounter occurs based on the following chart:

	HEX TYPE	RUGGEDNESS	TIME TO CROSS	--ROLL 1D12-- AN ENCOUNTER OCCURS ON:
	Plains	Moderate	3 Hours	1,2
	Forest	Moderate	3 Hours	1,2
	Hills	Moderate	3 Hours	1,2
	Mountains	Difficult	4 Hours	1,2,3
	Marsh	Difficult	4 Hours	1,2,3
	Water*	Difficult	4 Hours	1,2,3
Special:	Road**	Easy	2 Hours	1
	River downstream***	Easy	1 Hour	1,2
	River Upstream***	Difficult	4 Hours	1,2
Arid:	Desert	Moderate	3 Hours	1,2
	Thickets	Moderate	3 Hours	1,2
	Savannah	Moderate	3 Hours	1,2
	Dunes	Difficult	4 Hours	1,2,3
Tropical:	Rainforest	Moderate	3 Hours	1,2
	Swamp	Difficult	4 Hours	1,2,3
	Jungle	Difficult	4 Hours	1,2,3
Sub Arctic:	Tundra	Moderate	3 Hours	1,2
	Steppe	Moderate	3 Hours	1,2
	Glacier	Difficult	4 Hours	1,2,3

***** See Page Wilderness Exploration-7 for Dealing with Water hexes,

****** Use the road hex travel time and encounter roll if the party is following a road through a hex. If they are in a hex that has a road but not travelling on it, then use the base hex type.

******* When travelling on a river without magical assistance via boat or swimming, The travel time depends on if they are going up stream or down stream. As with roads, if the party is in a hex with a river, but are not travelling on it, use the base hex type

If an encounter is indicated, roll on the correct encounter chart for that Terrain type. Note: if the dice are indicating too many encounters in a day for the party, the GM may substitute a Feature for an encounter at his/her discretion.

4 - Wilderness Exploration

WILDERNESS ENCOUNTERS

ROLL 1D20	PLAINS	FOREST	HILLS	MOUNTAINS
1.	Ant, Giant	Bee,Giant Killer	Dwarf	Manticore
2.	Baboon, Higher	Boar	Giant, Hill	Beetle, Spitting
3.	Boar	Bugbear	Dragon, Red	Cat, Sabre-Tooth Tiger
4.	Dragon, Green	Cat, Panther	Men, Brigand	Chimera
5.	Fly, Giant Carnivorous	Cockatrice	Kobold	Dragon, Red
6.	Hill	Dryad Giant,	Ogre	Dragon, White
7.	Halfling	Dragon, Green	Orc	Dwarf
8.	Hippogriff	Elf	Gnoll	Giant, Hill
9.	Horse, Riding (wild)	Ghoul	Goblin	Giant, Stone
10.	Men, Merchant	Hobgoblin	Cat, Mountain Lion	Griffon
11.	Men, Nomad	Lycanthrope, Werewolf	Bugbear	Halfling
12.	Ogre	Men, Brigands	Wolf	Lycanthrope, Werewolf
13.	Orc	Orc	Beetle, Spitting	Men, Brigand
14.	Scorpion, Giant	Roc, Small	Hawk, Giant	Men, Merchant
15.	Spider, Giant Black Widow	Spider, Giant Crab	Troglodyte	Morlock
16.	Stirge	Troll	Rat, Giant	Neanderthal
17.	Troll	Unicorn	Stirge	Ogre
18.	Throghrin	Wight	Goblin	Orc
19.	Weasel, Giant	Wolf	Owlbear	Pterodactyl
20.	Wyvern	Wolf, Dire	Gnome	Roc, Giant

ROLL 1D20	MARSH	WATER/RIVER (FRESH)	WATER/SHORE (OCEAN)	JUNGLE
1.	Basilisk	Bee, Giant Killer	Crab, Giant	Ant, Giant
2.	Boar	Boar	Crocodile, Giant	Bugbear
3.	Dragon, Black	Cat, Panther	Dragon, Green	Cat, Panther
4.	Ghoul	Crab, Giant	Dragon, Sea	Dragon, Green
5.	Gnoll	Crocodile	Dragon Turtle	Elephant
6.	Goblin	Dragon, Black	Fly, Giant Carnivorous	Fly, Giant Carnivorous
7.	Leech, Giant	Dragon, Green	Harpy	Giant, Fire
8.	Lizard, Giant Draco	Elf	Hawk, Giant	Gnoll
9.	Lizardfolk	Fish, Giant Piranha	Hydra, Aquatic	Gray Worm
10.	Medusa	Fly, Giant Carnivorous	Men, Merchant	Lizardfolk
11.	Men, Brigand	Hydra, Aquatic	Men, Pirate	Lycanthrope, Wereboar
12.	Nixie	Leech, Giant	Merfolk	Medusa
13.	Ogre	Lizardfolk	NPC Party	Men, Brigand
14.	Orc	Merfolk	Octopus, Giant	Men, Merchant
15.	Rhagodessa	NPC Party	Rock, Giant	Neanderthal
16.	Spider, Giant Black Widow	Ogre	Sea Serpent	Phase Tiger
17.	Stirge	Rat, Giant	Shark (any)	Rat, Giant
18.	Toad, Giant	Stirge	Snake, Sea	Scorpion, Giant
19.	Troglodyte	Toad, Giant	Squid, Giant	Snake, Giant Python
20.	Troll	Troll	Whale (any)	Troll

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WILDERNESS ENCOUNTERS (CONT.)

ROLL 1D20	DESERT	DUNES	GLACIER	SAVANNAH
1.	Beetle, Fire	Scorpion, Giant	Mastodon	Cat, Lion
2.	Beetle, Spitting	Beetle, Fire	Bear, Polar	Blink Dog
3.	Blink Dog	Men, Merchant	Dragon, White	Dragon, Blue
4.	Camel	Beetle, Giant Carnivorous	Men, Nomad	Men, Nomad
5.	Cat, Lion	Camel	Gnoll	Baboon, Higher
6.	Dragon, Blue	Men, Nomad	Bugbear	Elephant
7.	Dragon, Red	Harpy	Neanderthal	Rhinoceros
8.	Goblin	Gray Worm	Giant, Frost	Stegosaurs
9.	Hawk, Giant	Mummy	Werebear	Triceratops
10.	Hobgoblin	Lizard, Giant Tuatara	Ferret, Giant	Pterodactyl
11.	Lizard, Giant Gecko	Rust Monster	Chimera	Phase Tiger
12.	Lizard, Tuatara	Wyvern	Cat, Sabre Tooth Tiger	Basilisk
13.	Men, Nomad	Wraith	Vampire	Lizard, Giant Horned Chameleon
14.	Mummy	Ant, Giant	Hobgoblin	Elf
15.	NPC Party	Snake, Spitting Cobra	NPC Party	Camel
16.	Ogre	Fly, Giant Carnivorous	Elf	Scorpion, Giant
17.	Scorpion, Giant	Cockarice	Orc	Black Widow Spider, Giant
18.	Snake, Pit Viper	Djinni	Goblin	Stirge
19.	Snake, Giant Rattler	Snake, Giant Rattler	Wight	Zombie
20.	Spider, Giant Tarantella	Spider, Giant Tarantella	Dire Wolf	Roc, Small

ROLL 1D20	INHABITED LANDS	VILLAGE/TOWN	ON THE ROAD (THREATS)	ON THE ROAD (HELPFUL)
1.	Dragon, Gold	Boar	Men, Brigand	Ale Maker
2.	Dwarf	Dwarf	Men, Merchant	Farmers
3.	Elf	Elf	Gnoll	Bricklayer
4.	Gargoyle	Ghoul	Goblin	Armorer
5.	Giant, Hill	Giant, Hill	Halfling	Beggar
6.	Goblin	Gnoll	NPC (any class)	Gem Cutter
7.	Halfling	Goblin	NPC Party	Aged Fighter
8.	Lycanthrope, Weretiger	Halfling	Ogre	Fortune Teller
9.	Men, Brigand	Lycanthrope, Werewolf	Wolf	Peddler
10.	Men, Merchant	Men, Brigand	Dwarf	Caravan
11.	NPC Party	Men, Merchant	Elf	Spear Maker
12.	Ogre	Morlock	Giant, Hill	Stone Cutter
13.	Orc	NPC (any class)	Boar	Bronze Caster
14.	Rat, Giant	NPC Party	Bee,Giant Killer	Animal Trainer
15.	Rhagodessa	Ogre	Troll	Tanner
16.	Skeleton	Orc	Orc	Lute Maker
17.	Wolf	Rat, Giant	Men, Brigand	Ox Keeper
18.	Vampire	Spectre	Hippogriff	Fur Trader
19.	Wight	Vampire	Hobgoblin	Black Smith
20.	Zombie	Zombie	Ghoul	Messenger

Note:
For Rain Forest & Thickets, roll on Forest Chart
For Tundra, roll on Plains Chart
For Swamp roll on Marsh chart

6 - Wilderness Exploration

OTHER CLIMATES HEX TYPE CHARTS
The hex terrain types are different if the region being explored is other then temperate:

SUBARCTIC
Northern lands similar to Scandinavia or Canada:

	PREVIOUS HEX TYPE					
ROLL 1D20:	STEPPE	FOREST	GLACIER	HILLS	MOUNTAINS	TUNDRA
1-10	Steppe	Forest	Glacier	Hills	Mountains	Tundra
11-16	Forest	Steppe	Tundra	Mountains	Hills	Glacier
17-18	Glacier	Hills	Forest	Tundra	Steppe	Mountain
19	Mountains	Mountains	Steppe	Forest	Forest	Steppe
20	Tundra	Glacier	Hills	Glacier	Tundra	Hills

TROPICAL
Hot and humid similar to Indonesia:

	PREVIOUS HEX TYPE					
ROLL 1D20:	JUNGLE	RAIN FOREST	SWAMP	HILLS	MOUNTAINS	WATER
1-10	Jungle	Rain Forest	Swamp	Hills	Mountains	Water
11-16	Rain Forest	Jungle	Water	Mountains	Hills	Swamp
17-18	Swamp	Hills	Rain Forest	Water	Jungle	Mountain
19	Mountains	Mountains	Jungle	Rain Forest	Rain Forest	Jungle
20	Water	Swamp	Hills	Swamp	Water	Hills

ARID
Dry desert climate similar to Egypt:

	PREVIOUS HEX TYPE					
ROLL 1D20:	SAVANNAH	THICKETS	DESERT	HILLS	MOUNTAINS	DUNES
1-10	Savannah	Thickets	Desert	Hills	Mountains	Dunes
11-16	Thickets	Savannah	Dunes	Mountains	Hills	Desert
17-18	Desert	Hills	Thickets	Dunes	Savannah	Mountain
19	Mountains	Mountains	Savannah	Thickets	Thickets	Savannah
20	Dunes	Desert	Hills	Desert	Dunes	Hills

*Hex terrain type remains the same in the new hex.

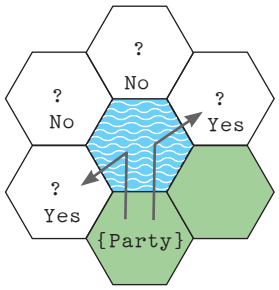
ON HEX SIZES
Generally Hexes are 5 or 6 miles across, face to face. These rules do not require the hexes to be any specific size, but something in that ball park is fairly realistic in terms of how topography changes.

ADVANTAGES OF A 5-MILE HEX
» The 5-mile hex is classic, it was the original scale for hex maps.
» 5 miles per hex makes counting distance over multiple hexes quick and easy.

ADVANTAGES OF A 6-MILE HEX
» A 6 mile hex Factors into 60 and 24 well, so time-to-distance calculations come out even numbers.
» A hex 6 miles across face to face, is almost 7 miles from point to point.

DEALING WITH WITH WATER HEXES

Normally, a party on foot cannot cross a water hex, but have to exit an adjacent hex face. In the example on the right, the party (coming from the southern green explored hex into the center water hex) can then turn and exit the water hex to explore either of the white unexplored hexes that border an explored land hex. But the party cannot cut directly across the water hex to exit into an unexplored hex while exploring on foot. (Think of the water hex as a body of water, and the party walking around its edge- along the shore.) If the new hex also turns out to also be a water hex, they can continue to the next unexplored hex, as long as they still are able to move along a hex face adjacent to an explored land hex.



If the party has a small boat or other means to cross water, then the GM can allow them to cut directly across a water hex.

MARITIME EXPLORATION

If the party discovers a large coast line of water hexes, and chooses explore it using a ship or other means, the GM can use the following rules for Maritime Exploration. These rules can be used to explore an unexplored hex, if:

» The party has a ship or some other means to cross a large body of water.
» None of the hexes adjacent to the unexplored hex have been already determined to contain land. (i.e. the adjacent hexes can only be Unexplored, Water, or Sea Hexes.)

If a hex meets those criteria, use the following roles in place of the normal Wilderness Exploration rules for the hex:

FIRST ROLL: DETERMINE HEX TYPE

Every time a new hex is sailed into, roll 1d20. If the result is 2-20, then the hex is a Sea Hex. On the result of a '1' a new coast has been reached. Roll 1d6 for hex terrain type, and also roll on the coastal features table in the Islands section. If the party is able to land on the new coast, they may explore on foot. (The Islands section has many relevant tables for shore parties.)

SECOND ROLL: DETERMINE IF THERE IS AN ISLAND IN THE HEX.

Roll 1d10, and on the result of a '1' there is an island in the hex. Proceed to the ISLAND SUB-TABLES.

THIRD ROLL: DETERMINE IF THERE IS AN ENCOUNTER

Roll 1d12, and on the result of a '1' there was an encounter, and roll on the "WATER/SHORE (OCEAN)" encounter Table for the encounter type.

Additional rules can be used if the party is really exploring a mighty ocean. (Like wind speed and direction, Navigation errors, and switching to a larger scale hex map, etc.)

NOTE: WATER HEX VS. SEA HEX

There are two kinds of aquatic hexes. A Water hex is a lake or shallow coastal water. A Sea Hex is deep water in a large body of water like an ocean. A Water Hex can be adjacent to any kind of hex. But a Sea Hex only is adjacent to other aquatic hexes (water or sea hexes). Thus no one will know if an aquatic hex is a Water Hex or a Sea Hex, until all of its adjacent hexes have been explored. Both Water Hexes and Sea Hexes may have an Island as a hex feature.

8 - Wilderness Exploration

OTHER USES FOR THESE TABLES

An improve exploration is a particular kind of beast, and requires a GM who can work and think quickly to keep it a fun experience. But GMs can also uses these tables to add features to an existing hex map to keep it old school random, but also something they can be prepared for.

OPTION 1:
If using a hand drawn hex map or using a mapping tool use a map that has each hex numbered, then simply go through each land hex, and roll just the feature roll for each hex. Note the hex number where a feature is indicated, and roll for the feature as normal

ROLL 1D10	TYPE OF FEATURE
1-2	Ruins & Relics
3-4	Lurid Lairs
5-6	Castles & Citadels
7-8	Temples & Shrines
9-10	Villages & Towns

(The map may already have rivers added, and it will make more sense to draw in any roads manually after adding all the features.)

When running the Players through the wilderness sandbox all that needs to be rolled is the encounter roll.

OPTION 2:
If the map already has towns and castles and temples marked, (or the GM wants to place them in specific places) then use the relevant tables to determine the specifics of these features.

But for the remaining empty hexes, roll a D10 for feature presence, and on a '1' roll a d6 on this following table:

ROLL 1D6	TYPE OF FEATURE
1-3	Ruins & Relics
4-6	Lurid Lairs



RUINS & RELICS

Roll Class of Ruin, Condition, Covering, State, and Keeper, and then any Ruin Class Sub-tables.

ROLL 1D10	RUIN CLASS
1.	RUINS §
2.	RELICS §
3.	REMAINS §
4.	VESTIGES §
5.	REMNANTS §
6.	REFUSE §
7.	WRECKS §
8.	SKELETONS §
9.	ANTIQUES §
10.	ARTIFACTS §

§ Indicates to roll on related sub-table on the following pages

ROLL 1D10	CONDITION
1.	Partially covered
2.	Fully covered
3.	Above ground
4.	Rocky slope
5.	Inside Cavern
6.	In crevice
7.	Beneath overhang
8.	Large Crater
9.	Partially sunken
10.	Charred & Burnt

ROLL 1D10	COVERED BY
1.	Sand
2.	Ashes
3.	Cinders
4.	Earth
5.	Thicket
6.	Mold
7.	Slime
8.	Rocks
9.	Web & dust
10.	Vines

ROLL 1D10	STATE
1.	Crumbled & decayed
2.	Disfigured & defaced
3.	Worm-eaten
4.	Crystallized & Petrified
5.	Corroded & eroded
6.	Collapsed & Tumbled
7.	Mouldy & Contaminated
8.	Dangerous Operational
9.	Partially Operational
10.	Fully Operational

ROLL 1D10	KEEPER*
1.	Mechanical
2.	GIANT TYPES §
3.	DRAGON-TYPES §
4.	Undead-Types
5.	Lycanthropes
6.	True-Giants
7.	Animals
8.	Insects
9.	Trap
10.	None

* Sub-tables on Page Castles-5

RUINS CLASS SUB-TABLES

RUINS

ROLL 1D6	RUIN TYPE
1.	MANOR §
2.	VILLAGE §
3.	CITY §
4.	CITADEL §
5.	CASTLE §
6.	TEMPLE §

ROLL 1D6	MANOR
1.	Hut
2.	Hovel
3.	Hall
4.	Villa
5.	Cottage
6.	Palace

ROLL 1D6	VILLAGE
1.	2d6 Huts
2.	4d6 Hovels
3.	6d6 Cottages
4.	6d6 Cottages w/ Ditch
5.	6d6 Cottages w/ Palisade
6.	6d6 Cottages w/ Palisade & Moat

ROLL 1D6	CITY
1.	7d6 Houses & Citadel
2.	8d6 Houses
3.	9d6 Houses & Wall
4.	9d6 Houses & Wall with 1d4 Citadels
5.	20d6 Houses
6.	20d6 Houses & 1d4 Temples

ROLL 1D6	CITADEL
1.	Tower
2.	Tower & Outer Wall
3.	Great Keep
4.	Keep & 4 Towers
5.	Keep, 4 towers, & Outer wall
6.	Keep, 4 towers, Outer wall, & Moat

ROLL 1D6	CASTLE*
1.	Keep & Palisade
2.	Keep, Palisade, & Moat
3.	Keep, Palisade, Moat, & Walls
4.	Keep, Palisade, Moat, Walls & Manor
5.	Keep, Palisade, Moat, Walls, Manor, & 4 walls
6.	Keep, Palisade, Moat, Walls, Manor, 4 Towers, & Outer Walls

ROLL 1D6	TEMPLE
1.	Alter
2.	Shrine
3.	Sanctuary
4.	Oracle
5.	Pantheon
6.	Monastery

For more details on castle, village and temple ruins, use the tables in their related sections.

2 - Ruins & Relics

RELICS

ROLL 1D6	RELIC TYPE
1.	TOOLS §
2.	MACHINES §
3.	TOMBS §
4.	ARMOR §
5.	WEAPONS §
6.	CONTAINERS §

ROLL 1D6	TOOLS
1.	Ladder
2.	Plow
3.	Pick
4.	Hoe
5.	Anvil
6.	Axe

ROLL 1D6	MACHINES
1.	Loom
2.	Grinding Wheel
3.	Clock
4.	Balance
5.	Potter's Wheel
6.	Printing Press

ROLL 1D6	TOMBS §
1.	Grave
2.	Sepulcher
3.	Mausoleum
4.	Catacombs
5.	Vault
6.	Crypt

ROLL 1D6	ARMOR §
1.	Breastplate
2.	Greaves
3.	Gauntlets
4.	Helmut
5.	Chainmail
6.	Shield

ROLL 1D6	WEAPONS §
1.	Dagger
2.	Scimitar
3.	Hand Axe
4.	Spear
5.	Trident
6.	Battle Axe

ROLL 1D6	CONTAINERS §
1.	Barrels
2.	Urns
3.	Trunks
4.	Jars
5.	Bottles
6.	Boxes

ROLL 1D6	CONTAINER CONTENTS (OPTIONAL)
1.	Nothing
2.	Spoiled Food
3.	Drink
4.	Preserved Food
5.	General Equipment Item(s)
6.	Treasure

ROLL 1D6	ARMOR & WEAPONS QUALITY
1.	Broken
2.	Damaged
3.	Decent
4.	Decent
5.	Fine
6.	Exceptional

ROLL 2D6	ARMOR & WEAPONS MAGICAL PROPERTIES
2.	Cursed
3-4.	Malfunctioning
5-9.	None
10-11.	+1
12.	+1 and Special Ability.*

* Swords have 10% chance of intelligence

REMAINS

ROLL 1D6	REMAINS TYPE
1.	UTENSILS §
2.	APPAREL §
3.	HARNESS §
4.	TOYS §
5.	OPTICS §
6.	TOME §

ROLL 1D6	UTENSILS
1.	Eating
2.	Digging
3.	Writing
4.	Navigating
5.	Measuring
6.	Musical

ROLL 1D6	APPAREL
1.	Hauberk
2.	Boots
3.	Cloak
4.	Tunic
5.	Mask
6.	Breeches

ROLL 1D6	HARNESS
1.	Swimmer
2.	Flyer
3.	Giant-Animal
4.	Small-Animal
5.	Man-Sized
6.	Colossal

ROLL 1D6	TOYS
1.	Doll
2.	Vehicle
3.	Weapon
4.	Tool
5.	Game
6.	House

ROLL 1D6	OPTICS
1.	Monocle
2.	Spectacles
3.	Spyglass
4.	Mirror
5.	Colored Pane
6.	Periscope

ROLL 1D6	TOMES §
1.	Lexicon
2.	Scroll
3.	Manual
4.	Tablet
5.	Book
6.	Codex

ROLL 1D6	TOME CONTENTS (OPTIONAL)
1.	Treasure Map
2.	Ancient Legends
3.	Natural Guide & Recipes
4.	Romantic Poetry
5.	1d4 Cleric Prayers
6.	1d4 Arcane Spells

VESTIGES

ROLL 1D6	VESTIGES TYPE
1.	PYRAMID §
2.	MOUND §
3.	TOTEM §
4.	FOUNTAIN §
5.	SEWERS §
6.	MONOLITH §

ROLL 1D6	PYRAMID*
1.	Burial Tomb
2.	Temple
3.	Observatory
4.	Palace
5.	Menagerie
6.	Alien Base

ROLL 1D6	MOUND
1.	Sacrificial
2.	Burial
3.	Treasure
4.	Lair
5.	Sacred
6.	Polymorphed

ROLL 1D6	TOTEM
1.	Mammal
2.	Human
3.	God
4.	Monster
5.	Bird
6.	Snake

* Roll 1d6 - Results of 1-4 indicate a stepped pyramid. 5-6 indicate a sloped side pyramid.

ROLL 1D6	FOUNTAIN
1.	Giant
2.	Statued
3.	Miniature
4.	Geometric
5.	Wishing
6.	Spray

ROLL 2D6	FOUNTAIN EFFECT
2.	Poison
3-4.	Healing
5-9.	Refreshing
10.	Hallucinations for 1d6 hours
11.	Shrink by 5d20 percent for 1d6 days
12.	Polymorph into random animal

ROLL 1D6	SEWERS
1.	1' deep ditch
2.	2' deep trench
3.	1' high pipe
4.	2' high culvert
5.	4' high tunnels
6.	8' high Passages

ROLL 1D6	MONOLITH
1.	Column
2.	Hewn Statue
3.	Minaret
4.	Obelisk
5.	Effigy
6.	Monument

REMNANTS

ROLL 1D10	REMNANTS TYPE
1.	ROAD §
2.	TOMBSTONE §
3.	SIGNPOST §
4.	CHANNEL §
5.	MASONRY §
6.	BRIDGE §
7.	WALL §
8.	EDIFICE §
9.	WORKS §
0.	STRUCTURE §

ROLL 1D6	ROAD
1.	Track
2.	Trail
3.	Gravel
4.	Paved
5.	Asphalt
6.	Concrete

ROLL 1D6	TOMBSTONE
1.	Plaque
2.	Cairn
3.	Staff
4.	Beacon
5.	Pyre
6.	Stone Pile

ROLL 1D6	SIGNPOST
1.	Guide
2.	Omen
3.	Trade
4.	Warning
5.	Emblem
6.	Boundary Stone

ROLL 1D6	CHANNEL
1.	Tunnel
2.	Pipe
3.	Well
4.	Passage
5.	Canal
6.	Aqueduct

ROLL 1D6	MASONRY
1.	Mud Bricks
2.	Stone Bricks
3.	Marble Blocks
4.	Plaster
5.	Wattle
6.	Stone Blocks

ROLL 1D6	BRIDGE
1.	Rope
2.	Wood
3.	Stone
4.	Earth
5.	Natural
6.	Brick

ROLL 1D6	WALL
1.	Stockade
2.	Barricade
3.	Fence
4.	Rampart
5.	Dike
6.	Partition

ROLL 1D6	EDIFICE
1.	Carved Cliff
2.	Sculptured mound
3.	Colossal Statue
4.	Palace
5.	Mill
6.	Calendar Stone

ROLL 1D6	WORKS
1.	Arsenal
2.	Granary
3.	Paved Plaza
4.	Viaduct
5.	Reservoir
6.	Cistern

ROLL 1D6	STRUCTURE
1.	Stairway
2.	Ramp
3.	Shaft
4.	Spire
5.	Roof
6.	Tunnel

REFUSE

ROLL 1D6	REFUSE TYPE
1.	OFFAL §
2.	SEWAGE §
3.	PARTS §
4.	DISCARDS §
5.	FOOD §
6.	FUEL §

ROLL 1D6	OFFAL
1.	Viscera
2.	Bones
3.	Gore
4.	Grizzle
5.	Fat
6.	Talons

ROLL 1D6	SEWAGE
1.	Soap
2.	Body Waste
3.	Oils
4.	Slop
5.	Chemicals
6.	Lint

ROLL 1D6	PARTS
1.	Buckle
2.	Lacing
3.	Crossbar
4.	Pommels
5.	Arrowhead
6.	Spike

ROLL 1D6	DISCARDS
1.	Leather Scraps
2.	Papyrus Scraps
3.	Handle
4.	Shield Boss
5.	Pole
6.	Linen Scraps

ROLL 1D6	FOOD
1.	Fat
2.	Fruit
3.	Seeds
4.	Vegetables
5.	Minerals
6.	Meat

ROLL 1D6	FUEL
1.	Wood
2.	Coal
3.	Peat
4.	Dried Dung
5.	Petroleum
6.	Wax

ROLL 1D6	CONDITION OF DISCARDS (OPTIONAL)
1.	Unusable
2.	Unusable
3.	Disgusting but usable
4.	Unpleasant but usable
5.	Usable
6.	Good as new

WRECKS

ROLL 1D6	WRECKS TYPE
1.	SEA VEHICLE §
2.	LAND VEHICLE §
3.	AIR VEHICLE §
4.	WAR ENGINE §
5.	SUBMARINE §
6.	SUBTERRANEAN §

ROLL 2D6	CONDITION OF WRECK (OPTIONAL)
2-4.	Nothing but debris & remnants
5-8.	Broken hull, partially looted
9.	Overturned
10.	Half sunk/buried
11.	Abandoned (stuck or out of fuel)
12.	Perfect condition, may still have crew.

ROLL 1D6	SEA VEHICLE
1.	Pig Bladder
2.	Canoe
3.	Longboat
4.	Merchant Ship
5.	Man O' War
6.	UNUSUAL §

ROLL 1D6	UNUSUAL SEA VEHICLE
1.	Imperial Barge
2.	Chinese Junk
3.	Enchanted Clipper
4.	Speed Boat
5.	Tramp Steamer
6.	Battleship

ROLL 1D6	LAND VEHICLE
1.	Sledge
2.	Wagon
3.	Litter
4.	Carriage
5.	Chariot
6.	UNUSUAL §

ROLL 1D6	UNUSUAL LAND VEHICLE
1.	Clockwork Horse
2.	Animated bathtub
3.	Motorcycle
4.	Motorcar
5.	Double-decker bus
6.	APC

ROLL 1D6	AIR VEHICLE
1.	Balloon
2.	Wings
3.	Hang-glider
4.	Flying Ship
5.	Roc Carriage
6.	UNUSUAL §

ROLL 1D6	UNUSUAL AIR VEHICLE
1.	Propeller Driven
2.	Jet
3.	Re-Entry Capsule
4.	Space Craft
5.	Floating Castle
6.	Anti-Gravity Disc

ROLL 1D6	WAR ENGINE
1.	Onager
2.	Screw
3.	Ram
4.	Tower
5.	Springal
6.	Trebuchet

ROLL 1D6	SUBMARINE
1.	Dolphin Sled
2.	Sea-Horse Carriage
3.	Giant Turtle House
4.	Diving bell
5.	Pocket
6.	Nuclear

ROLL 1D6	SUBTERRANEAN
1.	Mole Sled
2.	Rock Borer
3.	Mine Cart
4.	Earth Borer
5.	Worm Saddle
6.	Rat Chariot

SKELETONS

ROLL 1D6	SKELETON TYPE
1.	SMALL §
2.	MAN-SIZED §
3.	GIANT §
4.	UNUSUAL §
5.	SKULLS §
6.	COLOSSAL §

ROLL 1D6	SMALL
1.	Miniscule
2.	Fairy
3.	Dwarven
4.	Pixie
5.	Gnome
6.	Kobold

ROLL 1D6	MAN-SIZED
1.	Man
2.	Elven
3.	Orc
4.	Troll
5.	Lizard Man
6.	Snake

ROLL 1D6	GIANT
1.	Ogre
2.	Hobgoblin
3.	True Giant
4.	Dinosaur
5.	Sea Monster
6.	Whale

ROLL 1D6	UNUSUAL
1.	Cubic
2.	Crystalline
3.	Multi-Limbed
4.	Multi-Headed
5.	Winged
6.	Armor-Plated

ROLL 1D6	SKULLS*
1.	SMALL §
2.	MAN-SIZED §
3.	GIANT §
4.	COLOSSAL §
5.	Multi-Horned
6.	Multi-Sockets

ROLL 1D6	COLOSSAL**
1.	Humanoid
2.	Avian
3.	Reptilian
4.	Ursoid
5.	Amphibian
6.	Crustacean

ROLL 1D6	SKELETON'S NOTABLE FEATURE (OPTIONAL)
1.	Skeleton fused into single piece
2.	Skeleton has treasure with it
3.	Skeleton has magic item with it
4.	2d12 skeletons of this type are here
5.	Bones are engraved with mystic runes
6.	Spirit is bound to bones & can talk.

*Roll on indicated table for Skull's creature type.
** Colossal Creatures can be estimated to have been 4d6 x10 feet in Height/Length.

ANTIQUES

ROLL 1D6	ANTIQUE TYPE
1.	STATUES §
2.	FURNITURE §
3.	ENGRAVINGS §
4.	IDOLS §
5.	FITTINGS §
6.	HANDICRAFT §

ROLL 1D6	STATUES
1.	Miniature
2.	Half-sized
3.	Life-sized
4.	Giant-sized
5.	Abstract
6.	MAGIC STATUE §

ROLL 1D6	FURNITURE
1.	Throne
2.	Chest
3.	Giant-Sized
4.	Miniature
5.	Stone Seat
6.	Stone Table

ROLL 1D6	ENGRAVINGS
1.	Battle Scene
2.	Coronation
3.	Punishment
4.	Religious
5.	Romantic
6.	Curse

ROLL 1D6	IDOLS***
1.	Stone
2.	Plaster
3.	Metal
4.	Wooden
5.	Crystal
6.	Bone

ROLL 1D6	FITTINGS
1.	Faucet
2.	Lamp
3.	Bell
4.	Fresco
5.	Hinges
6.	Knocker

ROLL 1D6	HANDICRAFTS
1.	Basket
2.	Vase
3.	Miniature Painting
4.	Abacus
5.	Ship's Figurehead
6.	Bust

*** Idol size is 1d20" tall.



6 - Ruins & Relics

ARTIFACTS

Any artifact should have strange powers, and quite possibly its own intelligence. None of this may be made apparent to the finder until such point that the artifact chooses.

ROLL 1D6	ARTIFACT TYPE
1.	WEAPON §
2.	ENTERTAINMENT §
3.	PROTECTIVE DEVICE §
4.	OFFENSIVE DEVICE §
5.	INFORMATIVE DEVICE §
6.	LEADERSHIP DEVICE §

ROLL 1D6	WEAPON
1.	Sword
2.	Dagger
3.	Hammer
4.	Club
5.	Battle Axe
6.	Javelin

ROLL 1D6	ENTERTAINMENT
1.	Animated
2.	Musical
3.	Dancing
4.	Serving
5.	Intensifying
6.	Dreaming

ROLL 1D6	OFFENSIVE DEVICE
1.	Hand
2.	Vase
3.	Eye
4.	Box
5.	Horn
6.	Vat

ROLL 1D6	PROTECTIVE DEVICE
1.	Machine
2.	Staff
3.	Vial
4.	Garment
5.	Talisman
6.	Armor

ROLL 1D6	INFORMATIVE DEVICE
1.	Stone
2.	Flask
3.	Orb
4.	Diadem
5.	Crystal Ball
6.	Necklace

ROLL 1D6	LEADERSHIP DEVICE
1.	Ring
2.	Gem
3.	Throne
4.	Rod
5.	Sword
6.	Scepter

MAGIC STATUES

Magic Statues have the following statistics:
Hit Dice: 1d10 +10
Armor Class: 0 -1d6
Saves as: Fighter at level 1d4 +1
Move: 1d12'
Attacks: 1d6/2 (round up)
Damage: Roll 1d6:

ROLL	
1-4.	1d6 damage
5.	1d8 damage
6.	2d6 damage

ROLL 1D10	STATUE IS MADE OF:
1.	Stone
2.	Marble
3.	Ivory
4.	Iron
5.	Bronze
6.	Brass
7.	Silver
8.	Gold
9.	Crystal
0.	Unearthly Metal

ROLL 1D10	STATUE DEPICTS:
1.	Knight
2.	Sorceress
3.	Elf
4.	Dwarf
5.	High Priest
6.	Queen
7.	King
8.	Beast
9.	Angel
0.	Demon

The Statue also has following attribute:

Roll 1d8 & 1d12, and consult the following table:

	1. RAISES:	3. CASTS SPELL OF:	5. ADVISES	7. SHAPE CHANGES INTO:	9. POINTS TOWARD:	11. PART MISSING*:
	2. LOWERS:	4. GIVES SCROLL OF:	6. ASKS	8. POLYMORPHS PC INTO:	10. GIVES MAP TO:	12. CASTS CURSE AFFECTING:
1.	Strength	Sleep	Location	Ore	Treasure	Eye
2.	Intelligence	Fear	Name	Troll	Monster	Nose
3.	Wisdom	Strength	Class	Stone Giant	Village	Ear
4.	Constitution	L Bolt/4HD	Purpose	Efreet	Elf	Hand
5.	Dexterity	Suggestion	Origin	Giant Toad	Exit	Foot
6.	Charisma	Geas	Riddle	Blink Dog	Sea	Arm
7.	Level	Hold Person	Poem	Stone Golem	Passage	Leg
8.	Gambling Skill	Raise Dead	Directions	Giant Weasel	Random	Finger

* Finding and restoring missing part of statue causes the following actions:

ROLL 1D6	ACTIONS
1.	Shape Changes and serves replacer for 1-20 days
2.	Attacks replacer
3.	Casts spell at replacer (go to above table)
4.	Gives replacer 1-10 pieces of jewelry
5.	Destroys replacer's most precious item
6.	Grants replacer one wish

LURID LAIRS

Lairs are domicile of monsters in the wild. The PCs would have found it, and the monster may or may not be home, (or come back while they are there.) Each Lair type has an encounter table to roll on, if it is occupied. Roll on these tables for Lair type, and if there is an occupant.

ROLL 1D8	LAIR TYPE
1.	DUNGEON §
2.	CAVE §
3.	BURROWS §
4.	CAMP §
5.	DWELLING §
6.	SHIPWRECK §
7.	LEDGE §
8.	CREVICE §

ROLL 1D6	LAIR OCCUPATION STATUS
1.	Lair is abandoned (no encounter)
2.	Lair is currently empty*
3.	Lair is occupied by 1/2 normal population**
4.	Lair is occupied by 1/2 normal population**
5.	Lair is Fully Occupied
6.	Lair is Fully Occupied

* Occupants are out hunting. Each Turn the PCs are in the Lair there is a 10% chance they will return.
** Roll the encounter as normal, but then half the number of monsters, rounding up. Each Turn the PCs are in the Lair there is a 10% chance the other half will return.
NOTE: if using AD&D rules, you can also used this section for an encounter where the monster is rolled under its 'in Lair' chance.

DUNGEONS

ROLL 1D20	DUNGEON ENCOUNTERS		
1.	3d10 Kobolds	7.	1 Xorn
2.	2d12 Ghouls	8.	2d8 Troglodyte
3.	5d8 Goblins	9.	4d10 Orcs
4.	1d6 Carrion Crawler	10.	1 Otyugh
5.	1d4+1 Displacer beast	11.	1 Gelatinous Cube
6.	1-3 Ochre Jellies	12.	1d4 Beholders

ROLL 1D6	DUNGEON TYPE:	PASSAGE SIZE	USE THIS DIE FOR DUNGEON FEATURE ROLL
1.	Giant Size	1d10+20"H, 1d10+10'W, 90'L	d10
2.	Dwarven	5d4'H, 5d4'W, 60'L	d10
3.	Orcish	1d6+6'H, 5d4'W, 60'L	d12
4.	Gnomish	1d6+4'H, 1d6+2'W, 30'L	d6
5.	Catacombs	1d6+6'H, 1d6+2'W, 30'L	d8
6.	Mine***	1d4' W, 1d4' H	d12

***Alternately roll it as a Abandoned Mine under the Cave sub-tables.

DUNGEON FEATURE ROLL

When mapping the dungeon, keep rolling the indicated die on this table for each time the party explores an unexplored passage.

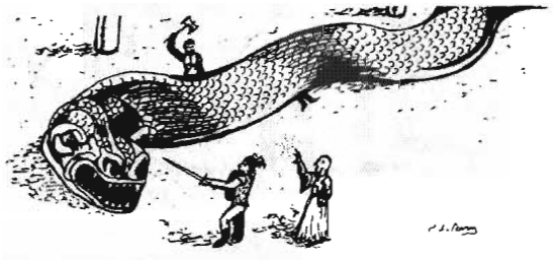
ROLL INDICATED DIE:	DUNGEON FEATURE
1.	Room (3x as large as passage dimensions)
2.	Stairs Down
3.	Continuing Passage (see passage dimensions for length)
4.	Continuing Passage (see passage dimensions for length)
5.	Four way intersection with another passage
6.	Passage ends. (May check for secret passage)
7.	Room (4x as large as passage dimensions)
8.	Branch (roll 1d6, 1-3 branch is on party's left, 4-6 on party's right.)
9.	Passage turns corner (roll 1d6, 1-3 turns to the party's left, 4-6 to party's right.)
10.	Chamber (5x as large as passage dimensions.)
11.	Continuing Passage (see passage dimensions for length)
12.	Continuing Passage (see passage dimensions for length)

2 - Lurid Lairs

CAVES

Cave Encounters are the primary Occupant of the lair.

ROLL 1D12	CAVE ENCOUNTERS
1.	1-2 Cave Bears
2.	1d8 Giant Spiders
3.	1d4 Black Puddings
4.	3d6 Piercers
5.	1d4+1 Owl bears
6.	1-3 Ropers
7.	1d8 Minotaur
8.	1d4 Umber Hulks
9.	1d4 Gorgon
10.	1d10 Hill Giants
11.	1d4 Ettin
12.	1d4 Red Dragon



CAVE TYPE:
First roll 1d20 for type of Cave, based on current terrain Hex type:

PLAINS	FOREST	MARSH	HILLS	MOUNTAINS	WATER	DESERT	CAVE TYPE
1-9	1-12	1-10	1-7	1-3	1-4	1-7	Limestone Cave
10-14	13	11-13	8-10	4-8	5-7	8-11	Talus Cave
-	14	14-15	11-12	9-10	8-13	12-14	Sea Cave
-	-	-	13-14	11-14	-	-	Lava Tube
15	15	16	15	15	14	15	Geothermal
16-17	16	17-18	16-17	16	15-17	16-18	Stream Cut
-	17	-	18	17	18	19	Fold Cave
-	-	-	-	18	-	-	Ice Cave
18-20	18-20	19-20	19-20	19-20	19-20	20	Abandoned Mine

CAVE ENTRANCE TYPE:
Next Roll 1d20 and look under the Cave type, and see what type of entrance goes with that result. Then look under the result to see how to roll up the dimensions for that entrance.

EXAMPLE: if you roll a 14 on the d20 for your Limestone Cave, that means it has a Pit type entrance, and you should roll 1d6x10' for the pit diameter, and 1d8x10' for its depth.

ENTRANCE TYPE	LIMESTONE CAVE	TALUS CAVE	SEA CAVE	LAVA TUBE	GEOTHERMAL	STREAM CUT	FOLD CAVE	ICE CAVE	ABANDONED MINE
SINKHOLE*	1-5	-	-	-	-	-	-	-	-
	1d4x100' Dia. 3d6X10' Deep	-	-	-	-	-	-	-	-
POTHOLE	6-12	-	-	1-8	1-6	-	1-3	-	1-6
	2d6' Dia.	-	-	2d6' Dia.	2d6' Dia.	-	3d6' Dia	-	1d6+2' Sq.
PIT*	13-15	-	-	9-10	7-14	-	4-5	-	7-9
	1d6x10' Dia. 1d8x10' Deep	-	-	3d6' Dia. 1d10+10 Deep	3d6' Dia.	-	1d8x10' Dia 1d8x10' Deep	-	1d6+2' Sq.
ARCH	16-18	-	1-17	11-13	15-18	1-20	6-11	1-20	10-16
	6d6' W 6d6' H	-	1d8x10' W 1d8x10' H	2d6' Dia.	1d6+2'W 1d6+2'H	1d20x10' W 2d4x10' H	6d6' W 6d6' H	1d8x10' W 1d8x10' H	1d6+2' Sq.
BREAKDOWN OF ROCK	19-20	1-20	18-20	14-20	19-20	-	12-20	-	17-20
	1d8' W 1d8' H	1d8' W 1d8' H	5d6' W 5d6' H	2d4' W 2d4' H	1d6' W 1d6' H	-	1d8' W 1d8' H	-	1d4' W 1d4' H

*****Vertical Decent- This type of cave entrance is a shaft, and requires finding a safe path, or existing method (such as ladder or rope) to enter. (There is a 20% per turn spent searching of finding one.) If PCs have enough rope or other method with them, they can of course use that instead.

CAVE FEATURES

When mapping the Cave, keep rolling a d20 on this table for each time the party explores an unexplored passage. Some cave segments have probabilities listed= see footnotes for what those rolls are for.

CAVE FEATURE	LIMESTONE CAVE	TALUS CAVE	SEA CAVE	LAVA TUBE	GEOTHERMAL	STREAM CUT	FOLD CAVE	ICE CAVE	ABANDONED MINE
60' OF CONTINUING TUNNEL*	1-9	1-15	1-3	1-10	1-8	1-14	1-10	1-4	1-9
	1d20' W 1d20' H	1d6' W 1d6' H	5d6' W 1d4x10' H	2d6' Dia.	2d4' Dia.	2d10x10' W 1d6+2x10' H	6d6' W 5d6' H	1d6x10' W 1d4+1'x10 H	1d6+2' Sq.
CAVERN	10-11	16	4-7	11-14	9-10	-	11	5-7	10
	1d4x10' W 1d6x10' L 1d6+6' H	1d20+10' W 1d6x10' L 1d6+6' H	1d4x10' W 1d6x10' L 1d4x10' H	6d6' W 2d4x10' 1d4x5' H	5d4' Dia. 1d4x10' L	-	1d4x10' W 1d6x10' L 5d4' H	1d6+2x10' W 3d4x10' L 1d6+1x10' H	1d4x10' Sq. 1d6+2' H
VAULT	12	-	8-12	-	-	-	12	8-10	-
	1d20x10' W 1d100x10' L 1d8x10' H	-	2d4x10' W 6d4x10' L 1d6+2x10' H	-	-	-	1d10x10' W 2d10x10' L 1d6x6' H	3d4x10' W 3d6x10' L 1d6+2x10' H	-
PIT**	13	-	13	15	11	-	13	-	11
	1d12' Dia. 1d4x10' Deep Prob 15%	-	1d10' Dia. 1d20+10' Deep Prob 05%	1d12' Dia. 1d6x10' Deep Prob 10%	1d4' Dia 1d20+10' Deep Prob 10%	-	2d4' Dia. Prob 05%	-	1d6+2' Sq. 1d4x10' Deep Prob 10%
60' OF UNDERGROUND STREAM***	14	17	14	16	12	-	14-15	11-13	12
	2d10' W Prob 70%	2d10'W Prob 80%	1d4x10' W Prob 60%	2d8' W Prob 30%	1d6+1' Dia. Prob 60%	-	5d6' W Prob 60%	1d6x10' W Prob 40%	1d6+2' W Prob 20%
60' OF UNDERGROUND RIVER***	15	-	15	17	13	-	16-17	14-16	-
	6d6' W Prob 50%	-	1d6+2x10' W Prob 40%	1d4x10' W Prob 30%	1d20+10' W Prob 30%	-	1d6x10' W Prob 40%	2d6x10' W Prob 30%	-
UNDERGROUND LAKE***	16	-	16	-	14	15-16	18	17	13
	2d10x10' W 3d10x10' L Prob 30%	-	2d10x10' W 3d10x10' L Prob 20%	-	3d4x10' W 4d4x10' L Prob 20%	3d10x10' W 4d10x10' L Prob 40%	3d10x10' W 4d10x10' L Prob 30%	4d10x10' W 5d10x10' L Prob 20%	2d6x10' Sq. 3d6' H Prob 30%
CROSS ANOTHER TUNNEL†	17-19	18	17	18-19	15	-	19	18	14-17
	20% Chance of Branch instead	60% Chance of Branch instead	30% Chance of Branch instead	70% Chance of Branch instead	80% Chance of Branch instead	-	40% Chance of Branch instead	70% Chance of Branch instead	60% Chance of Branch instead
TUNNEL ENDS‡	20	19-20	18-20	20	16-20	17-20	20	19-20	18-20
						‡‡			

*Roll 1d6 to determine whether the tunnel veers:

ROLL 1D6	TUNNEL ANGLE
1.	Veers 60° to PC's Left
2.	Veers 30° to PC's Left
3-4.	Straight forward
5.	Veers 30° to PC's Right
6.	Veers 60° to PC's Right

**Probability shown is the chance that pit leads to another entrance.

***Probability shown is chance of finding a dry route. PCs attempting to swim in 50°F or colder water must save against hypothermia (roll under their CON on 1d20.) Failure results in death in 2d6 hours if dry clothes and/or heat source are not found.

†Probability show is that branch tunnel joins, instead of a four-way intersection. Roll random direction for tunnel which may also be explored

‡Tunnel ends, or cavern, vault, or lake has no exit besides PC's original entrance; rivers/streams disappear in slot. Tunnel end can be caused by impassable thicket of surface plants, esp. in tropical areas. 1d100" thick lava seal can block lava tubes, or siphon (i.e. cavern roof descends temporarily to water level.

‡‡Tunnel ending at this point assumes that cut through obstacle completed, or(or optionally, river disappears underground into limestone cave type.)

4 - Lurid Lairs

BURROWS

Note- many of these encounters are invaders who have taken over another creature's Lair.

ROLL 1D8	BURROW TYPE	
1.	Giant Anthill	2d4' Dia. rough passages. 20% Probability of rooms every 20', (5d4' Sq.)
2.	Giant Hive	Numerous cells, 2d4' Dia.
3.	Tunnel Hive	Entrance is central pit. 1d6+2' W, 1d6+6' Deep, 1d6+2 tunnel form central shaft, 1d10+10 Long.
4.	Worm Tunnels	1d6+6' Dia. 20% of crossing another tunnel every 120'
5.	Glow Worm Cave	6d6' W, 6d6' H, Stone cave. Passages are 1d6x10' long, leading to 1d4 caves (2d8' sq.) Glow Worms infest the walls, providing light.
6.	Large Burrow	1d4+1' Dia. tunnels, 1d3x10' long to room 5d4' Sq.
7.	Very Large Burrow	1d6+2' Dia. tunnels. 1d6+2x10' long to room 1d3x10' Sq.
8.	Civilized Burrow	Well appointed Hobbit Hole. 6' H passages, 1d4+1' W. There are 1d6+1 rooms, 5d4 Sq. 6' High

BURROW ENCOUNTERS

ROLL 1D6	ANTHILL	ROLL 1D6	HIVE	ROLL 1D6	TUNNEL HIVE	ROLL 1D6	WORM TUNNEL
1.	3d20 Giant Ants	1.	2d20 Giant Bees	1.	1d8 Giant Spiders	1.	1d6 Giant Snakes
2.	1d100 Giant Ants	2.	4d20 Giant Bees	2.	2d6 Giant Spiders	2.	1d6 Giant Slugs
3.	3d6 Giant Beetles	3.	2d10 Giant Wasps	3.	2d12 Giant Centipedes	3.	2d4 Giant Leeches
4.	3d4 Fire Beetles	4.	6d6 Giant Wasps	4.	2d4 Giant Leeches	4.	1d6 Bulettes
5.	2d12 Giant Centipedes	5.	3d6 Stirges	5.	3d4 Giant Beetles	5.	1 Purple Worm
6.	1d4 Giant Scorpions	6.	2d10 Large Spiders	6.	1d4 Giant Scorpions	6.	1d6 Anhkhes

ROLL 1D6	GLOW WORM CAVE	ROLL 1D6	LARGE BURROW	ROLL 1D8	VERY LARGE BURROW	ROLL 1D6	CIVILIZED BURROW
1.	2d8 Giant Frogs	1.	1d8 Giant Weasels	1.	1d6 Giant Badgers	1.	2d8 Halflings
2.	1d6 Cockatrice	2.	1d12 Huge Spiders	2.	1d8 Giant Porcupines	2.	2d10 Gnomes
3.	1d4+1 Owl Bears	3.	1d4+1 Giant Otter	3.	1d8 Giant Skunks	3.	2d20 Kobolds
4.	2d4 Giant Boar	4.	1-2 Giant Snakes	4.	3d4 Giant Ticks	4.	2d20 Goblins
5.	1d12 Giant Toads	5.	2d12 Giant Rats	5.	1d4 Giant Wolverines	5.	1d20 Leprechauns
6.	2d12 Giant Rats	6.	1-2 Rust Monsters	6.	1d4 Green Dragons	6.	4d4 Brownies

---

CAMP

ROLL 1D20	CAMP TYPE		
1.	1d20x10 Bandits	11.	4d10x10 Gnomes
2.	5d6x10 Buccaneers	12.	4d10x10 Kobolds
3.	1d10x10 Berserker	13.	4d10x10 Goblins
4.	5d6x10 Merchants	14.	6d6 Bugbears
5.	3d10x10 Nomads	15.	2d10x10 Gnolls
6.	1d10x10 Pilgrims	16.	2d10x10 Hobgoblins
7.	2d6x10 Tribesmen	17.	3d10x10 Orcs
8.	2d10x10 Elves	18.	1d4x10 Lizardmen
9.	4d10x10 Dwarves	19.	4d6 Centaur
10.	3d10x10 Halflings	20.	2d10 Ogres

Camps are temporary dwellings, and may be at this location for a day, a season, or years, depending on the goals and situation of the occupants.

Roll for occupants

ROLL 1D6	FIGHTING FORCE FOR CAMP	ROLL 1D6	LEADER TYPE	ROLL 1D6	CURRENT STATUS	ROLL 1D6	DEFENCES
1.	20% Warriors	1.	Warrior	1.	Lax guards	1.	Log Palisade
2.	40% Warriors	2.	Priest	2.	Alert Sentries	2.	Earthworks
3.	60% Warriors	3.	Magic User	3.	Roaming Lookouts	3.	Abandoned Citadel
4.	70% Warriors	4.	Elder	4.	Guard Dogs	4.	Watch Tower
5.	80% Warriors	5.	Mystic	5.	Regular Patrols	5.	No Defences
6.	90% Warriors	6.	Noble	6.	Frequent mounted patrols	6.	No Defences

Note: there is 1 Tent per 10 of population

DWELLING
In many cases buildings have been abandoned by original owners.

Roll Dwelling encounter:

ROLL 1D20	DWELLING ENCOUNTER TYPE		
1.	1d20x10 Bandits	11.	3d10 Skeletons
2.	1d4x10 Baboons	12.	2d4 Mummy
3.	1d6 Ogre Magi	13.	3d8 Zombies
4.	2d8 Gargoyles	14.	1d4 Vampires
5.	4d10x10 Kobolds	15.	2d12 Ghouls
6.	4d10x10 Goblins	16.	1-3 Medusa
7.	6d6 Bugbears	17.	1-2 Guardian Naga
8.	2d10x10 Gnolls	18.	1 Gyno-Sphinx
9.	2d10x10 Hobgoblins	19.	1d4 Rakshasa
10.	3d10x10 Orcs	20.	1 Lamia

Roll for type:

ROLL 1D4	DWELLING TYPE	
1.	Manor house	2d10 rooms, 1d10x500 sq. ft. 40% probability of second floor covering 1d10x10% of area. Also 1d4-1 towers.
2.	Hamlet	1d4x10 houses
3.	Abandoned Citadel	Estate with 5d4 buildings
4.	RUINS §	(Roll on Ruins Sub-table)

SHIPWRECK

ROLL 1D6	SHIPWRECK ENCOUNTERS
1.	3d10 buccaneers
2.	2d4 Giant Crab
3.	1d12 Trolls
4.	1d8 Giant beavers
5.	2d4 Apes
6.	3d10 Skeletons

Roll a 1d6 for what can be found on the ship:

ROLL 1D6	SHIPWRECK CONTAINS
1.	Nothing
2.	Roll once for a relic
3.	Roll twice for relics
4.	Roll three times for relics
5.	Roll for Cargo
6.	Roll for cargo

ROLL 1D10	SHIPWRECK CARGO	BASE VALUE	CONDITION MODIFIER
1.	Ore	1d10 x 100 GP	100%
2.	Cloth	1d8 x 1000 GP	2d20 + 60%
3.	Ceramics	1d6 x 1,000 GP	1d100%
4.	Grain	1d20 x 100 GP	3d20 + 40%
5.	Decorative Stone / Brick	1d4 x 1,000 GP	1d20 + 80%
6.	Wine	2d6 x 100 GP	3d20 + 40%
7.	Spices	2d8 x 500 GP	3d20 + 40%
8.	Furniture	1d12 x 1,000 GP	3d20 + 40%
9.	Artwork	2d10 x 1,000 GP	4d20 + 20%
10.	Treasure	1d20 x 1,000 gp	2d20 + 60%

Example: A cargo of wine is found in a shipwreck. The GM rolls 7x100 = 700GP base value. But then for the condition, he rolls an 11, 5, & 13, which plus 40% = 69% for the value of the cargo, (i.e. 483GP)

6 - Lurid Lairs

LEDGE

ROLL 1D12	LEDGE ENCOUNTERS
1.	1d20 Giant Eagles
2.	2d4 Giant Rams
3.	1d12 Giant Owls
4.	3d8 Giant Ravens
5.	3d6 Pteranodon
6.	1d4 Couatl
7.	1d10 Pegesai
8.	2d6 Harpy
9.	2d6 Griffons
10.	1d4 Manticore
11.	2d4 Peryton
12.	1-2 Roc

CREVASSE

ROLL 1D8	CREVASSE ENCOUNTERS
1.	1d100 Giant Ants
2.	3d6 Fire Beetles
3.	2d12 Giant Centipedes
4.	2d4 Giant Leeches
5.	3d4 Giant Beetles
6.	1d4 Giant Scorpions
7.	1d6 Poisonous Snakes
8.	1d6 Giant Slugs

Roll for the following at the bottom of the crevasse lair, using the sub-tables from RUINS & RELICS:

ROLL 1D6	CREVASSE CONTAINS	
1.	Nothing	
2.	1d4 REFUSE Items	
3.	1d4 REFUSE Items	Plus 1 SKELETON Item
4.	1d4 REFUSE Items	Plus 1 RELIC Item
5.	1d6 REFUSE Items	Plus 1 REMAINS Item
6.	1d6 REFUSE Items	Plus 1 ARTIFACT Item

Rivers & Roads - 1

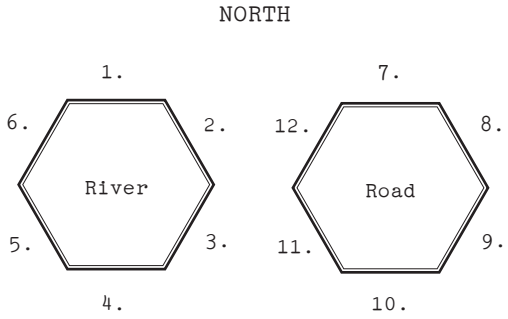
River and Roads act differently then other hex features. The assumption is that they are part of a series that connects multiple hexes. Once the first river or road hex is placed, its template will indicate the adjacent hexes it continues into. When those hexes are explored, the GM should roll for its continuation, in addition to the regular hex rolls. However there is no need to roll for orientation, since it connects to the previous hex by default. If there is some ambiguity about how a template connects, the GM should use their judgement, or roll a die.

If a template shows a river or road extending into an adjacent hex that has already been explored, then when the party follows the river or road into that hex, roll and add the template to the hex, just like it is being explored, (Hexes in the wilderness are wild places, and it would have been easy for the party to have missed a river or road on their first pass through the hex.)

A river should flow in one direction (down stream) and never connect back on itself. A road on the other hand can connect with itself, but is assumed to connect with settlements or ruins. (Although it would not be unusual to find ancient roads in the wilderness that have outlasted the locations they served.)

HEX TYPE & ORIENTATION

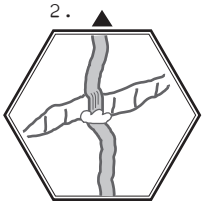
Roll a d12 to find whether a river or a road was found, and which face of the hex the template will be oriented toward.

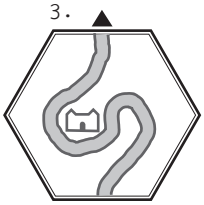


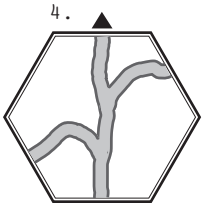
» If the party follows the river/road into a new hex, just the template is rolled. (Its orientation is determined by how it can connect to the segment the party followed.)
» some templates can curve left or right, depending on how they are attached. For these the GM can roll a d6 with 1-3 the road veers left from the player's POV, and 4-6 it veers right.
» If there is an obvious way the road/rive should flow, the GM can skip rolling entirely, and just dictate how the road/river looks for that hex. (i.e. If that road would connect two or more segments from other hexes, is passing near a town or other feature that would logically be connected, etc.
» If a segment template points back into an already explored hex, the GM can choose to have the road/river dead end or peter out as it enters that hex. Alternately, he can have it continue into that hex- wilderness hexes are large and wild, and it is easily possible that the party missed the river/road when they explored it the first time.

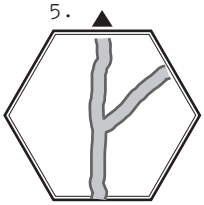
2 - Rivers & Roads

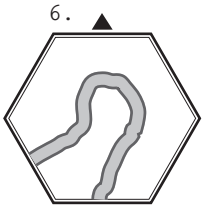
RIVERS
Roll 2d6 for the template to use from below. This is to be drawn over the Hex terrain type.

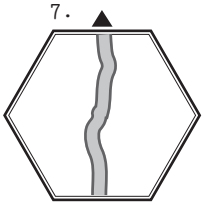
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Falls

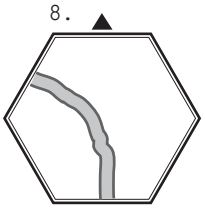
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Castle §

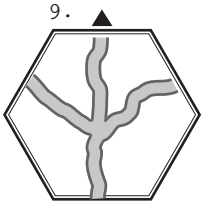
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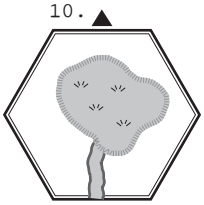
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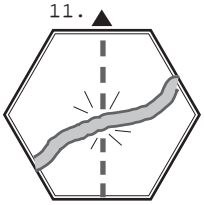
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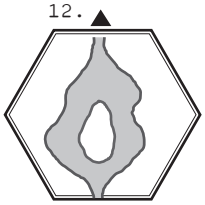
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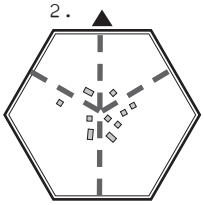
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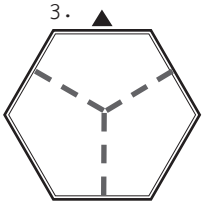
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Spring

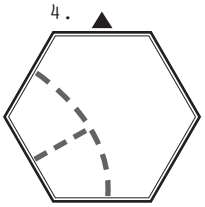
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Ford

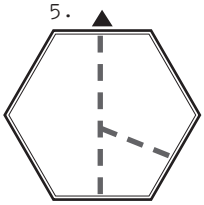
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Island §

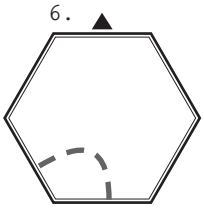
ROADS
Roll 2d6 for the template to use from below. This is to be drawn over the Hex terrain type.

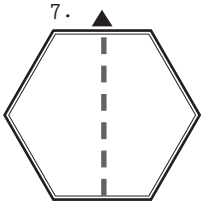
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Village §

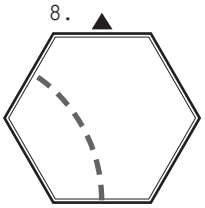
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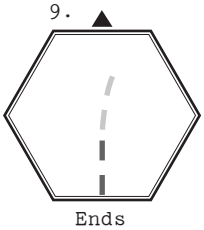
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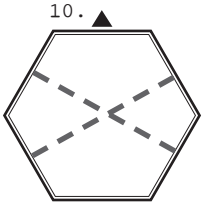
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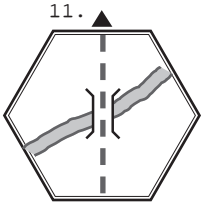
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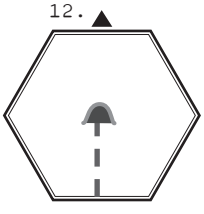
7.


8.


9.

Ends

10.


11.

Bridge

12.

Lair §

ISLANDS

Islands are less then a mile across and fit in a Water/Sea Hex easily. They can also occasionally be found in rivers.

ISLAND TYPE

Roll 1d20 for the Island Type. Then look to the right, and see how many Island elements are there (Some islands require a roll to see which elements are there.)

ROLL 1D20	ISLAND TYPE	ROLL THIS DIE ON THE ISLAND ELEMENTS TABLE:	ROLL ON THE TABLE THIS MANY TIMES:
1.	Barren Rocks	Has nothing.	n/a
2.	Basalt Cay	1d2	1 times
3.	Sparse Key	1d3	2 times
4.	Sparse Ait	1d4	1 times
5.	Sparse Isle	1d4	1d2 times
6.	Meager Isle	1d4	1d3 times
7.	Rugged Isle	1d4+1	1d4 times
8.	Sandy Island	1d4+1	1d6 times
9.	Terrible Island	1d6+1	1d10 times
10.	Monstrous Island	1d8+1	2d6 times
11.	Sleepy Island	1d4+2	3 times
12.	Peaceful Island	1d6+2	4 times
13.	Atoll Ring Reef	1d4	1 times
14.	Plentiful Island	1d8+1	5 times
15.	Ample Island	1d8+2	1d2 times
16.	Rich Island	1d8+1	1d3 times
17.	Teeming Island	1d12	1d4 times
18.	Lush Island	1d8+2	1d6 times
19.	Luxuriant	1d8+3	1d10 times
20.	Paradise	1d8+4	2d6 times

***** 1d2 is a coin toss (or an even/odd roll on a d6)
****** 1d3 is a 1d6 roll where 1&2=1, 3&4=2, 5&6=3, (if you don't have a cool 3 sided die.)

ISLAND ELEMENT TABLE

ROLL DIE	ISLAND ELEMENT
1.	TRAP §
2.	DOMINANT CREATURE §
3.	ISLAND PROVISIONS §
4.	MINERAL §
5.	Hill
6.	Stream
7.	FEATURE §
8.	LANDMARK §
9.	Mountain
10.	VOLCANO §
11.	CAVE*** §
12.	HABITATION §

***See Cave sub-tables in Lurid Lairs.

ISLAND SIZE

Multiply Island Type Roll Number by 1d10 x100 feet in any direction.

2 - Islands

ROLL 1D20	TRAPS
1.	Quicksand
2.	Hidden Pit
3.	Falling Tree
4.	Landslide
5.	Rock slide
6.	Clashing Rocks
7.	Lightning Attraction
8.	Giant lodestone
9.	Mirage
10.	Distortion Cave
11.	Spring Trap
12.	Deadfall Trap
13.	Snare Trap
14.	Spider Web
15.	Giant Clam
16.	Tangle Vines
17.	Ambush
18.	Gas Fissure
19.	Explosive Runes
20.	Dazzling Mirror

ROLL 1D20	DOMINANT CREATURES
1.	Giant Waterbug
2.	Giant Octopus
3.	Giant Leeches
4.	Giant Slugs
5.	Water Spider
6.	Water Rat
7.	Giant Pigs
8.	Giant Crabs
9.	Water Naga
10.	Catoblepas
11.	Giant Crocodile
12.	Paleocincus
13.	Black Dragon
14.	Giant Frog
15.	Nymph
16.	Sea Hag
17.	Giant Sea Snake
18.	Giant Toad
19.	Giant Sea Turtle
20.	Will-O-Wisp

ROLL 1D20	ISLAND FEATURE*
1.	Waterfall
2.	Pond
3.	Pool
4.	Tarn
5.	Lakelet
6.	Mare
7.	Delta
8.	Swamp
9.	Lake
10.	Cove
11.	Loch
12.	Cascade
13.	Bog
14.	Bank
15.	Marsh
16.	Vale
17.	Strand
18.	Peninsula
19.	Bay
20.	Promontory

ROLL 1D20	ISLAND LANDMARK
1.	Beach
2.	Rocky Slope
3.	Dell
4.	Dense Thicket
5.	Boulders
6.	Swampy Morass
7.	Cliff
8.	Track
9.	Trail
10.	Hillock
11.	Ravine
12.	Hill
13.	Cul-de-sac
14.	Hill
15.	Crevice
16.	Ridge
17.	Vale
18.	Fountain Peak
19.	Gully
20.	Cave Entrance

ROLL 1D12	MINERALS
1.	Fools Gold
2.	Sulphur
3.	Tin
4.	Copper
5.	Iron
6.	Quartz
7.	Amber
8.	Jade
9.	Malachite
10.	Marble
11.	Agate
12.	PRECIOUS MINERALS §

ROLL 1D6	PRECIOUS MINERALS
1.	Silver
2.	Gold
3.	Platinum
4.	Orichalcum
5.	Adamanite
6.	Mithril
7.	Gems

*For feature size, multiply Feature Roll by 1d100 feet.

ISLAND PROVISIONS

For any water sources, there is a % chance given that it is safe to drink. The GM secretly makes the roll, and if it is not safe, rolls on the non-potable water table for its harmful effect when someone first takes a drink from it.

ROLL 1D20	ISLAND PROVISIONS
1.	Barren
2.	Salt Spray
3.	Salt Potholes
4.	Poisonous Rivulet
5.	Hot Spring (50% Prob)
6.	Warm Spring (60% Prob)
7.	Porous Lava Spring (70% Prob)
8.	Hillside Spring (80% Prob)
9.	Artesian Spring (90% Prob)
10.	Limestone Spring (100% Prob)
11.	Geysers (50% Prob)
12.	Caldera Lake (80% Prob)
13.	Roots
14.	Fruit
15.	Vegetables
16.	Nuts
17.	GAME §
18.	WRECK § (Ruins)
19.	Abandoned HABITATION §
20.	INHABITED §

ROLL 1D20	NON-POTABLE WATER EFFECT
1.	Yellow Fever, (Prob 20%)
2.	Bitter (Nausea 1d6 turns)
3.	Orange Coloration (2d6 days)
4.	Protruding Eyes (1d6 days)
5.	Purple Blotches (1d6 days)
6.	Stunned (1d6 turns)
7.	Saps 1-6 Strength (1d6 turns)
8.	Oil
9.	Dysentery, Prob 04%
10.	Grippe, Prob 05%
11.	Lose All Hair (1d6 months)
12.	Lose All Teeth
13.	Blind (1d6 turns)
14.	Lose Hearing (1d6 turns)
15.	Sleep (1d6x10 turns)
16.	Dehydrate (1d6 turns)
17.	Poison Class 1
18.	Poison Class 2
19.	Poison Class 3
20.	Poison Class 4

ROLL 1D20	ISLAND GAME
1.	Duck
2.	Mallard
3.	Teal
4.	Pigeon
5.	Parrot
6.	Flamingo
7.	Toucan
8.	Pelican
9.	Hyena
10.	Python
11.	Raccoon
12.	Rodent
13.	Goat
14.	Hare
15.	Dog
16.	Lizard
17.	Tortoise
18.	Toad
19.	Wart Hog
20.	Big Cat

VOLCANO

ROLL 1D20	VOLCANO	STATUS*
1.	Shield	Extinct
2.	Cinder Cone	Extinct
3.	Composite Cone	Extinct
4.	Dome	Extinct†
5.	Fissure	Extinct
6.	Maar Crater	Extinct
7.	Shield	Dormant
8.	Cinder Cone	Dormant
9.	Composite Cone	Dormant
10.	Dome	Dormant
11.	Fissure	Dormant
12.	Shield	Active
13.	Cinder Cone	Active
14.	Composite Cone	Active
15.	Dome	Active
16.	Fissure	Active
17.	Shield	Erupting
18.	Cinder Cone	Erupting
19.	Composite Cone	Erupting
20.	Dome	Erupting

ROLL 1D20	ERUPTION**
1.	Gentle Out Pour
2.	Pumice Cloud
3.	Lava Flood
4.	Ash Flow
5.	Thin Flows
6.	Hot Ash Cloud
7.	Mud Flow
8.	Cinder Fall
9.	Fire-Broken Rock
10.	Splatter
11.	Block &Ash Fount
12.	Obsidian Fall
13.	Steam Fumaroles
14.	Sulphur Fumaroles
15.	Carbon Dioxide Fumaroles
16.	Methane Fumaroles
17.	Boiling Rain
18.	Lava Fountain
19.	Pancake Bombs
20.	Glowing Avalanche

** 10% Probability per day of moving to next most active category when island is visited.
*** Must make saving throw every turn or suffer damage same as eruption table roll number.
† Surface will collapse if crossed

4 - Islands

Roll on Shore Part Events once per day that there is a shore party exploring the island. (This is in addition to the ship's daily encounter roll)

ROLL 1D20	SHORE PARTY EVENTS
1.	Boat Sinks
2.	Boat Overturns
3.	Boat Swept Away
4.	MYSTERIOUS FIND §
5.	PASSING SHIP §
6.	Lost
7.	Lured Into TRAP* §
8.	Attacked by Flyers*
9.	Attacked by Animals*
10.	Separated
11.	Find CASTAWAY* §
12.	Find Shore Party
13.	Own Ship Is Gone
14.	Find RECLUSE* §
15.	Find INHABITANTS* §
16.	Find GARRISON* §
17.	Attacked by Creatures*
18.	Find HABITATIONS* §
19.	Find HIDDEN TREASURE* §
20.	Find PROVISIONS* §

ROLL 1D20	CREATURE (DOMINANT)
1.	Giant Waterbug
2.	Giant Octopus
3.	Giant Leeches
4.	Giant Slugs
5.	Water Spider
6.	Water Rat
7.	Giant Pigs
8.	Giant Crabs
9.	Water Naga
10.	Catoblepas
11.	Giant Crocodile
12.	Paleocincus
13.	Black Dragon
14.	Giant Frog
15.	Nymph
16.	Sea Hag
17.	Giant Sea Snake
18.	Giant Toad
19.	Giant Sea Turtle
20.	Will-O-Wisp

ROLL 1D20	MYSTERIOUS FINDS**
1.	Skeletons
2.	Broken Sword
3.	Split Shield
4.	Arrowhead
5.	Map Fragment***
6.	Broken Keg
7.	Oar
8.	Empty Chest
9.	Empty Wine Skin
10.	Giant Tracks
11.	Burnt Clearing
12.	Pit
13.	Crumbled Wall
14.	Rusty Knife
15.	Leather Thongs
16.	Sail Scraps
17.	Starving CASTAWAY §
18.	Axe
19.	Buried PROVISIONS §
20.	PASSING SHIP §

* If Available. Otherwise Find Provisions unless Not Available also.
** Prob. 20% per day, if marooned
*** Prob. 30% of map leading to HIDDEN TREASURE §

ROLL 1D20	ISLAND INHABITANTS
1.	Vikings (1d6x10)
2.	Merchants (5d6x10)
3.	Pirates (5d6x10)
4.	Lizard Men (1d4x10)
5.	Fishermen (1d6x10)
6.	Elves (2d10x10)
7.	Were Sharks (1d6x10)
8.	Were Dolphins (1d6x10)
9.	Buccaneers (5d6x10)
10.	Halflings (5d6x10)
11.	Cavemen (1d10x10)
12.	Gnolls (2d10x10)
13.	Goblins (4d10x10)
14.	Gnomes (4d10x10)
15.	Cannibals (1d10x10)
16.	UNDERWATER INHABITANTS §
17.	GARRISON §
18.	RECLUSE §
19.	CASTAWAY §
20.	CASTAWAYS § (1d6)

ROLL 1D20	UNDERWATER INHABITANTS
1.	Nixies (2d4x10)
2.	Lizard Men (1d4x10)
3.	Mermen (2d10x10)
4.	Tritons (1d6x10)
5.	Sahuagin (2d10x10)
6.	Kopoacinth Gargoyles (2d8)
7.	Koalinth Hobgoblins (1d6x10)
8.	Lacedon Ghouls (1d3x10)
9.	Locathah (2d10x10)
10.	Ixitxachitl (1d10x10)
11.	Aquatic Elves (2d10x10)
12.	Were Slugs (4d6)
13.	Were Turtles (4d6)
14.	Were Dolphins (3d6)
15.	Were Octopi (2d6)
16.	Were Frogs (1d6)
17.	Were Squid (1d6)
18.	Were Crab (1d6)
19.	Were Lamprey (1d6)
20.	Were Sea Horse (1d6)

ROLL 1D20	COSTAL ENCOUNTERS (AQUATIC)
1.	Sea Lion (1d8+4)
2.	Giant Sea Horse (1d20)
3.	Sharks (3d4)
4.	Giant Sharks (1d3)
5.	Water Weird (1d3)
6.	Giant Sea Turtle (1d3)
7.	Giant Squid (1)
8.	Giant Sea Snake (1d8)
9.	Sea Hag (1d4)
10.	Manta Ray (1)
11.	Pungi Ray (1d3)
12.	Sting Ray (1d3)
13.	Mottled Worm (1d2)
14.	Giant Man-O-War (1d10)
15.	Giant Pike (1d8)
16.	Giant Octopus (1d3)
17.	Nymph (1d4)
18.	Water Naga (1d4)
19.	Hippocampus (2d4)
20.	Floating Eye (1d12)

ROLL 1D20	HABITATIONS
1.	CAVE §
2.	Cavern
3.	Lean-to
4.	Covered Pit
5.	Hollowed Tree
6.	Sail Tent
7.	Giant Shell
8.	Pole House
9.	CASTLE §
10.	TEMPLE §
11.	RUINS §
12.	Tower
13.	Manor
14.	Stone House
15.	Log Cabin
16.	Grass Hut
17.	Stockade
18.	Tree House
19.	Hovel
20.	VILLAGE §

ROLL 1D20	PASSING SHIPS
1.	Cannibal Canoes
2.	Longship
3.	Raft
4.	Pirate Ship
5.	Fishing Boat
6.	Slave Galley
7.	Sailed Warships
8.	Small Galley
9.	Large Galley
10.	Small Merchant
11.	Large Merchant
12.	River Boat
13.	Buccaneer Ship
14.	Longship Damaged
15.	Ghost Ship
16.	Tribal Outrigger
17.	Dolphin Sled
18.	Sea Horse Carriage
19.	Mage's Sloop
20.	Merchant Galley

ROLL 1D20	(4D6 SOLDIERS) ON GARRISON DUTY FOR:
1.	Naval Station
2.	Merchant's Trading Post
3.	Pirate Stronghold
4.	Temple
5.	Monastery
6.	Sacred Artifact
7.	Assassins' Headquarters
8.	Ritual Initiation
9.	Warning Outpost
10.	Messenger Way Station
11.	Invasion Gathering Point
12.	Prison
13.	Secret laboratory Complex
14.	Punishment Duty
15.	Insane Royal Relative
16.	Exiled Warlord
17.	Forgotten in Transit
18.	Deserters
19.	Brigands' Haven
20.	Sacred Burial Grounds

ROLL 1D20	RECLUSE
1.	Happy Hermit
2.	Mourning loss of Fortune
3.	Rejected lover
4.	Exiled Noble
5.	Studious Sage
6.	Hideous Outcast
7.	Researching Alchemist
8.	Hiding From Enemy
9.	Paranoid Collector
10.	Monkly Vows
11.	Cursed Extrovert
12.	Exiled Godling
13.	Prospector
14.	Artifact Hunter
15.	Loathes Speech
16.	Escaped Slave
17.	Insane Wizard
18.	Mad Scientist
19.	Rotting Disease Victim
20.	Black Plague Victim

ROLL 1D20	CASTAWAYS
1.	Pirate
2.	Buccaneer
3.	Engineer
4.	Alchemist
5.	Trainer
6.	Sage
7.	Ranger
8.	Fighter
9.	Thief
10.	Captain
11.	Merchant
12.	Noble
13.	Amazon
14.	Monk
15.	Assassin
16.	Druid
17.	Illusionist
18.	Mage
19.	Bard
20.	Craftsman

ROLL 1D20	HIDDEN TREASURE
1.	1d10 Bottles of rum
2.	2d6 bars of silver
3.	Barrel with 5d10x100 CP
4.	Jade Statue worth 5d20 GP
5.	Chest with 1d20x10 GP
6.	Magic Dagger +1
7.	Bag of holding with 3d20 GP
8.	Spell Book
9.	Giant emerald worth 1d100x50
10.	Sarcophagus
11.	Elven Armor worth 8d10x10 GP
12.	Sack of pearls worth 1d12x100
13.	Magic Staff
14.	3d8 gold bars
15.	Crystal Ball
16.	Magic Shield +1
17.	Clockwork Robot
18.	Holy Relic
19.	Magic Carpet
20.	Magic Sword +2

6 - Islands

Island Physical Characteristics:

ROLL D%	ELEVATION (IN FEET)
01-05	0 to -500’
06-40	1 to +500’
41-60	501 - 1000’
61-70	1001 - 2000’
71-80	2001 - 5000’
81-90	5001 - 10000’
91-99	10001 - 20000’
00	20000’+

ROLL D%	ANNUAL PRECIPITATION* (IN INCHES)
01-10	0-10”
11-30	11-20”
31-45	21-30”
46-60	31-40”
61-70	41-50”
71-80	51-60”
81-99	61-70”
00	71-170”

ROLL D%	GROWING SEASON (IN DAYS)	SIMILAR TO:
01-15	1-100	High Mountains
16-25	101-120	North Dakota
26-40	121-140	Wisconsin
41-60	141-180	Illinois
61-70	181-200	Tennessee
71-80	201-240	Georgia
81-90	241-260	Louisiana
91-00	261-360	Florida

*If within 150 miles of Equator multiply total (x3)

ROLL D%	TEMPERATURE EXTREMES (IN °F)
01-10	01 to 20°
11-24	21-40°
25-48	41-60°
49-64	61-80°
65-80	81-100°
81-90	101-120°
91-99	121-140°
00	141-160°

TEMPERATURE ADJUSTMENTS

To adjust temperature result by season:
» WINTER SUBTRACT 30%
» SPRING SUBTRACT 20%
» SUMMER ADD 10%
» FALL SUBTRACT 25%

Also:
For every 200 miles north of the Equator SUBTRACT 10 Degrees F
For every 1500 FEET in elevation above sea level SUBTRACT 5 Degrees F
(If after adjustments, roll indicates a negative temperature in Degrees F, Roll again)

ROLL 1D20	ISLAND SOUNDS
1.	Deathly Silent
2.	Chirping
3.	Cawing
4.	Clipping
5.	Crunching
6.	Whistling
7.	Slicking
8.	Thumping
9.	Moaning
10.	Wailing
11.	Scream
12.	Trilling
13.	Splashing
14.	Slurping
15.	Walking
16.	Snap
17.	Howling
18.	Grunt
19.	Screech
20.	Roar

ROLL 1D20	ISLAND WEATHER
1.	Clear
2.	Cloudy
3.	Overcast
4.	Misty
5.	Fog
6.	Dense Fog
7.	Drizzle
8.	Heavy Rain
9.	Downpour
10.	Torrent
11.	Muggy
12.	Cloudy
13.	Heat Lightning
14.	Light Breeze
15.	Blowing Rain
16.	Gale
17.	Torrent
18.	Peeper Frog Fall
19.	Sticky Downpour
20.	Oily Drizzle

Castles & Citadels - 1

CASTLE CONDITION*

ROLL 1D10	CONDITION OF CASTLE
1.	UNDER CONSTRUCTION §
2.	BRAND NEW §
3.	SLIGHTLY AGED §
4.	WORN §
5.	AGED §
6.	ANCIENT §
7.	CRUMBLING §
8.	TUMBLE DOWN §
9.	RUINS §
0.	FOUNDATIONS ONLY §

UNDER CONSTRUCTION

ROLL 1D10	INHABITANTS
1.	Construction Workers
2.	Construction Workers
3.	Construction Workers
4.	Construction Workers
5.	Construction Workers & Garrison
6.	Construction Workers & Garrison
7.	Construction Workers & Garrison
8.	Garrison
9.	Garrison
0.	Abandoned

CONSTRUCTION WORKERS (1D6 X100):

ROLL 1D10	INHABITANTS
1.	Human
2.	Human
3.	Dwarven
4.	Dwarven
5.	Elves
6.	Gnouls
7.	Orcs
8.	Hobgoblins
9.	Goblins
0.	Giants

BRAND NEW

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Garrison
3.	Garrison
4.	Garrison
5.	Garrison
6.	Garrison
7.	Garrison
8.	Invaders
9.	Invaders
0.	Abandoned

SLIGHTLY AGED

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Garrison
3.	Garrison
4.	Garrison
5.	Garrison
6.	Garrison
7.	Invaders
8.	Invaders
9.	Abandoned
0.	Abandoned

WORN

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Garrison
3.	Garrison
4.	Garrison
5.	Garrison
6.	Invaders
7.	Invaders
8.	Abandoned
9.	Abandoned
0.	Abandoned

AGED

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Garrison
3.	Garrison
4.	Garrison
5.	Invaders
6.	Invaders
7.	Invaders
8.	Abandoned
9.	Abandoned
0.	Abandoned

ANCIENT

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Garrison
3.	Garrison
4.	Invaders
5.	Invaders
6.	Invaders
7.	Invaders
8.	Abandoned
9.	Abandoned
0.	Abandoned

CRUMBLING

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Garrison
3.	Invaders
4.	Invaders
5.	Invaders
6.	Invaders
7.	Invaders
8.	Abandoned
9.	Abandoned
0.	Abandoned

TUMBLEDOWN

ROLL 1D10	INHABITANTS
1.	Garrison
2.	Invaders
3.	Invaders
4.	Invaders
5.	Invaders
6.	Invaders
7.	Abandoned
8.	Abandoned
9.	Abandoned
0.	Abandoned

RUINS

ROLL 1D10	INHABITANTS
1.	Invaders
2.	Invaders
3.	Invaders
4.	Invaders
5.	Abandoned
6.	Abandoned
7.	Abandoned
8.	Abandoned
9.	Abandoned
0.	Abandoned

FOUNDATIONS ONLY

ROLL 1D10	INHABITANTS
1.	Invaders
2.	Invaders
3.	Abandoned
4.	Abandoned
5.	Abandoned
6.	Abandoned
7.	Abandoned
8.	Abandoned
9.	Abandoned
0.	Abandoned

*Once you have found the castle condition, roll on the appropriate encounter table.

2 - Castles & Citadels

INVADER TYPE INHABITANTS:

ROLL 1D20	INVADER TYPE	SPECIAL RESULT	EXTRAORDINARY RESULT
1.	Humans	Ogres	Rakshassa
2.	Dwarves	Trolls	Golem
3.	Elves	Bugbears	Demon
4.	Gnolls	Apes	Titan
5.	Giant Frogs	Ghosts	Vampire
6.	Ghouls	Trolls	Dragon
7.	Giant Rats	Centaurs	Wizard
8.	Gnomes	Giant Badger	Lich
9.	Kobolds	Minotaur	Medusa
10.	Skeletons	Mummies	Dinosaur
11.	Zombies	Hellhounds	Efreet
12.	Lizard Men	Wererats	Will O'Wisp
13.	Goblins	Satyrs	Elemental
14.	Halfling	Giant Snakes	Basilisk
15.	Giant Crocodiles	Manticore	Leprechaun
16.	Troglodytes	Werewolves	Evil High Priest
17.	Orcs	Wyvern	Ki-Rin
18.	Giant Ants	Gorgon	Chimera
19.	Hobgoblins	Baboons	Djinn
20.	SPECIAL §	EXTRAORDINARY §	God

ABANDONED CASTLE TYPE INHABITANTS:
There is a 40% Chance of an abandoned Castle having a temporary inhabitant:

ROLL 1D10	INHABITANT TYPE	SPECIAL RESULT	EXTRAORDINARY RESULT
1.	Human Mercenaries	Ogres	Illusionist
2.	Dwarf Fighters	Lost Princess	Assassin
3.	Orc War Band	Owlbears	Medusa
4.	Kobold Tribe	Traveling Merchant	Dying High Priest
5.	Gnoll War Band	Satyrs	Mad Wizard
6.	Human Caravan	Traveling Prince	Vacationing God
7.	Hobgoblin War Band	Bugbears	Injured Magic User
8.	Pilgrims	Fleeing	Criminal Paladin
9.	Goblins	Trolls	Polymorphed Ranger Lord
10.	SPECIAL §	EXTRAORDINARY §	Traveling King



GARRISON SIZE, MORAL LEVEL AND TECHNICAL LEVEL:

ROLL 1D6	GARRISON SIZE
1.	1d6 x10
2.	1d10 x10
3.	2d10 x10
4.	3d6 x10
5.	4d6 x10
6.	5d6 x10

ROLL 1D6	GARRISON MORALE LEVEL
1.	Shaky
2.	Green
3.	Experienced
4.	Veteran
5.	Elite
6.	Palace Guard

ROLL 1D6	GARRISON TECHNICAL LEVEL
1.	LEVIES §
2.	MILITIA §
3.	IRREGULARS §
4.	BARBARIAN §
5.	REGULARS §
6.	MERCENARIES §

GARRISON COMPOSITION BY TECHNICAL LEVEL

Note the percentages represent the portions of the total garrison that are a particular class.

LEVIES

ROLL 1D10	
1.	90% LF 10% SB
2.	90% LF 10% CB
3.	80% LF 20% SB
4.	80% LF 20% CB
5.	90% LF 20% HF 10% SB
6.	90% LF 20% HF 10% CB
7.	90% LF 10% HF 20% SB
8.	90% LF 10% HF 20% CB
9.	60% LF 20% HF 20% SB
10.	60% LF 20% HF 20% CB

MILITIA

ROLL 1D10	
1.	70% LF 30% CB
2.	70% LF 30% HF
3.	60% LF 20% HF 20% CB
4.	60% LF 20% CB 20% LH
5.	60% LF 10% CB 20% LH
6.	50% LF 50% LH
7.	50% LF 25% HF 25% LH
8.	40% LF 20% CB 20% HF 20% LH
9.	40% LF 30% CB 30% LH
10.	30% LF 30% HF 30% CB 10% LH

IRREGULARS

ROLL 1D10	
1.	50% LF 10% CMB 10% HF 30% LH
2.	50% LF 10% CMB 40% HF
3.	50% LF 10% SB 40% LH
4.	50% LF 20% CB 20% HF 10% LH
5.	40% LF 20% CB 30% HF 10% LH
6.	40% LF 10% CMB 10% CB 40% HF
7.	40% LF 25% SB 25% HF 10% LH
8.	40% LF 30% CB 20% LH 10% MH
9.	30% LF 30% CB 30% HF 10% LH
10.	30% LF 10% CMB 10% HF 40% LH 10% MH

BARBARIAN

ROLL 1D10	
1.	50% LF 40% HF 10% LB
2.	50% LF 25% HF 25% LB
3.	50% LF 40% HF 10% CMB
4.	50% LF 25% HF 25% CB
5.	40% LF 30% HF 30% LB
6.	40% LF 40% HF 20% CMB
7.	40% LF 20% HF 40% CB
8.	40% LF 30% HF 40% LF
9.	30% LF 40% HF 30% LB
10.	30% LF 20% HF 10% CMB 30% LH 10% MH

REGULARS

ROLL 1D10	
1.	60% LF 20% HF 10% LB 10% LH
2.	60% LF 10% HF 10% CB 20% LH
3.	50% LF 20% HF 10% PK 10% LB 10% LH
4.	50% LF 20% HF 10% AF 10% CB 10% LH
5.	40% LF 20% AF 10% LB 20% LH 10% MH
6.	40% LF 20% HF 10% AF 20% CB 10% MH
7.	30% LF 20% AF 20% PK 20% CB 10% LH
8.	30% LF 20% HF 20% CB 20% LH 10% HH
9.	20% LF 20% HF 20% PK 10% CB 20% LH 10% MH
10.	20% LF 30% HF 10% AF 10% LB 20% LH 10% MH

MERCENARY

ROLL 1D10	
1.	30% LF 20% HF 10% AF 30% LB 10% HH
2.	20% LF 10% HF 30% PK 20% LB 20% MH
3.	20% LF 30% PK 10% CB 20% LH 20% MH
4.	20% LF 20% AF 20% LB 30% MH 10% HH
5.	50% LF 20% AF 20% HCB 10% HH
6.	20% HF 10% AF 50% PK 20% HCB
7.	30% HF 10% AF 20% CMB 20% LH 10% MH 10% HH
8.	30% HF 30% PK 10% HCB 20% MH 10% CPT
9.	30% HF 20% AF 10% LB 30% LH 10% HH
10.	10% AF 40% PK 20% HCB 20% LH 10% CPT

Unit type abbreviations:

LF	Light Foot	SB	Short Bow	LH	Light Horse
HF	Heavy Foot	CMB	Composite Bow	MH	Medium Horse
AF	Armored Foot	LB	Long Bow	HH	Heavy Horse
PK	Pikemen	CB	Crossbow		
		HCB	Heavy Crossbow		
		CPT	Catapult		

Random Leader Chart

ROLL D%	LEADER CLASS
01-30	Fighter
31-40	Cleric
41-50	Magic-User
51-55	Thief
56-60	Illusionist
61-65	Bard
66-70	Druid
71-75	Monk
76-80	Paladin
81-83	Sage
84-86	Assassin
87-89	Alchemist
90-92	Samurai
93-96	Ranger
97-00	SPECIAL CLASS §

ROLL 1D6	SPECIAL LEADER CLASS*
1.	Fighter / Magic-User
2.	Fighter/Cleric
3.	Fighter/Magic-User/Cleric
4.	Cleric/Magic-User
5.	Thief/Fighter/Magic-User/Cleric
6.	Man/God

*For Special Leader Classes, roll for followers on EACH of their class tables.

ROLL D%	LEADER LEVEL
01-05	3
06-15	4
16-25	5
26-35	6
36-45	7
46-60	8
61-75	9
76-80	10
81-83	11
84-86	12
87-89	13
90-91	14
92-93	15
94-95	16
96-00	SPECIAL LEVEL §

ROLL 1D6	SPECIAL LEADER LEVEL
1.	2
2.	17
3.	18
4.	19
5.	20
6.	21

ROLL D%	LEADER TYPE
01-40	Man
41-45	Half-Elf
46-50	Elf
51-55	Dwarf
56-58	Halfling
59-60	Half-Orc
61-65	Orc
66-68	Goblin
69-73	Gnome
74-77	Kobold
78-80	Gnoll
81-83	Hobgoblin
84-89	Ogre
90-96	Troll
97-00	SPECIAL TYPE §

ROLL 1D6	SPECIAL LEADER TYPE**
1.	Ogre Magi
2.	GIANT (See Giant Sub-Table)
3.	Titan
4.	DRAGON (See Dragon Sub-Table)
5.	DEMON (See Demon Sub-Table)
6.	Lich

**For Special Leader Types, roll for followers on the SPECIAL LEADERS FOLLOWER chart for their alignment, instead of on their class table.

Leader Type Sub Tables

ROLL 1D6	GIANT SUB-TABLE	ROLL 1D6	DRAGON SUB-TABLE	ROLL 1D6	DEMON SUB-TABLE
1.	Hill Giant	1.	White Dragon	1.	Type I Demon
2.	Stone Giant	2.	Black Dragon	2.	Type II Demon
3.	Frost Giant	3.	Green Dragon	3.	Type III Demon
4.	Fire Giant	4.	Blue Dragon	4.	Type IV Demon
5.	Cloud Giant	5.	Red Dragon	5.	Type V Demon
6.	Storm Giant	6.	Golden Dragon	6.	Type VI Demon

Leader Alignment and Disposition:
Roll for either AD&D or D&D alignments, and Leader's disposition modifier.

ROLL D%	AD&D ALIGNMENTS	ROLL D%	D&D ALIGNMENTS	ROLL 1D8	DISPOSITION MODIFIER TO REACTION ROLLS
01-10	Lawful Good	1-25	Lawful	1.	Angry (-4)
11-25	Chaotic Good	26-75	Neutral	2.	Busy (-3)
26-75	Neutral	76-00	Chaotic	3.	Irritated (-2)
76-90	Lawful Evil			4.	Hangover (-1)
91-00	Chaotic Evil			5.	Bored (±0)
				6.	Interested (+1)
				7.	Sympathetic (+2)
				8.	Amiable (+3)

Random Followers By Leader Type:

ROLL D%	FIGHTER & SAMURAI FOLLOWERS	ROLL D%	GOOD CLERIC FOLLOWERS	ROLL D%	EVIL CLERIC FOLLOWERS
01-04	1-4 Magic-Users or Illusionists	01-04	1-4 Fighters	01-04	1-4 Fighters
05-08	1-4 Clerics	05-08	1-4 Clerics	05-08	1-4 Clerics
09-12	1-4 Thieves	09-12	2-20 Blink Dogs	09-12	1-4 Thieves or Assassins
13-16	1 Assassin	13-16	2-20 Centaurs	13-16	1-10 Trolls
17-20	1-2 Bard	17-20	1 Brass Dragon	17-20	1-10 Ogres
21-24	1 Sage	21-24	1-10 Treents	21-24	1-6 Vampires
25-28	2-20 War Dogs	25-28	1-8 Hippogriffs	25-28	1-20 White Apes
29-32	1-10 Dire Wolves	29-32	1-8 Couat1	29-32	1-10 Spectres
33-36	1-4 Hill Giants	33-36	1 Silver Dragon	33-36	1 Ba1or
37 -40	1~4 Stone Giants	37 -40	1 Golden Dragon	37 -40	1-2 8eholders
41-44	1-4 Frost Giants	41-44	1-4 Ki-rin	41-44	1 Black Dragon
45-48	1-10 Ogres	45-48	1-4 Lanmasu	45-48	1 Red Dragon
49-52	1-8 Trolls	49-52	1-8 Pegasi	49-52	1-6 Bugbears
53-56	1-4 Roes	53-56	1-6 Rocs	53-56	1-20 Gargoyles
57-60	1-6 Griffons	57-60	1-4 Shedu	57-60	2-24 Ghouls
61-64	1 Lammasu	61-64	1-8 Unicorns	61-64	2-24 Hell Hounds
65-68	1 Ki-rin	65-68	1-2 Titans	65-68	1-4 Chimeras
69-72	1 Dragon	69-72	1-2 PAL	69-72	1-4 Manticores
73-80	1 Djinn	73-80	1-20 Djinni	73-80	1-4 Rakshasas
81-84	2-24 Hell Hounds	81-84	1 Platinum Dragon	81-84	1-10 Wights
85-88	1 Pseudo-Dragon	85-88	1-10 Hippocampus	85-88	1 Succubus
89-92	1-12 Lizard Men	89-92	1-2 Androsphinxes	89-92	3-36 Zombies
93-96	1-8 Were Types	93-96	1 Sage	93-96	4-48 Skeletons
97-00	1-9 Ogre Magi	97-00	1 Monk	97-00	1-4 Wyverns

ROLL D%	MAGIC-USER & ILLUSIONIST FOLLOWERS
01-04	1-4 Fighters
05-08	1-4 Magic-Users or Illusionists
09-12	1-4 Thieves
13-16	1 Alchemists
17-20	1 Homunculus
21-24	1-2 Clay Golems
25-28	1-2 Flesh Golems
29-32	1-2 Iron Golems
33-36	1-2 Stone Golems
37 -40	1-2 Dragons
41-44	1-2 Balors
45-48	1-4 Wyverns
49-52	1-4 Basilisks
53-56	1-4 Chimeras
57-60	1-6 Manticoras
61-64	1-12 Were Types
65-68	2-24 Gargoyles
69-72	1-2 Efretti
73-80	1-4 Gorgons
81-84	1-4 Minotaurs
85-88	1-4 Naga
89-92	1-4 Mummies
93-96	1-6 Phase Spiders
97-00	1-2 Mind Flayers

ROLL D%	DRUID FOLLOWERS
01-04	1-4 Druids
05-08	1-4 Fighters
09-12	1-10 Treants
13-16	1-8 Hippogriffs
17-20	1-20 White Apes
21-24	10-40 Baboons
25-28	1-20 Bears
29-32	1-20 Giant Beavers
33-36	1-12 Dryads
37 -40	1-12 Griffons
41-44	1-10 Giant Hyena
45-48	1-10 Fire lizards
49-52	1-12 Lions
53-56	1-8 Giant lynxes
57-60	1-4 Neo-otyugh
61-64	1-6 Nymphs
65-68	1-8 Owlbears
69-72	1-8 Satyrs
73-80	1-4 Giant Stags
81-84	1-4 Sabre-toothed Tigers
85-88	1-10 Giant Wasps
89-92	1-8 Giant Weasels
93-96	1-6 Yeti
97-00	1-4 Hill Giants

ROLL D%	THIEF OR ASSASSIN FOLLOWERS
01-04	1-4 Thieves or Assassins
05-08	1-4 Fighters
09-12	1-2 Magic-Users
13-16	1-2 Clerics
17-20	1-20 Bugbears
21-24	1-12 Ogres
25-28	1-10 Trolls
29-32	1-6 Hill Giants
33-36	1-4 Stone Giants
37 -40	1-4 Chimeras
41-44	1-12 Gargoyles
45-48	2-12 Hell Hounds
49-52	1-6 Were Types
53-56	1-10 Ogre Magi
57-60	1-8 Owlbears
61-64	1-8 Pegasi
65-68	1 Rakshasa
69-72	1 Criosphinx
73-80	1 Gynosphinx
81-84	1-6 Wyverns
85-88	1-8 Carnivorous Apes
89-92	1-10 Griffons
93-96	1 Pseudo-Dragon
97-00	1-2 Type II Demons

ROLL D%	BARD FOLLOWERS
01-04	1-4 Fighters
05-08	1-4 Clerics
09-12	1-4 Bards
13-16	1-4 Thieves
17-20	1-4 Magic-Users
21-24	1-3 Lammasu
25-28	1-6 Pegasi
29-32	1-4 Unicorns
33-36	1 Ki-Rin
37 -40	1-12 Dire Wolves
41-44	1 Efreet
45-48	1 Djinn
49-52	1-10 Blink Dogs
53-56	1-10 Hell Hounds
57-60	1-10 Ogres
61-64	1-8 Trolls
65-68	1-8 Ogre Magi
69-72	1-6 Hill Giants
73-80	1-3 Monks
81-84	1-8 Satyrs
85-88	1-8 Were Types
89-92	1-2 Chimeras
93-96	1 Succubus
97-00	1-2 Mind Flayers

ROLL D%	MONK FOLLOWERS
01-04	1-4 Monks
05-08	1-4 Fighters
09-12	1-2 Magic-Users
13-16	1-2 Cleric
17-20	2-24 Bugbears
21-24	1-20 Ogres
25-28	1-120 Ogre Magi
29-32	1-8 Trolls
33-36	1-4 Hill Giants
37 -40	1-2 Stone Giants
41-44	2-20 War Dogs
45-48	1-12 Hell Hounds
49-52	1-12 Blink Dogs
53-56	1-8 Displacer Beasts
57-60	1-6 Pegasi
61-64	1-6 Griffons
65-68	1-4 Chimeras
69-72	1-4 Were Types
73-80	1-4 Wyverns
81-84	1-2 Samurai
85-88	1 Pseudo-Dragon
89-92	1-2 Monks
93-96	1 Sages
97-00	1 Frost Giant

ROLL D%	PALADIN FOLLOWERS
01-04	1-4 Fighters
05-08	1-4 Clerics
09-12	1 Ranger
13-16	1 Bard
17-20	1-4 Unicorns
21-24	1-4 Pegasi
25-28	1-4 Hippogriffs
29-32	1-4 Griffons
33-36	1 Titan
37 -40	1 Pseudo-Dragon
41-44	1-4 Roes
45-48	1 Andorsphinx
49-52	1-4 Hill Giants
53-56	2-20 War Dogs
57-60	1-2 Were Bears
61-64	1 Djinn
65-68	1 Paladin
69-72	1 Storm Giant
73-80	1 Golden Dragon
81-84	1 Silver Dragon
85-88	1-4 Ki-Rin
89-92	1-4 Lammasu
93-96	1-4 Shedu
97-00	1-4 Couati

ROLL D%	SAGE FOLLOWERS
01-04	1-4 Fighters
05-08	1-4 Magic-Users
09-12	1 Alchemists
13-16	1-4 Clerics
17-20	1-2 Samurai
21-24	1 Androsphinx
25-28	1-4 Griffons
29-32	1 Djinn
33-36	1 Efreet
37 -40	1 Titan
41-44	1 Storm Giant
45-48	1 Golden Dragon
49-52	1 Red Dragon
53-56	2-24 Gargoyles
57-60	1-20 Bugbears
61-64	1-12 Ogres
65-68	1-10 Ogre Magi
69-72	1-8 Trolls
73-80	1-4 Hill Giants
81-84	1-2 Stone Giants
85-88	1 Frost Giant
89-92	1-2 Beholders
93-96	1 Efreet
97-00	1-6 Yeti

ROLL D%	ALCHEMIST FOLLOWERS
01-04	1-4 Fighters
05-08	1-4 Magic-Users
09-12	1-4 Thieves
13-16	1 Sage
17-20	1-2 Samurai
21-24	1 Titon
25-28	2-24 Gargoyles
29-32	1-20 Bugbears
33-36	1-12 Ogres
37 -40	1-10 Ogre Magi
41-44	1-8 Trolls
45-48	1-4 Hill Giants
49-52	1-2 Stone Giants
53-56	1-6 Displacer Beasts
57-60	1-8 Blink Dogs
61-64	1 Beholder
65-68	1-4 Were Types
69-72	1 Efreet
73-80	1 Djinn
81-84	1 Androsphinx
85-88	1 Homunculus
89-92	1 Clay Golem
93-96	1 Flesh Golem
97-00	1 Stone Golem

ROLL D%	RANGER FOLLOWERS
01-04	1-6 Fighters
05-08	1-4 Magic-Users
09-12	1-4 Cleric
13-16	1-4 Thieves
17-20	1-4 Fighters or Magic-Users
21-24	1-4 Fighters or Magic-Users or Thieves
25-28	1 Ranger
29-32	1 Paladin
33-36	1-4 Were Bears
37 -40	1-6 Unicorns
41-44	1-6 Pegasi
45-48	1-4 Hill Giants
49-52	1-4 Stone Giants
53-56	1 Golden Dragon
57-60	1 Bard
61-64	1-4 Ki-Rin
65-68	1-4 Lammasu
69-72	1-4 Shedu
73-80	1 Silver Dragon
81-84	1-4 Coutai
85-88	1 Titan
89-92	1 Storm Giant
93-96	1-4 Rocs
97-00	1-2 Andorsphinx

ROLL D%	SPECIAL LEADER FOLLOWERS (GOOD)
01-04	1-6 Fighters or Samurai
05-08	1-4 Magic-Users or Illusionists
09-12	1-2 Monks
13-16	1-2 Alchemists or Bards
17-20	1-2 Good Clerics
21-24	1-2 Rangers
25-28	1-2 Paladins
29-32	1-8 Were Types
33-36	1-6 Treants
37 -40	1-10 Centaurs
41-44	2-16 Blink Dogs
45-48	1 Golem
49-52	1-6 Unicorns
53-56	1-6 Pegasi
57-60	1 Djinn
61-64	1 Hydra
65-68	1-6 Yeti
69-72	1-2 Titans
73-80	1-6 Giants
81-84	1-4 Ki-Rin
85-88	1-6 Couatl
89-92	1-4 Lanmasu
93-96	1-2 Androsphinxes
97-00	1-4 Dragons

ROLL D%	SPECIAL LEADER FOLLOWERS (NEUTRAL)
01-04	1-6 Fighters or Samurai
05-08	1-4 Magic-Users or Illusionists
09-12	1-2 Monks
13-16	1-2 Alchemists or Bards
17-20	1-2 Druids
21-24	1-4 Thieves or Assassins
25-28	1 Dragonne
29-32	1 Golem
33-36	2-8 Satyrs
37 -40	1-6 Owlbears
41-44	2-20 Lizard Men
45-48	1-2 Invisible Stalkers
49-52	1 Hydra
53-56	1-6 Yeti
57-60	1-6 Hippogriffs
61-64	1-8 Were Types
65-68	1-6 Griffons
69-72	1 Efreet
73-80	1-4 Eagles
81-84	1-6 Giants
85-88	1-4 Dragons
89-92	1-10 Giant Crocodiles
93-96	2-20 Locathah
97-00	1-2 Gorgons

ROLL D%	SPECIAL LEADER FOLLOWERS (EVIL)
01-04	1-6 Fighters or Samurai
05-08	1-4 Magic-Users or Illusionists
09-12	1-2 Monks
13-16	1-2 Alchemists or Bards
17-20	1-2 Evil Clerics
21-24	1-4 Thieves or Assassins
25-28	1 Dragonne
29-32	1 Golem
33-36	1-4 Leucrottas
37 -40	1-4 Ettins
41-44	1-4 Chimeras
45-48	1-6 Yeti
49-52	1 Ghost
53-56	1-8 Were Types
57-60	1-6 Giants
61-64	1-8 Undead
65-68	1-4 Dragons
69-72	1-4 Dopplegangers
73-80	1 Hydra
81-84	1-2 Beholders
85-88	1-2 Mind Flayers
89-92	1-2 Devils
93-96	1-4 DEMONS
97-00	1-2 Succubus

8 - Castles & Citadels

CASTLE NAMES

Roll 1d24 for the number of the Castle Name Table to use, and then roll 1d12 for the name itself.

If you don't have a d24, roll a d% on this table:

ROLL D%	CASTLE NAME TABLE
01-04	1
05-08	2
09-12	3
13-16	4
17-20	5
21-24	6
25-28	7
29-32	8
33-36	9
31-40	10
41-44	11
45-48	12
49-52	13
53-56	14
57-60	15
61-64	16
65-68	17
69-12	18
73-76	19
77-80	20
81-84	21
85-88	22
89-92	23
93-00	24



CASTLE NAME TABLES

	TABLE 1		TABLE 2		TABLE 3		TABLE 4		TABLE 5
1.	Abinger	1.	Bamburgh	1.	Bywell	1.	Carlisle	1.	Coca
2.	Acton	2.	Samekin	2.	Beaufort	2.	Chamboy	2.	Coucy
3.	Akashi	3.	Bayeaux	3.	Beliver	3.	Chaworth	3.	Combourg
4.	Ako	4.	Bedford	4.	Beziers	4.	Chepstow	4.	Deal
5.	Albini	5.	Belsay	5.	Burghauser	5.	Chipchase	5.	Dinan
6.	Allington	6.	Berkeley	6.	Byzantium	6.	Clinton	6.	Domfort
7.	Allure	7.	Berkhnsted	7.	Borthwick	7.	Clun	7.	Dover
8.	Alnwlck	8.	Bitchu-Matsuyama	8.	Caister	8.	Conway	8.	Dunetar
9.	Ardres	9.	Bodiam	9.	Caldicott	9.	Corfe	9.	Durham
10.	Arundel	10.	Bramber	10.	Camber	10.	Calais	10.	Danevirke
11.	Azuchi	11.	Brinklow	11.	Cambridge	11.	Chinon	11.	Doornenburg
12.	Bailey	12.	Burnell	12.	Cardiff	12.	Churburg	12.	Eclo

	TABLE 6		TABLE 7		TABLE 8		TABLE 9		TABLE 10
1.	Ely	1.	Fukue	1.	Goryo	1.	Hertford	1.	Jasper
2.	Etal	2.	Fukui	2.	Guildford	2.	Hikone	2.	Kagoshima
3.	Exter	3.	Fukuoka	3.	Gujo	3.	Himeji	3.	Kakegawa
4.	Eye	4.	Funai	4.	Haddon	4.	Hirosaki	4.	Kameoka
5.	Edinburgh	5.	Fushimi	5.	Hamamatsu	5.	Hiroshima	5.	Kameyama
6.	Eger	6.	Falaise	6.	Hagi	6.	Hopton	6.	Kashima
7.	Eltz	7.	Filarete	7.	Harlech	7.	Horne	7.	Kawagoe
8.	Farnham	8.	Garter	8.	Hayes	8.	Huntingdon	8.	Kenilworth
9.	Fastolf	9.	Glanville	9.	Helmingham	9.	Hurley	9.	Kidwelly
10.	Flint	10.	Glass	10.	Herbert	10.	Iga-Ueno	10.	Kirby
11.	Framlingtom	11.	Gifu	11.	Hereford	11.	Interdon	11.	Kishiwilda
12.	Fukuchiyama	12.	Goodrich	12.	Herland	12.	Inuyama	12.	Knaresborough

	TABLE 11		TABLE 12		TABLE 13		TABLE 14		TABLE 15
1.	Kochi	1.	Lists	1.	Marshall	1.	Mihara	1.	Nihonmatsu
2.	Kokura	2.	Llannephen	2.	Marugame	2.	Mito	2.	Nijo
3.	Komoro	3.	Llantilo	3.	Maruoka	3.	Montfort	3.	Ninayama
4.	Kubota	4.	Longford	4.	Mason	4.	Morioka	4.	Norham
5.	Kamamotll	5.	ludershall	5.	Matsue	5.	MOlle	5.	NorwiCh
6.	Lacy	6.	ludlow	6.	Matsumine	6.	Mural	6.	Nunney
7.	Lancaster	7.	Lumley	7.	Matsumoto	7.	Nagoya	7.	Oakham
8.	launceston	8.	Maebashi	8.	Matsuyama	8.	Nakamura	8.	Odiham
9.	le Pulset	9.	Maiden	9.	Maystroke	9.	Naworth	9.	Old Sarum
10.	lewes	10.	Mangonel	10.	Markenfield	10.	Neville	10.	Orrord
11.	Liberale	11.	Manners	11.	Merchan	11.	Newark	11.	Oxburgh
12.	Lincoln	12.	Manorbier	12.	Middleham	12.	Newcastle	12.	Oxford

	TABLE 16		TABLE 17		TABLE 18		TABLE 19		TABLE 20
1.	Odawara	1.	Pendennis	1.	Raglan	1.	Saltwood	1.	Sponle
2.	Ogakl	2.	Percy	2.	Aennes	2.	Scarborough	2.	Springal
3.	Oka	3.	Perrot	3.	Aestormal	3.	Scrope	3.	Stallard
4.	OkayaMa	4.	Pevensey	4.	Rhuddlan	4.	Seals	4.	Stokesay
5.	Okazaki	5.	Playford	5.	Alchmond	5.	Sendal	5.	Stuleville
6.	Osaka	6.	Pleshy	6.	Rochester	6.	Shibata	6.	Sumpa
7.	Osu	7.	Plinth	7.	Rockingham	7.	Shimabara	7.	Takada
8.	Parks	8.	Penlelract	8.	Sacki	8.	Shinoyama	8.	Takamalsu
9.	Pasion	9.	Posterns	9.	St. Briavels	9.	Shirburn	9.	Takasakl
10.	Peckforton	10.	Prudhoe	10.	Saga	10.	Skenfrith	10.	Tamwolth
11.	Pele	11.	Queenborough	11.	Sakura	11.	Sonobc	11.	Tanabe
12.	Pembroke	12.	Aaby	12.	Salisbury	12.	Southampton	12.	Tiltebayash

	TABLE 21		TABLE 22		TABLE 23		TABLE 24
1.	Tattershall	1.	Tsuyama	1.	Wallingford	1.	Winford
2.	Thombury	2.	Tutbury	2.	Wallmer	2.	Winfield
3.	Tickhill	3.	Ueda	3.	Wallon	3.	Wingfield
4.	Tokushima	4.	Umfraville	4.	Warrenne	4.	Wintingham
5.	Topeliffe	5.	Usuki	5.	Wark	5.	Worchester
6.	Tottori	6.	Uwajima	6.	Warkworth	6.	Xentilth
7.	Toyama	7.	Valturian	7.	WarwIck	7.	Yevele
8.	Toyahashi	8.	Vaux	8.	Wells	8.	Yonago
9.	Trebuchet	9.	Vere	9.	White	9.	Yenenlna
10.	Trematon	10.	Vesel	10.	Whickham	10.	York
11.	Tsu	11.	Wakamatsu	11.	Winchester	11.	Zircon
12.	Tsuchiura	12.	Wskayama	12.	Windsor	12.	Zocci

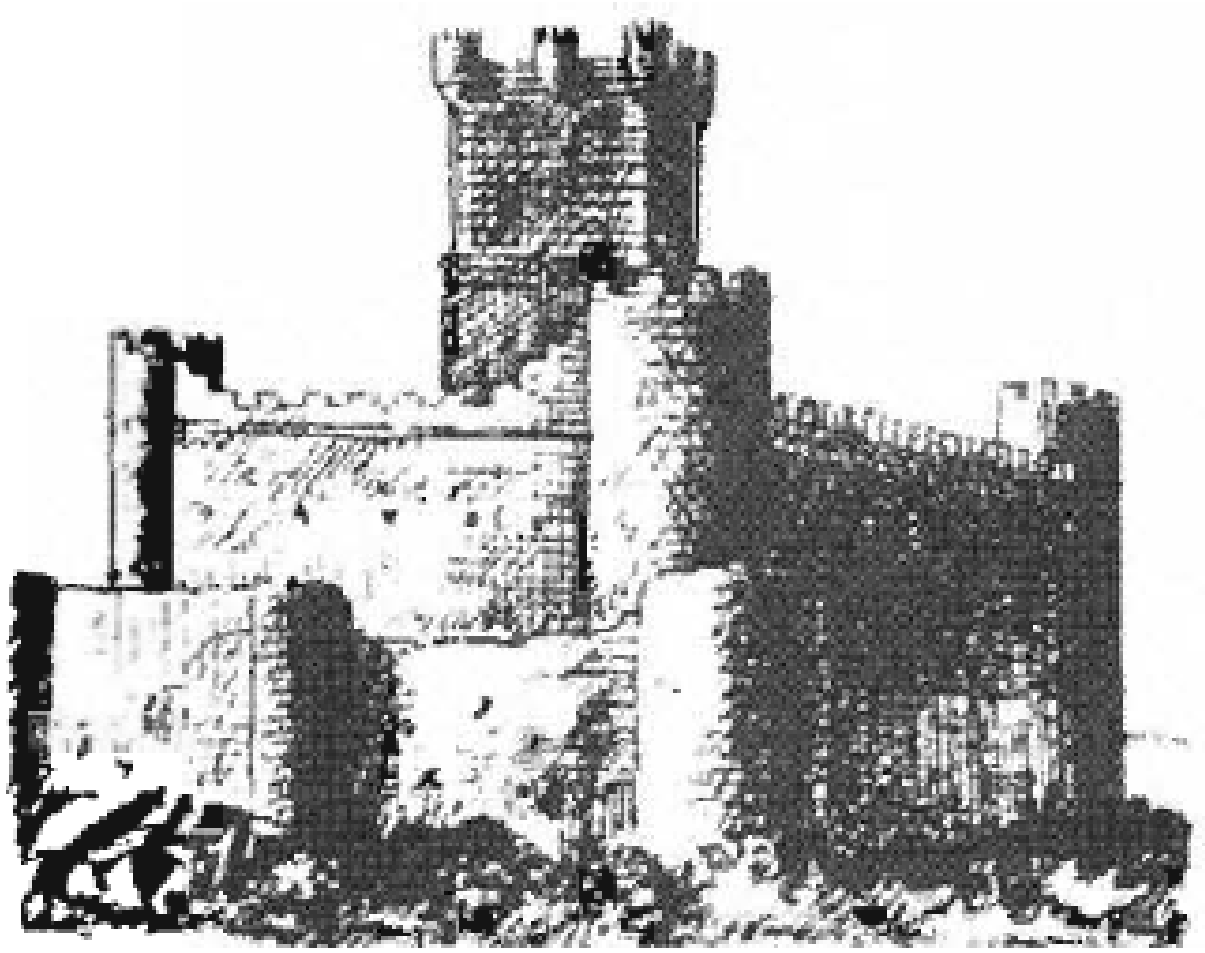
10 - Castles & Citadels

ROLL 1D20	MYSTERIOUS FINDS OUTSIDE WALLS
1.	Gauntlet*
2.	Broken Lance
3.	Torn Banner
4.	Hidden Trail
5.	Necklace
6.	Leather Tunic
7.	Clay Pot
8.	Broken Statue
9.	Stone Bench
10.	Rusted Dagger
11.	Dented Goblet
12.	Smoldering Campfire
13.	Length of Rope*
14.	Earring*
15.	Split Helm
16.	Sword Hilt
17.	Lit Lantern*
18.	Fragmented Staff
19.	Partially Dug Grave
20.	Rusty Coin

ROLL 1D20	PASSING ENCOUNTERS
1.	Ale Maker
2.	Farmers
3.	Bricklayer
4.	Armorer
5.	Beggar
6.	Gem Cutter
7.	Aged Fighter
8.	Fortune Teller
9.	Peddler
10.	Caravan
11.	Spear Maker
12.	Stone Cutter
13.	Bronze Caster
14.	Animal Trainer
15.	Tanner
16.	Lute Maker
17.	Ox Keeper
18.	Fur Trader
19.	Black Smith
20.	Messenger

ROLL 1D20	WALL DEFENCES
1.	Aerial Creatures
2.	Volcano
3.	Arrow Traps
4.	Magically Protected
5.	Hallucinatory Terrain
6.	Catapult
7.	Greek Fire
8.	Nets
9.	Cactus
10.	Pits
11.	Cauldrons
12.	Quick Sand
13.	Mirrors
14.	Orange
15.	Dart Thrower
16.	Trebuchet
17.	Open Fissures
18.	Spear Traps
19.	Tar Pits
20.	Thorn Bushes

* 20% Magical Qualities



Temples & Shrines - 1

TEMPLES & SHRINES

While small chapels exist in most villages and towns, these charts are for a large religious compound that has a genuine connection with their god(s). They may be encountered in any type of hex.

ROLL 1D10	TEMPLE CONFIGURATION
1.	Domed Squared
2.	Pyramid
3.	Parallelogram
4.	Rectangle
5.	Obelisk
6.	Round
7.	Square
8.	Hemisphere
9.	Geodesic Dome
10.	Rhomboid

ROLL 1D10	SIZE
1.	One Story
2.	Two Story
3.	Three Story
4.	1d6+3 Story
5.	1 Underground level
6.	1 Underground Level + Story above ground
7.	2 Underground Levels
8.	2 Underground Levels + Story above ground
9.	3 Underground Levels
10.	3 Underground Levels and One Story above ground

ROLL 1D10	CONDITION
1.	Under Construction
2.	Brand New
3.	Slightly Aged
4.	Worn
5.	Aged
6.	Ancient
7.	Crumbling
8.	Tumbled Down
9.	Ruins
10.	Foundations Only

ROLL 1D20	TEMPLE BUILT OF
1.	Adobe
2.	Silver
3.	Tin
4.	Granite
5.	Onyx
6.	Sod
7.	Wood
8.	Copper
9.	Gold
10.	Earth
11.	Quartz
12.	Sandstone
13.	Clay
14.	Iron
15.	Platinum
16.	Marble
17.	Bronze
18.	Crystal
19.	Brass
20.	Unknown Metal



TEMPLE LOCATION - OPTIONAL*

ROLL 1D6	LOCATION
1.	HAMLET §
2.	VILLAGE §
3.	TOWN §
4.	CITY §
5.	WILDERNESS §
6.	OTHER PLANE §

**OPTIONAL: Only roll if a temple's location is not already known, such as from rumors or on a treasure map. If its location is known to be in a particular settlement, roll on the appropriate followers charts for that settlement type.*

ROLL 1D6	Hamlet Followers
1.	1d4 + 1
2.	1d6 + 2
3.	2d4 + 2
4.	2d6 + 3
5.	3d6 + 2
6.	2d6 + 10

ROLL 1D6	Village Followers
1.	3d6
2.	2d6 + 8
3.	3d6 + 10
4.	2d6 + 20
5.	3d6 + 25
6.	(1d4+1) x 10

ROLL 1D6	Town Followers
1.	2d10 + 10
2.	1d100 + 10
3.	3d6 + 40
4.	1d6 x 10 + 30
5.	1d4+1 x 10 + 30
6.	1d100 + 50

ROLL 1D6	City Followers
1.	1d100 + 20
2.	(1d4 x 10) + 50
3.	1d100 + 100
4.	2d6 x 10 + 150
5.	3d6 x 10 + 200
6.	(1d4+1) x 100

ROLL 1D20	WILDERNESS LOCATION
1.	Dense Forest
2.	Meadow
3.	Cavern
4.	Cliff top
5.	Sea Coast
6.	Hidden Valley
7.	Underground
8.	Marsh
9.	Mountaintop
10.	Riverbank
11.	Ruins
12.	Island
13.	Volcano
14.	Desert Oasis
15.	Sacred Grove
16.	Gorge
17.	Underwater
18.	Plains
19.	Crater
20.	Floating in Sky

ROLL 1D6	OTHER PLANES
1.	Elemental Plane of Fire
2.	Elemental Plane of Water
3.	Elemental Plane of Air
4.	Elemental Plane of Earth
5.	Ethereal
6.	Astral

2 - Temples & Shrines

TEMPLE LEADERSHIP

ROLL 1D6	TEMPLE LEADERSHIP
1.	High Priest
2.	High Priest
3.	High Priest
4.	High Priest
5.	Dual Leadership
6.	Triumvirates



ROLL 1D20	LEADER LEVEL	OTHER PRIESTS	LEVEL*
1.	4th	1d4	1d3
2.	5th	2d4	1d4
3.	5th	2d6 +4	1d4
4.	6th	2d6	1d4 +1
5.	6th	2d10 +6	1d6 -1
6.	7th	3d10	1d6
7.	7th	2d6	1d4 +2
8.	7th	20 +2d10	1d6
9.	8th	25 +3d6	1d8 +1
10.	8th	30 +3d10	1d8 -1
11.	9th	20 +5d8	1d8
12.	9th	40 +2d10	1d10 -1
13.	10th	50 +2d10	1d10 -1
14.	10th	10 +1d10	1d8 +3
15.	10th	75 +3d10	1d12 -3
16.	11th	60 +4d10	1d10
17.	11th	15 +2d10	2d4 +2
18.	11th	100 +1d6x10	1d12 -2
19.	11th +1d8	150 +1d100	1d12 -2
20.	11th +1d8	200 +2d10	1d4 +6

**Treat all results of level 0 or less as Level 1.*

TEMPLE WEALTH

ROLL 1D10	TEMPLE TREASURY
1.	Treasury of 1d4 x 100 GP, each Priest carries: 2d6 GP
2.	Treasury of 2d6 x 100 GP, each Priest carries 10 +2d6 GP
3.	Treasury of (1d10 +10) x 100 GP, each Priest carries 20 +3d6 GP
4.	Treasury of 1d4 x 1000 GP, each Priest carries 2d4 x 10 GP
5.	Treasury of 2d4 x 1000 GP, each Priest carries 2d4 x 10 GP
6.	Treasury of 2d10 x 1000 GP, eacn Priest carries 2d6 x 10 GP
7.	Treasury of (2d6 +10) x 1000 GP, each Priest carries 3d6 x 10 +50 GP
8.	Treasury of (2d6 +15) x 1000 GP, each Priest carries 3d6 x 10 +100 GP
9.	Treasury of (3d6 +20) x 1000 GP, each Priest carries (1d4 +1) x 100 GP
10.	Treasury of (1d4 +1) x 10,000 GP, each Priest carries 1d6 x 100 GP

TEMPLE SHRINES
The holy center of a Temple is its Shrine.

ROLL 1D10	SHRINE TYPE
1.	HOLY SPRING §
2.	ARTIFACT OF DEITY §
3.	SACRED STONE §
4.	ARTIFACT OF ANCIENT HIGH PRIEST §
5.	HOME OF DEITY'S SERVANT §
6.	RELIC OF DEITY §
7.	SACRED SPOT §
8.	ANCIENT WRITINGS §
9.	Holy Statue
10.	Home of Deity

HOLY SPRING

ROLL 1D6	
1.	Water of Curing
2.	Transmutes Copper to Gold
3.	Dissolves all Metals
4.	Allows Commune with God
5.	Dissolves Flesh
6.	Transmutes Gold to Copper

ARTIFACT OF DEITY

ROLL 1D6	
1.	Sword
2.	Helm
3.	Shield
4.	Staff
5.	Ring
6.	Mace

SACRED STONE

ROLL 1D6	
1.	Charms non-believers
2.	Magnetic
3.	Animated
4.	Absorbs Magic
5.	Sacrificial Stone
6.	Hurls Random Clerical Spells

ARTIFACT OF ANCIENT HIGH PRIEST

ROLL 1D6	
1.	Mace
2.	Writings
3.	Skull (animated)
4.	Staff
5.	Heart
6.	Body

HOME OF DEITY'S SERVANT

ROLL 1D6	
1.	Underground Lake
2.	River
3.	Cavern
4.	Lava Pit
5.	Mud Pool
6.	Inside Rock

RELIC OF DEITY

ROLL 1D6	
1.	Skull
2.	Leg Bone
3.	Hand
4.	Heart
5.	Brain
6.	Body

SACRED SPOT

ROLL 1D6	
1.	Deity's Triumph
2.	Deity's Birth/Creation
3.	Deity's Ascension
4.	Deity's Return
5.	Meeting of Deity & Servants
6.	Deity's Defeat

ANCIENT WRITINGS

ROLL 1D6	
1.	Of Creation
2.	Of Deity's Battles
3.	By Deity
4.	Of Deity's Birth/Creation
5.	Deity's Adventure
6.	By Deity's First High Priest

4 - Temples & Shrines

Generate Temples Diety (if not already assigned from existing pantheon)

ROLL 1D6	PRIMARY DEITY ASPECT
1.	ABSTRACT §
2.	GOD §
3.	GODDESS §
4.	MONSTROUS §
5.	ANIMAL §
6.	Enigma*

ROLL 1D6	ABSTRACT ASPECT
1.	An Unknown Color
2.	A Primordial Word
3.	A Song of the infinite
4.	A Shadow that hungers
5.	A Mental State of enlightenment
6.	A Mathematical Formula of Alien Geometry

* The God has never revealed their Aspect, or their followers fear the knowledge of it.

ROLL 1D20	GOD ASPECT	DESCRIPTION	
1.	Human	Infant	Blue hair
2.	Human	Young boy	White Hair
3.	Human	Old Man	Purple Hair
4.	Human	Obese	Flaming Hair
5.	Human	Maimed	Mighty beard
6.	Human	Malformed	Glowing Red Eyes
7.	Human	Depraved	Completely black Eyes
8.	Elf	Watchful	No Eyes
9.	Elf	Indifferent	Red Skin
10.	Elf	Commanding	Sharks teeth
11.	Elf	Judgmental	Tusks
12.	Dwarf	Lewd	Barbed Tail
13.	Dwarf	Scheming	Lizard Tail
14.	Dwarf	Spiteful	Stone-like Skin
15.	Dwarf	Faithful	Goat Legs
16.	Dwarf	Honorable	Horns
17.	Halfling	Creative	Hawk Wings
18.	Half-Orc	Forgotten	Bat Wings
19.	Centaur	Inspiring	Talons for Hands
20.	Satyr	Cadaverous	Head of ANIMAL §

ROLL 1D20	GODDESS ASPECT	DESCRIPTION	
1.	Human	Infant	Red hair
2.	Human	Young girl	Silver Hair
3.	Human	Old Woman	Green Hair
4.	Human	Pregnant	Golden Hair
5.	Human	Obese	Bald
6.	Human	Disdainful	Flaming Eyes
7.	Human	Glorious	Completely black Eyes
8.	Elf	Sorrowful	No Eyes
9.	Elf	Joyous	Blue Skin
10.	Elf	Morbid	Fangs
11.	Elf	Wrathful	Antlers
12.	Dwarf	Nurturing	Forked Tongue
13.	Dwarf	Vain	Horse’s Tail
14.	Dwarf	Seductive	Monkey Tail
15.	Dwarf	Delusional	Scales
16.	Dwarf	Bountiful	Third Eye
17.	Halfling	Mysterious	Wasp Wings
18.	Half-Orc	Decaying	Raven’s Wings
19.	Centaur	Beautiful	Skin Covered in Writing
20.	Harpy	Alien	Head of ANIMAL §

ROLL 1D20	MONSTROUS ASPECT
1.	Dragon
2.	Medusa
3.	Lizardman
4.	Orc
5.	Goblin
6.	Bugbear
7.	Hobgoblin
8.	Gnoll
9.	Demon
10.	Devil
11.	Ooze
12.	Angel
13.	Djinn
14.	Golem
15.	Lycanthrope
16.	Vampire
17.	Rakshasa
18.	Ghoul
19.	Naga
20.	Lich

ROLL 1D20	ANIMAL ASPECT
1.	Frog
2.	Dog
3.	Cat
4.	Spider
5.	Snake
6.	Fly
7.	Owl
8.	Wolf
9.	Hawk
10.	Bull
11.	Bear
12.	Stag
13.	Pig
14.	Tiger
15.	Rat
16.	Elephant
17.	Monkey
18.	Crab
19.	Goat
20.	Scorpion

ROLL 1D20	DEITIES MIRACLES AND BOONS
1.	Nothing
2.	Healing all illness and wounds
3.	Blessing (+1 to rolls)
4.	Causes natural disasters
5.	Summons and binds beasts
6.	Speaks wisdom through oracle
7.	Creates new life
8.	Strike down enemies
9.	True form causes madness
10.	Devourers anything
11.	Bestows forgetfulness
12.	Mutates faithful
13.	Showers treasure on faithful
14.	Animates weapons with intelligence
15.	Weather control
16.	Metes ironic punishment
17.	Gives curious potions
18.	Prophetic visions
19.	Reincarnation
20.	Eternal Life (of a sort)

ROLL 1D30	DEITY'S SPHERE OF INFLUENCE
1.	Fire
2.	Storm
3.	Sea
4.	Blood
5.	Wine
6.	Death
7.	Fertility
8.	Harvest
9.	Magic
10.	Plague
11.	Craft
12.	Forest
13.	Lies
14.	Song
15.	Love
16.	Night
17.	Crossroads
18.	Art
19.	Knowledge
20.	War
21.	Famine
22.	The Hunt
23.	Beauty
24.	Vengeance
25.	Madness
26.	Wealth
27.	Luck
28.	Joy
29.	Mercy
30.	Roll twice more

ROLL 1D8	DEITY'S MIGHT
1.	Obscure God
2.	Petty God
3.	Petty God
4.	Petty God
5.	Minor God
6.	Minor God
7.	Major God
8.	Insane God

ROLL 1D12	NATURE OF TEMPLE'S LARGER RELIGION
1.	No church - temples are abandoned and (mostly) forgotten
2.	Tribal - worshiped only in wild and broken lands
3.	Proscribed faith - only underground cults, actively hunted by the powers that be.
4.	Minor church - popular in out in the sticks
5.	Crackpot cult - most people find your faith tiresome or hilarious
6.	Giving faith - members can never refuse a request for aid.
7.	Inquisition - is on a crusade against a perceived dire threat, people, or faith.
8.	Depraved cult- behind its temple doors dark appetites are sated.
9.	Ascetic church - its followers are expected to take vows of poverty and humility.
10.	Rich church - its temples are known for their beauty and opulence
11.	Major religion- active missionaries travel the lands, large temples in most civilized cities
12.	The great work- order keeps no temples, but is instead focused on a world shaking project.

6 - Temples & Shrines

NAME OF DEITY

ROLL 1D6	SYLLABLES IN DEITY'S NAME
1.	1 Syllable
2.	2 Syllables
3.	2 Syllables
4.	3 Syllables
5.	3 Syllables
6.	4+ Syllables*

Roll a d% for each syllable and consult the syllable chart. Arrange in an auspicious and possibly pronounceable order.

*Can take 4 or more syllables, but all of them have to be used in the deity's name.

Syllables

ROLL D%											
01.	a	21.	e	41.	khe	61	nu	81.	sis
02.	aan	22.	eo	42.	kho	62.	o	82.	stus
03.	al	23.	eph	43.	kie	63.	on	83.	sus
04.	an	24.	ere	44.	la	64.	p	84.	ta
05.	art	25.	eury	45.	las	65.	pak	85.	tah
06.	ash	26.	eus	46.	lene	66.	per	86.	tar
07.	at	27.	fre	47.	lo	67.	pha	87.	te
08.	ba	28.	fu	48.	mar	68.	phae	88.	ter
09.	be	29.	ga	49.	me	69.	phi	89.	tet
10.	bet	30.	gal	50.	mes	70.	phro	90.	th
11.	bura	31.	ha	51.	mun	71.	pol	91.	tha
12.	bus	32.	her	52.	mus	72.	put	92.	the
13.	can	33.	hit	53.	na	73.	r	93.	tho
14.	chro	34.	ho	54.	ne	74.	ra	94.	tis
15.	deme	35.	hu	55.	ner	75.	res	95.	ty
16.	des	36.	hur	56.	nes	76.	se	96.	xe
17.	di	37.	i	57.	nesh	77.	ses	97.	xer
18.	din	38.	ish	58.	ni	78.	sha	98.	xes
19.	duk	39.	kal	59.	nome	79.	sil	99.	ya
20.	dyo	40.	ken	60.	nos	80.	sin	00.	z

EFFECT OF DEFILING TEMPLE

ROLL 1D20	CURSE UPON DEFILER
1.	Primary Characteristic reduced by 2
2.	Any Animals/Elements influenced by Deity always at odds with Defiler
3.	Pursuit by other members of Church
4.	One Magic Item of Defiler loses Abilities
5.	Earthquake destroys Temple while characters still inside
6.	Defiler under geas by Deity to attack some other Temple, perhaps character's own
7.	Defiler wracked with pain, -4 to Hit, no Spells
8.	Defiler's sex changed
9.	Defiler becomes Dumb
10.	Defiler becomes Blind
11.	Defiler becomes Deaf
12.	Defiler loses 5 points of Charisma
13.	Defiler's skin slowly changes color
14.	Defiler's home struck by Plague
15.	Defiler has -2 on all saving throws
16.	12th level Assassin hired by Church
17.	Defiler has 10% chance per melee of becoming catatonic for 1d12 rounds
18.	Defiler's vision becomes slightly blurred, -1 to Hit, cannot find any secret doors, etc.
19.	A pair of Devil's Horns grow out of Defiler's head
20.	Defiler attacked once per day by random creature

ROLL 1D6	DURATION OF CURSE
1.	1d20 Hours
2.	1d10 Days
3.	1d8 Weeks
4.	1d6 Months
5.	1d4 Years
6.	Permanent

TEMPLE PROTECTION

ROLL 1D20	PROTECTION				
1.	PRIESTS ON GUARD §	8.	MOAT	15.	Town Militia
2.	HIRED MERCENARIES §	9.	Temple in Fortress	16.	Nearby Castle
3.	MAGICAL DETECTION §	10.	Temple is a Fortress	17.	SENTIENT TEMPLE §
4.	Dogs	11.	UNDEAD §	18.	ILLUSIONS §
5.	Lions	12.	Animated Furniture	19.	MONSTERS §
6.	Serpents	13.	TRAPS	20.	DEMONS §
7.	HIGH WALLS §	14.	Walls of Fire		

ROLL 1D6	PRIESTS ON GUARD*
1.	1d4 Level 1
2.	1d6 Level 1
3.	1d4 level 1, 1 level 3
4.	1d6 level 1, 1 level 4
5.	2d4 level 1, 2 level 3, 1 level 5
6.	2d6 level 1, 1d4 level 3, 2 level 5, 1 level 7

ROLL 1D6	HIRED MERCENARIES
1.	1d6+2 Level:1 [AC:4], 1 Level:2 [AC:2]
2.	2d6 Level:1 [AC:4], 1 Level:3 [AC:1]
3.	2d10+4 Level:1 [AC:4], 2 Level:2 [AC:2], 1 Level:4 [AC:0]
4.	3d6+10 Level:1 [AC:4], 3 Level:2 [AC:2], 2 Level:3 [AC:1], 1 Level:5 [AC:0]
5.	20 + (1d3 x 10) Level:1 [AC:4], 6 Level:2 [AC:2], 4 Level:3 [AC: 1], 2 Level:4 [AC:0], 1 Level:6 [AC:-1]
6.	40 + (1d3 x 10) Level:1 [AC:4], 10 Level:3 [AC:2], 6 Level:3 [AC: 1]. 2 Level:4 [AC:0], 1 Level:5 [AC:0], 1 Level:7 [AC:-2]

**If stated levels do not exist at temple, move up chart until appropriate level is reached.*

ROLL 1D6	MAGICAL DETECTION*
1.	Gets detects Evil/Good
2.	ESP of all entering temple
3.	Detect Magic in effect, no Magic Weapons or devices allowed in Temple
4.	Know Alignment in effect, none of opposite Alignment allowed in
5.	Detect Invisible in effect
6.	Gong starts if unauthorized person passed by

ROLL 1D6	HIGH WALLS
1.	12’
2.	15’
3.	20’
4.	25’
5.	30’
6.	40’

ROLL 1D6	MOAT CREATURES
1.	Crocodiles
2.	Giant eels
3.	Giant Leeches
4.	Giant Water Snakes
5.	Giant Crocodiles
6.	6 Giant Crayfish

***Detection done by guards who carry devices giving them the ability or objects which set off an alarm when objective is detected.*

ROLL 1D6	UNDEAD
1.	Skeleton
2.	Zombie
3.	Vampire
4.	Ghoul
5.	Ghost
6.	Mummy

ROLL 1D6	TRAPS
1.	Covered Pits in Courtyard
2.	Crossbow traps set to cover courtyard
3.	Blocks of Stone fall from top of walls
4.	Trap Door, 20’ pit just inside entrance
5.	Snares in courtyard
6.	Small Poisoned Spikes on top of walls

ROLL 1D6	SENTIENT TEMPLE
1.	Screams while being invaded
2.	Warns Clerics only
3.	Lock 1 door per turn
4.	Collapses part of ceiling 20% chance per turn. 6d6 damage
5.	Electrical discharge from walls per turn
6.	Spells as 15th Level Cleric

ROLL 1D6	ILLUSIONS
1.	Monsters
2.	Demons
3.	Guards
4.	Walls
5.	Doors
6.	Temple

ROLL 1D6	MONSTERS
1.	Orcs
2.	Bugbears
3.	Undead
4.	Giants
5.	Ogres
6.	Trolls

ROLL 1D6	DEMONS
1.	Succubus
2.	Rank I
3.	Rank II
4.	Rank III
5.	Rank IV
6.	75% Rank V, 25% Rank VI

8 - Temples & Shrines

TEMPLE CEREMONIES

ROLL 1D10	CEREMONY FREQUENCY	REGULAR SERVICE TIMES
1.	1 per day	Dawn, Dusk, Midnight, or Noon
2.	2 per day	Dawn and Dusk
3.	2 per day	Noon and Midnight
4.	3 per day	Dawn, Noon, and Dusk
5.	3 per day	Dusk, Midnight, and Dawn
6.	3 per day	Midnight, Dawn, and Noon
7.	3 per day	Noon, Dusk, and Midnight
8.	4 per day	Dusk, Midnight, Dawn and Noon
9.	1 per week	
10.	1 per year	

All temples perform regular rituals to appease their god(s), as well as special ceremonies at specific times.

Roll the Attendees, Offerings, and Devices used separately for regular services and each special ceremony.

ROLL 1D20	SPECIAL CEREMONIES (ROLL 1D4 TIMES)
1.	Full Moon
2.	Equinoxes
3.	Years End/Beginning
4.	1d8 High Holy Days
5.	Eclipses
6.	Fertility Rites
7.	Month of Fasting and Prayer
8.	Saints Day
9.	Day of the Dead
10.	Initiation into Adulthood
11.	Devil's Day
12.	Longest Day of Year
13.	Shortest Day of Year
14.	Harvest Rites
15.	Deity's Day of Birth
16.	Deity's Day of Death
17.	Victory of Deity over Enemies
18.	Death of High Priest
19.	Creation of World
20.	Conjunction of Planets

ROLL 1D10	CEREMONY ATTENDEES
1.	All Priests only
2.	High Priest(s), Public
3.	All Priests, Public
4.	High Priest(s) only
5.	Level 6+ Priests only
6.	Level 6+ Priest, Public
7.	Level 5 or less Priests only
8.	Level 6 or less Priests, Public
9.	High Priest(s), DEMON §
10.	All Priests, DEMON §

ROLL 1D20	CEREMONIAL OFFERINGS
1.	Burnt Incense
2.	Copper Pieces
3.	Silver Pieces
4.	Electrum Pieces
5.	Gold Pieces
6.	Platinum Pieces
7.	Small Gems
8.	Large Gems (100 GP)
9.	Jewelry
10.	Magic Items
11.	Sheep Sacrifice
12.	Cattle Sacrifice
13.	Snake Sacrifice
14.	Chicken Sacrifice
15.	Human Blood
16.	Human Heart
17.	Human Head
18.	DEMI-HUMAN Blood §
19.	DEMI-HUMAN Heart §
20.	DEMI-HUMAN Head §

ROLL 1D10	DEMI-HUMAN TYPE
1.	Any
2.	Orcs
3.	Goblin
4.	Dwarven
5.	Elven
6.	Halfling
7.	Kobold
8.	Hobgoblin
9.	Lizard Men
10.	Gnome

ROLL 1D20	CEREMONIAL DEVICES (ROLL 1D6 TIMES)
1.	Chants
2.	Weapons
3.	Stone Idol
4.	Medallion
5.	Incense
6.	Heavy Robes
7.	Wine
8.	Braziers
9.	Tapestries
10.	Golden Idol
11.	Gongs
12.	Books
13.	Fire
14.	Skulls
15.	Blood
16.	Jewelry
17.	Scrolls
18.	Music
19.	Acid
20.	Candles

First Roll for the leadership of the village, followed by the number of streets. Next roll for village population size, and from that how many notable shops are present. Roll for the Technology level to see which table to roll for the shops, as well as the number of government buildings. Next roll for the shops on the correct shops table and the government buildings the correct number of times. If the government works roll indicates that the village is walled, roll for the nature of the village defences. Finally roll for the village name. Additionally there are tables to roll the specifics of any buildings requiring more detail.

Village Leader

Leader type

ROLL 1D6	VILLAGE RULE TYPE
1.	None
2.	Village Council
3-6	VILLAGE LEADER §

ROLL 1D8	VILLAGE LEADER TYPE
1.	Clanhead (Level 0 Commoner)
2.	Mayor (Level 0 Commoner)
3.	Reeve (level 0 Commoner)
4.	Bailiff (level 1 fighter)
5.	Knight (level 2 fighter)
6.	Priest (Level 3 Cleric)
7.	Bandit Chief (Level 3 Thief)
8.	OTHER §

ROLL 1D6	OTHER TYPE
1.	Sage (Level 4 MU)
2.	Orc war chief
3.	Ogre Boss
4.	Lizardman
5.	Vampire
6.	Young Dragon

ROLL 1D6	VILLAGE LEADERSHIP CAN CALL UPON
1.	1d4 locals (0 level commoners)
2.	2d6 locals (0 level commoners)
3.	1d6 local toughs (1st level fighters)
4.	1d4 guards (2nd level fighters)
5.	1-2 Magic-Users (level 1)
6.	1 champion (Level 4 Fighter)

ROLL 1D6	LEADER DISPOSITION
1-2	Friendly (+1 to reaction Roll)
3-4	Ambivalent (±0)
5-6	Suspicious (-1 to reaction Roll)

VILLAGE STREETS

Roll for number of streets, then roll a d6, starting with ‘Trail’ and then keep rolling if the result says to go to the next higher street type table.

ROLL 1D6	NUMBER OF STREETS
1.	1d10
2.	1d20
3.	3d8
4.	4d8
5.	4d10
6.	6d10

DIE ROLL	TRAIL	DIRT	GRAVEL	WOOD	BRICK	STONE
1.	1’	2’	3’	2’	5’	10’
2.	2’	4’	6’	4’	10’	20’
3.	3’	6’	9’	6’	15’	30’
4.	4’	8’	12’	8’	20’	40’
5.	DIRT §	10’	15’	10’	25’	50’
6.	DIRT §	GRAVEL §	WOOD §	BRICK §	STONE §	60’

Length of Streets: To determine the length of each street roll 2d10 and multiply by 10’.

2 - Villages & Towns

SHOP TYPES

To find the types of shops a village will have, note first the number of shops the population will allow (see population chart). Secondly, note the technological level of the village (see VILLAGE TECHNOLOGICAL CHART). If a village has a technological level of Tributary with a population of 200, four village shops and two government works buildings should be rolled for.

VILLAGE SHOPS

After locating the technological level, roll a d20 on the chart in the technological level indicated.

Roll for no more than one-third of the shops in that category. The remainder shall be rolled for from the lower technological levels.

VILLAGE POPULATION AND SHOPS

ROLL D%	POPULATION	NUMBER OF SHOPS		POPULATION	NUMBER OF SHOPS
01	10	1	56-60	210	5
02	20	1	61-64	220	5
03	30	1	65-67	230	5
04	40	1	68-70	240	5
05-06	50	2	71-73	250	5
07-08	60	2	74-76	260	6
09-10	70	2	77-79	270	6
11-12	80	2	80-81	280	6
13-14	90	2	82-83	290	6
15-17	100	3	84-85	300	6
18-20	110	3	86-87	310	7
21-23	120	3	88-89	320	7
24-26	130	3	90-91	330	7
27-29	140	3	92-93	340	7
30-32	150	3	94-95	350	7
33-36	160	4	96	360	8
37-40	170	4	97	370	8
41-44	180	4	98	380	8
45-49	190	4	99	390	8
50-55	200	4	00	400	8

VILLAGE TECHNOLOGICAL LEVEL CHART & ATTITUDE

Roll a 12-sided die to determine the village technological level. A roll of 12 indicates are-roll. The column of numbers next to the technological level indicates the number of government works buildings to be rolled for.

Roll 2d6 for village attitude toward the party.

ROLL 1D12	TECHNOLOGICAL LEVEL	NUMBER OF GOVERNMENT BUILDINGS
1.	ANARCHY §	0
2.	DEMOCRATIC §	1
3.	TRIBAL §	1
4.	AGRARIAN §	2
5.	RELIGIOUS §	2
6.	TRIBUTARY §	2
7.	OLIGARCHY §	3
8.	REPUBLIC §	3
9.	ARISTOCRACY §	3
10.	FEUDAL §	4
11.	DICTATORSHIP §	4
12.	RE-ROLL	

ROLL 2D6	VILLAGE ATTITUDE
2.	Blissful happiness
3.	Unabashed curiosity
4.	Friendly leader
5.	Cheerful hospitality
6.	Eager to trade
7.	Polite indifference
8.	Vague uneasiness
9.	Strange behavior
10.	Air of mystery
11.	Predatory
12.	Outright hostility

ANARCHY

ROLL 1D20	SHOP TYPE
1.	Flint cutter
2.	Tanner
3.	Stone cutter
4.	Tavern
5.	Wheel & cart shop
6.	Stone Tool Maker
7.	Plow maker shop (wood)
8.	Ox keeper
9.	Wise man's den
10.	Weaver's shop
11.	Basket market
12.	Open air market
13.	Yoke maker
14.	Stone weapon maker (axe, knife)
15.	Spear maker
16.	Smokehouse
17.	Shield maker (skins)
18.	Jeweler (uncut stones, bones)
19.	Armorer (Breastplate bone)
20.	Rain maker

TRIBAL

ROLL 1D20	SHOP TYPE
1.	Canoe maker
2.	Rail splitter
3.	Oil shop
4.	Miller
5.	Hunting dog trainer
6.	Pitch maker
7.	Wine maker
8.	Ale maker
9.	Tavern
10.	Sword maker
11.	Tavern
12.	Horse keeper
13.	Coal supplier
14.	Sailboat maker
15.	Blacksmith
16.	Hand axe maker
17.	Fur trader
18.	Spike & wedge maker
19.	Helmet maker (leather)
20.	Shield maker

DEMOCRACY

ROLL 1D20	SHOP TYPE
1.	Horse breaker
2.	Bow maker
3.	Fortune teller
4.	Stable keeper
5.	Mold & pattern maker
6.	Raft builders
7.	Glove maker
8.	Tavern
9.	Remedy house
10.	Axe maker
11.	Net maker
12.	Sandal maker
13.	Drum maker
14.	Water witch
15.	Leader's house
16.	Stirrup maker
17.	Water wheel maker
18.	Bronze caster
19.	Water skin maker
20.	Carver's shop

AGRARIAN

ROLL 1D20	SHOP TYPE
1.	Sundial maker
2.	Linen shop
3.	Robe maker
4.	Book maker
5.	Candle maker
6.	Oil lamp maker
7.	Coppersmith
8.	Scribe
9.	Tavern
10.	Inn
11.	Carpenter
12.	Wagon builder
13.	Slate cutter shop
14.	Pole arm shop
15.	Mace maker
16.	Tailor
17.	Pottery shop
18.	Sail maker
19.	Brick layer
20.	Horse trader

RELIGIOUS

ROLL 1D20	SHOP TYPE
1.	Lantern maker
2.	Chariot maker
3.	Hat maker
4.	Silversmith
5.	Leather armor
6.	Master builder
7.	Ghost chaser
8.	Undertaker
9.	Composite bow maker
10.	Locksmith
11.	Slaver
12.	Navigational shop
13.	Pipe Weed shop
14.	Brewery
15.	Religious symbol shop
16.	Lance & Javelin shop
17.	Jail (law enforcement)
18.	Trap maker
19.	Temple
20.	Herb & Spice shop

TRIBUTARY

ROLL 1D20	SHOP TYPE
1.	Screw maker
2.	Windmill builder
3.	Silk goods
4.	Money lender (bank)
5.	Carpet maker
6.	Goldsmith
7.	Barding maker (armorer)
8.	Halberd, morning star, flail maker
9.	Glass blower
10.	Debter's Prison
11.	Tax Collector
12.	Sheep market
13.	House of Joy
14.	Informant shop
15.	Town crier
16.	Saddle designer
17.	Transport shop
18.	Butcher
19.	Bureaucrat's office
20.	Court clerk

OLIGOPOLY

ROLL 1D20	SHOP TYPE
1.	Crossbow maker
2.	Chain mail (armorer)
3.	Trap designer
4.	Artist
5.	Poison shop (alchemist)
6.	Accountant
7.	Astrologer's shop
8.	Mineral sage
9.	Botanist (sage)
10.	Body snatcher's
11.	Map maker
12.	Feed, seed & dry goods
13.	Minstral guild
14.	Mason
15.	Library
16.	Wigs
17.	Courthouse
18.	Money changer
19.	Mercenary Service
20.	Hypnotist

REPUBLIC

ROLL 1D20	SHOP TYPE
1.	Shipbuilder
2.	Hotel
3.	Slave market
4.	Bathhouse
5.	Swine market
6.	Cattle market
7.	Clerical aid shop
8.	Sculptor
9.	Lumber mill
10.	Shipyard
11.	Bake shop
12.	Interpreter
13.	Building supplies
14.	Stage hire
15.	Foundry
16.	Hourglass shop
17.	General store
18.	Sage's house
19.	Jade shop
20.	Gladiator school

ARISTOCRACY

ROLL 1D20	SHOP TYPE
1.	Plate armor (armorer)
2.	Geologist (sage)
3.	Rugs & Tapestries
4.	Siege tower builder
5.	Deed recorder
6.	Village clerk
7.	Leech (doctor)
8.	Assassin's den
9.	Mining engineer
10.	Ship captain's guild
11.	Pottery shop
12.	Animal trainer
13.	Thieves' den
14.	Music shop
15.	Sailors' hall
16.	Puppeteer shop
17.	Theater
18.	Bricklayer
19.	Beggars' guild
20.	Court of law

FEUDAL

ROLL 1D20	SHOP TYPE
1.	Rocket builder
2.	Road engineer
3.	Castle engineer
4.	Fighter's school
5.	Magic school
6.	Messenger's Service
7.	Astronomer (Sage)
8.	Catapult Builder
9.	Execution yard
10.	Building inspector
11.	Actor's guild
12.	Spectacle shop
13.	Steel factory
14.	Ship captain's school
15.	Siege tower builder
16.	Assassin's guild
17.	House of the Insane
18.	Village bookkeeper
19.	Military induction center
20.	Hall of the Great Druid

DICTATORSHIP

ROLL 1D20	SHOP TYPE
1.	Telescope shop
2.	School of Math & Science
3.	Gladiator arena
4.	Siege engineer
5.	Sages' guild
6.	Monastery
7.	Taxidermist
8.	Glass shop
9.	Sign painter
10.	Circus
11.	Survey shop
12.	Sanitation station
13.	Woman's foundation shop
14.	Orcamitory
15.	Laundry service
16.	Landscape service
17.	Investigator
18.	Falcon trainer
19.	Glass cutter
20.	Rat chaser



6 - Villages & Towns

GOVERNMENT WORKS:

ANARCHY:
None

DEMOCRACY:

ROLL 1D20	GOVERNMENT BUILDING
1-5	Tax office
6-15	Village meeting hall
16-20	Community warehouse

RELIGIOUS:

ROLL 1D20	GOVERNMENT BUILDING
1.	Temple
2.	Temple
3.	Burial grounds
4.	Prison
5.	Citadel
6.	Militia headquarters
7.	Public bathhouse
8.	Town square
9.	Tax office
10.	Town meeting hall
11.	Community warehouse
12.	Lookout tower
13.	Leadership dwelling
14.	Town Armory
15.	Waterworks
16.	Grainery
17.	Town stable
18.	Large tomb
19.	Temple
20.	Temple

OLIGOPOLY:

ROLL 1D20	GOVERNMENT BUILDING
1.	Stadium
2.	Theater
3.	Noble's house
4.	Sentry station
5.	Pantheon
6.	Circus
7.	Marketplace
8.	Village court
9.	Temple
10.	Bathhouse
11.	Prison (law enforcement)
12.	Citadel
13.	Tax office
14.	Village meeting hall
15.	Lookout tower
16.	Postal system
17.	Burial ground
18.	Sentry house
19.	Military school
20.	Windmill

AGRARIAN:

DIE ROLL	GOVERNMENT BUILDING
1-2	Citadel
3-4	Militia headquarters
5-6	Town square
7-8	Tax office
9-10	Town meeting hall
11-12	Community warehouse
13-14	Lookout tower
15-16	Leadership home
17-18	Jail
19-20	Temple

TRIBUTARY:

ROLL 1D20	GOVERNMENT BUILDING
1.	Pantheon (several temples)
2.	Circus (similar to arena)
3.	Marketplace
4.	Temple
5.	Bath house
6.	Burial grounds
7.	Prison
8.	Citadel
9.	Military Headquarters
10.	Garrison headquarters
11.	Town square
12.	Tax office
13.	Village meeting hall
14.	Emporium (Royal warehouse)
15.	Leadership dwelling
16.	Lookout tower
17.	Keep
18.	Town postal system
19.	Military induction center
20.	Village court

REPUBLIC:

ROLL 1D20	GOVERNMENT BUILDING
1.	Temple
2.	Bathhouse
3.	Prison
4.	Citadel
5.	Military Headquarters
6.	Town square
7.	Tax office
8.	Village meeting hall
9.	Lookout tower
10.	Burial grounds
11.	Village court
12.	Military school
13.	College
14.	Village defence walls
15.	Pantheon
16.	Stadium
17.	Theater
18.	Noble's house
19.	Circus
20.	Marketplace

ARISTOCRACY:

ROLL D%	GOVERNMENT BUILDING
1-2	Fortress
3-6	Odeum (music hall)
7-10	Gladiator school
11-14	Temple
15-18	Bathhouse
19-22	Prison
23-26	Citadel
27-30	Military headquarters
31-34	Town square
35-38	Tax office
39-42	Village meeting hall
43-46	Emporium
47	Lookout tower
48	Keep
49-52	Village coroner system
53-56	Village printing house
57-60	Military induction building
61-64	Burial grounds
65-68	Village court
69-72	Debtors prison
73-75	Sentry house
76-78	Military school
79-80	College
81	Capital
82-84	Guardhouse
85-87	Village defense wall
88-89	Pantheon
90-91	Stadium
92-93	Theater
94-95	Noble's dwelling
96-97	Sentry station
98-99	Circus
00	Marketplace

FEUDAL:

ROLL D%	GOVERNMENT BUILDING
1-3	Castle
4-7	Vassal training center
8-11	Tomb of the Overlord
12-15	Fortress
16-19	Odeum (music hall)
20-23	Gladiator school
24-25	Temple
26-27	Bathhouse
28-29	Prison (law enforcement)
30-31	Citadel
32-35	Military headquarters
36-39	Town square
40-41	Tax office
42-43	Village meeting hall
44-45	Emporium
46-47	Lookout tower
48-49	Keep
50-51	Village coroner
52-54	Village printing house
55-57	Military induction center
58-60	Burial grounds
61-64	Village court
65-68	Debtors prison
69-72	Sentry house
73-75	Military school
76-78	College
79-81	Capital (temple dedicated to a ruler)
82-84	Guardhouse
85-87	Village defense wall
88-90	Pantheon (several temples)
91	Stadium
92	Theater
93-94	Noble's dwelling
95-96	Sentry station
97-98	Circus (similar to arena)
99-00	Marketplace

DICTATORSHIP:

ROLL D%	GOVERNMENT BUILDING
1-3	Naumachial (Place to hold mock sea battles)
4-6	Castle
7-9	Vassal training center
10-12	Tomb of the Overlord
13-15	Fortress
16-18	Odeum
19-20	Gladiator school
21-23	Temple
24-26	Bathhouse
27-29	Village printing house
30-32	Military school
33-35	Burial grounds
36-39	Village court
40-42	Debtor's prison
43-45	Sentry house
46-48	Military induction building
49-50	College
51	Capital (Temple dedicated to Overlord)
52	Guardhouse
53-55	Village defense wall
56-58	Pantheon (several temples)
59-61	Stadium
62-64	Theater
65-67	Noble's dwelling
68-70	Sentry station
71-73	Circus
74-77	Marketplace
78-80	Prison (law enforcement)
81-83	Citadel
84-86	Military headquarters
87-89	Town square
90-92	Tax office
93-95	Village meeting hall
96	Emporium
97	Lookout tower
98-99	Keep
00	Village courier

8 - Villages & Towns

VILLAGES & TOWNS

Roll for the physical characteristics and Population of a village, and then the types of shops and services it has. Towns and cities should be custom created by the GM, and usually only appear in civilized hexes. Also any key buildings can be randomly generated.

NUMBER OF WALL SECTIONS

ROLL 1D6	WALL SECTIONS
1	2d6
2	4d6
3	6d6
4	8d6
5	10d6
6	12d6

WALL HEIGHT

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. (i.e. A 8' thick Brick wall would be (4x) taller, or 32'.)

Wall length

To determine the length of each wall section multiply the wall thickness by 1d20 feet.

WALL THICKNESS AND TYPE

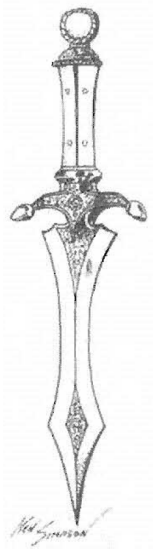
Roll a d6, starting with the 'Earth' column and then keep rolling if the result says to go to the next higher Wall type table.

ROLL 1D6	EARTH (2X)	WOOD (4X)	BRICK (4X)	STONE (3X)	MARBLE (3X)	GRATE* BAR THICKNESS
1.	10'	1'	2'	4'	2' Latticed	1" dia. Bronze
2.	20'	2'	4'	8'	4'	2" dia. Bronze
3.	30'	3'	6'	12'	6'	3" dia. Bronze
4.	40'	4'	8'	16'	8'	1" dia. Iron
5.	50'	5'	10'	20'	10'	2" dia. Iron
6.	WOOD §	BRICK §	STONE §	MARBLE §	GRATE §	3" dia. Iron

*For grates, roll 6d6 for the height in feet.

WALL CHARACTERISTICS AND DEFENSES (ROLL ONCE FOR EACH)

ROLL 1D20	WALL CHARACTERISTICS	ROLL 1D20	WALL DEFENCES
1.	Secret gate	1.	None
2.	Stained	2.	Taboo symbols
3.	Carved	3.	Multiple crossbow
4.	Batter 3"-18"	4.	Iron pellets
5.	Spiked top	5.	Spear trap
6.	Pointed top	6.	Arrow trap
7.	Castellated	7.	Nets
8.	Arrow slits (1/10')	8.	Gas spheres
9.	Crumbling	9.	Tar pits
10.	Cantilevered platform	10.	Mirrors
11.	Parapets (1/30')	11.	Watch creatures
12.	Glass embedded	12.	Pits
13.	Overgrown	13.	Magically protected
14.	Dry ditch	14.	Stones
15.	Moat	15.	Catapult
16.	Iron reinforced	16.	Onager
17.	Magically reinforced	17.	Trebuchet
18.	Small (postern) gate	18.	Dart Thrower
19.	Gate Tower	19.	Greek fire
20.	Tower both ends	20.	Cauldrons (1/30')



VILLAGE NAME - PART 1

Every Village name is made up of a prefix and a suffix. First roll 1d24 for the prefix table, and then a 1d20 on that table.

(If you don't have a d24, roll 1 d20 for the table. If you get a '20' roll 1d4 and then go to the associated table marked 1A-4A.)

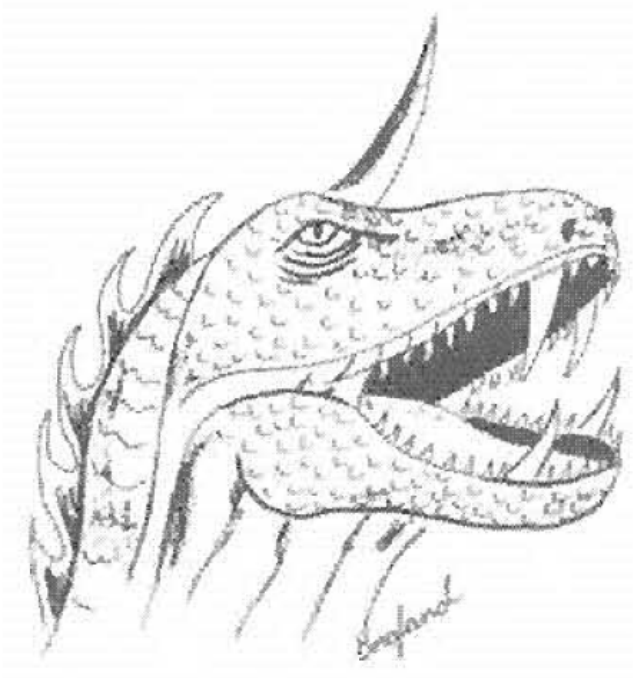
DIE ROLL	1.	2.	3.	4.	5.	6.	7.	8.
1.	Amble	Bright	Bid	Bray	Close	Drowning	Dove	Flying
2.	Auld	Black	Burnt	Brae	Cave	Deer	Drum	Fire
3.	Acre	Blue	Bond	Crow(s)	Center	Day	Dirty	Fond
4.	Abbots	Brown	Bryn	Castle	Chapel	Dover	Dragon(s)	Free(d)
5.	Aber	Bridge	Barrow	Crook	Crystal	Double	Dwarf	Friend(s)
6.	Avon	Bronze	Bur	Carrick	Coral	Deaf	Eden	Four
7.	Axe	Brass	Bolt	Carn	Clay	Dead	Eye	Fog
8.	Ash(en)	Birch	Bald	Chip	Clover	Diver	Enchanted	Fang
9.	Abbey	Berry	Bleeding	Concealed	Copper	Dole	Eerie	Fell
10.	Amber	Bull	Blessed	Coate	Cherry	Druid	East	Foal
11.	Apple	Burning	Bee	Covetous	Cloud(y)	Duck	Edge	Fore
12.	Ant	Brink	Bear	Charl	Cedar	Dripping	Emerald	Frost
13.	Armor	Bloom	Bell	Can	Corn	Damp	Elm	Father
14.	Arrow	Buck	Battle	Cam	Candle	Dray	Evil	Flat
15.	Alter	Bliss	Bath	Creake	Clear	Dank	Ever	First
16.	Art	Brick	Box	Crick	Channel	Don	Ered	Fall
17.	Azure	Boon	Bow	Crescent	Dim	Dart	Elk	Forest
18.	Bard(s)	Baron	Bird	Cut(ting)	Diamond	Devil	Elf	Faithful
19.	Barn	Barren	Bad	Cape	Dry	Dour	Far	Fruitful
20.	Big	Back	Bag	Cold	Dark	Den	Fair	Fleet

DIE ROLL	9.	10.	11.	12.	13.	14.	15.	16.
1.	Green	Guild	Hope	Jewels	Little	Mate	Nomad	Pleasant
2.	Gold(en)	Growling	Hog(s)	Jealous	Left	Math	North	Pure
3.	Glass	Hot	Hyde	Joyful	Living	Mad	Night	Pen
4.	Garnet	High	Hydra	Jinx	Lake	Miller	Near	Pearl
5.	Goat	Hazel	Hungry	Kennel	Lizard	Mean	Nether	Pine
6.	Grey	Hart	Happy	Knock	Lion	May	Noble	Pale
7.	Grand	Hickory	Harpy	King(s)	Lance	Mine	Never	Past
8.	Glacier	Honey	Huge	Key	Laurel	Mynd	Nor	Placid
9.	Giants	Horn	Handy	Lusty	Long	Mel	Old	Plaque
10.	Granite	Horse	Iron	Lovelorn	Late	Mal	Orange	Plow
11.	Gas	Hag	Ice(y)	Lune	Luck	Maiden	Ox(en)	Prince
12.	Good	Hook	Ivy	Lian	Last	Marsh	Oak(en)	Quick
13.	Glory	Heart	Ivory	Lyn	Lewd	Monk	One	Quiet
14.	Gloss	Hind	Ink	Loose	Live	Muddy	Open	Quarry
15.	Gruesome	Harbor	Innocent	Lovely	Light	Murky	Over	Queen(s)
16.	Guardian	Hazy	Infidel	Lawful	Lime	Mysterious	Out	Rising
17.	Garth	Honor	Infested	Lazy	Middle	Magic	Odd	Rogue(s)
18.	Glen	Hoop	Infant	Lame	Mount	Manor	Pack	Ridge(d)
19.	God	Hammer	Javelin	Legion	Marble	New	Peel	Right
20.	Great	Hard	Jade	Las(er)	Maple	Naked	Pad	Rain(ing)

10 - Villages & Towns

DIE ROLL	17.	18.	19.	20.*	21. (1A)	22. (2A)	23. (3A)	24. (4A)
1.	Rainy	Silver	Sear	Bain	Shaft	Trek	Work	Wick
2.	Ruby	Slate	Shrinking	Bon	Swan	Time	White	Worthy
3.	Ram	Soft	Salt	Briar	Sincere	Tame	West	Wondrous
4.	Rush	Swarthy	Storming	Cliff	Strained	Top	Wind	Warrant
5.	Rich	Sun(ny)	Smite	Craig	Stinky	Trans	Walnut	Waddle
6.	Rare	Satin	She	Crom	Sweet	Tri	Wheat	Were
7.	Rubble	Scrub	Sabre	Fort	Sacred	Tug	Wet	Wand
8.	Running	Small	Sword	Ginger	Saffron	Tusk	Weasel	Weapon
9.	Round	Sylvan	Shield	Heather	Saint(s)	Twin	Wild	Watch
10.	Rabid	Spider	Suffering	Kel	Sailor(s)	True	Worm(s)	Wax
11.	Rake	Sleeping	Shadow	Minas	Satyr	Upper	Wagon	Wayfarer
12.	Rebel	Spotted	Swine	Menhir	Savage	Up	Win	Wayside
13.	Red	Sand	Sunder	Moon	Temple	Vine	Wolf	Wayward
14.	Rye	Smoke	Stan	Moose	Tower	Vile	Wine	Weasel
15.	South	Saddle	Stained	San	Trusted	Vale	Well	Wizard
16.	Sickle	Seeker(s)	Stock	Severe	Tunnel	Valley	Winter	Wedge
17.	Straight	Slave(s)	Stoke	Skull	Trouble	Violent	Wey	Welcome
18.	Stark	Silent	Stow	Tal	Tremble	Valiant	Wood	Wheat
19.	Side	Sea	Street	Tel	Thrasher	Vow	Wool	Yard
20.	Stead	Sugar	Swallow	Tor	Tiger	War	Wise	Zealous

* If rolling a d20, roll a d4 on the tables 1A-4A on the right.



VILLAGE NAME - PART 2

For the suffix, first roll a 1d6, and note whether the result was odd or even. Then roll a 1d20 on the correct following chart for the table, and then roll 1d20 AGAIN on that table.

ODD

DIE ROLL	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	ark	able	bray	berry	clearing	crown	coyote	dingle	dome	dent
2.	axe	ace	balky	bluff	circle	chain	crawl	ding	dum	devil
3.	arbor	ate	beam	bank	cock	comber	crest	dale	dry	eel
4.	air	basher	balance	bit	cat	cherry	creature	ditch	dorf	en
5.	arches	breeder	bull	beck	chase	cap	crook	dog	dont	earth
6.	abyss	breath	bait	brush	climb	canyon	core	dell	dust	elk
7.	apostle	bad	boa	brown	cluster	colony	crunch	dike	dile	eyed
8.	ape	boy	berg	black	cloth	cargo	crust	drudge	deck	ebb
9.	argo	bole	band	borough	cite	comic	cud	dwarf	drop	echo
10.	asp	bas	barrow	bere	cene	commune	curl	dock	dasher	eden
11.	anger	brace	bear	bold	clone	convent	curr	disease	daze	edge
12.	alum	body	branch	blue	climax	cove	current	dip	deceit	egg
13.	ague	birth	bar	cote	cent	cooler	cut	diamond	decision	emblem
14.	age	bill	burgh	crave	curtain	coral	curse	dawn	decoy	emu
15.	act	but	borne	cave	crew	council	cyclone	doom	defense	eater
16.	acne	burst	bury	castle	craft	counter	cad	dross	delight	epic
17.	agon	bridge	brook	cham	claim	cover	cypress	drew	defty	estate
18.	aid	bay	beach	creek	cate	court	den	drite	desire	ford
19.	agree	ball	bush	crossing	chin	cradle	don	dried	demand	folk
20.	abbey	bridge	bend	center	coot	cox	down	duct	demon	field(s)

ODD (cont.)

DIE ROLL	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.
1.	fish	fuddle	gain	hound	hall	just	jump	kid	load	lane
2.	flower	flag	grail	heart	hold	jure	kangaroo	keep	levy	lund
3.	fall(s)	fellow	grove	heath	hedge	journ	kan	kame	leaf	lore
4.	foot	fry	grave(s)	halt	hilt	junct	karst	keel	lecher	lade
5.	firth	fox	glen	haven	ington	jam	ken	knoll	lead	lick
6.	fort	fair	grey	head	inn	join	kennel	lan	laugh	link
7.	foil	fight	green	hill(s)	inlet	jackal	key	lin	latch	loon
8.	fail	ground	greave	house	image	jaguar	kettle	lon	las	labor
9.	frame	gram	garth	hollow	ilk	jade	kill	lake	like	lady
10.	flow	glow	guard	hen	impala	jamb	kindred	land	lure	ladder
11.	fast	gy	holt	hook	ice	jar	kindle	lock	lack	lamprey
12.	form	grow	hour	heights	idol	jaw	king	low	lord	language
13.	forrest	gory	hole	harbor	idyll	jig	klein	leigh	late	lantern
14.	fire	guess	heat	hart	illusion	job	knife	leg	law	mart
15.	force	glass	heap	hurst	imprint	joy	knock	lair	line	market
16.	fin	gape	harp	hand	indian	jay	knight	lark	lar	mere
17.	foul	gar	hot	helm	insect	jowl	knot	larva	life	mel
18.	fowl	gate	hive	holm	iron	joust	knuckle	leech	lift	mouth
19.	friend	grade	hovel	ham	ivory	judge	knowledge	loose	lene	moor
20.	fod	gando	hitch	horn	ivy	juggler	krone	leper	lis	mill

12 - Villages & Towns

EVEN

DIE ROLL	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.
1.	mead	mirth	nil	oar	pura	patrol	pol	rest	roar	skill
2.	man	muck	noise	obelisk	pile	patridge	quin	ridge	reptile	shoe
3.	more	moor	noble	ocelot	pha	pearl	que	rill(s)	race	strip
4.	mont	mission	nock	ocher	pitch	peacock	quad	rapids	rabble	sley
5.	mound	none	net	ode	port	pool	quack	ral	raft	stad
6.	mark	nose	neck	odor	pocket	pit	quake	root	rail	sod
7.	march	narrows	nob	omen	picket	pond	quail	right	rank	stone
8.	mine	name	ness	opossum	pedal	path	qualms	rach	recruit	sby
9.	mist	nail	nymph	oracle	power	park	quartz	ram	rod	say
10.	music	nature	over	order	post	point	queen	rone	realm	shield
11.	mate	naught	oil	origin	pot	place	quick	rine	rash	springs
12.	ment	neat	orb	orient	polk	plains	quarry	ron	road	shine
13.	meter	nectar	orgy	out	passenger	pike	quest	round	robe	shire
14.	mass	needle	other	owl	praise	patch	quay	rite	roof	stable
15.	made	neighbor	ogy	orchard	pace	peak	rew	rett	room	stream
16.	mode	news	one	python	paddle	pass	rose	rain	roost	set
17.	math	nibble	off	pixie	pall	pier	red	ruin	reef	sea
18.	mend	night	open	puddle	palm	pack	rack	roll	scale	sound
19.	mat	niche	ooze	perch	pan	pair	rook	ranger	side	stead
20.	milk	nickle	oak	pod	parade	pause	ring	ramp	scar	shore

EVEN (cont.)

DIE ROLL	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.
1.	son	scent	siege	trust	vent	ville	verdict	wildcat	witch	yank
2.	sett	sin	strut	tory	ver	von	verse	war	watch	yawn
3.	shade	stral	scribe	torch	vert	valley	vestige	worm	wick	yeoman
4.	stock	stray	swamp	try	volcano	vista	vicar	wash	wood	yoke
5.	sword	sphere	town	tringe	vat	vale	viceroy	ward	worth	yore
6.	seed	shaft	ton	tracks	vast	view	villain	watt	whistle	yard
7.	straights(s)	ship	tree	telle	vagabond	verse	vigil	wife	wool	york
8.	square	space	tower	trade	value	vampire	vigor	way	walk	yack
9.	shroud	stork	thorn	tender	valon	van	villa	win	water	zan
10.	sheriff	sand	tale	think	vanish	vanda	village	wagon	ware	zoan
11.	stead	stand	tan	token	vault	vanir	viper	wail	well	zone
12.	sting	scream	talk	tide	vermin	vanity	violet	wort	wright	zoa
13.	soon	strike	tic	tray	victor	vanquished	virtue	widow	wall	zine
14.	sun	swing	trick	up	vineyard	vapor	virgins	weevil	years	zote
15.	storm	stage	tight	user	victim	varia	white	woman	yean	zel
16.	sur	skull	time	unicorn	vision	varna	well	weed	youth	zoic
17.	slant	size	tee	union	voice	vassal	wolf	wish	yond	zole
18.	scope	scarred	tone	usher	vulture	vest	wyvern	wisper	yon	zodiac
19.	site	star	trope	urn	void	venom	world	whip	yas	zeal
20.	scape	stalk	tint	vin	vern	venture	wing	whole	yaw	zest

GENERAL BUILDING CHARACTERISTICS

ROLL 1D8	BUILDING TOWER TYPE
1.	Hut
2.	Hovel
3.	Cottage
4.	Shop
5.	Manor
6.	Villa
7.	Hall
8.	Palace

ROLL 1D6	TYPE OF MATERIAL
1.	Straw
2.	Mud or wattle
3.	Wood
4.	Field stone
5.	Fired brick
6.	Cut stone

ROLL 1D6	ROOM HEIGHT
1.	4’
2.	8’
3.	12’
4.	16’
5.	20’
6.	24’

NUMBER OF ROOMS, NUMBER OF FLOORS & ROOM TYPES.

Roll for number of rooms, and note if there are any additional floors or features. Roll for each room indicated on the Ground Level table, and then for any additional floors if indicated. (i.e. If the number of rooms roll results in “BTN+4+UL”, you would roll 5 times on the Ground Level chart, and once on the Upper Level chart.)

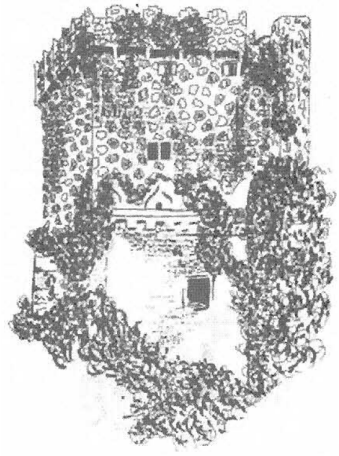
ROLL 1D20	NUMBER OF ROOMS
1.	BTN*
2.	BTN+1
3.	BTN+2
4.	BTN+4
5.	BTN+8
6.	BTN+1+LL**
7.	BTN+2+LL
8.	BTN+4+LL
9.	BTN+8+LL
10.	BTN+1+UL***
11.	BTN+2+UL
12.	BTN+4+UL
13.	BTN+8+UL
14.	BTN+1+LL+UL
15.	BTN+2+LL+UL
16.	BTN+4+LL+UL
17.	BTN+8+LL+UL
18.	BTN+2+UL+WG****
19.	BTN+2+LL+WG
20.	BTN+2+UL+LL+WG

ROLL 1D20	GROUND LEVEL
1.	5’x10’
2.	10’x10’
3.	10’x15’
4.	15’x15’
5.	10’x20’
6.	15’x20’
7.	20’x20’
8.	10’x30’
9.	15’x30’
10.	20’x30’
11.	30’x30’
12.	5’x15’ Hall
13.	5’x20’ Hall
14.	5’x30’ Hall
15.	10’x10’ Chapel
16.	20’x20’ Chapel
17.	10’x20’ Stable
18.	20’x30’ Stable
19.	5’x10’ Secret Room
20.	10’x10’ Secret Room

ROLL 1D20	LOWER LEVEL
1.	10’x10’
2.	20’x20’
3.	30’x30’
4.	40’x40’
5.	10’ Diameter Circular
6.	20’ Diameter Circular
7.	30’ Diameter Circular
8.	40’ Diameter Circular
9.	10’ Octagon
10.	20’ Octagon
11.	30’ Octagon
12.	40’ Octagon
13.	Irregular shaped
14.	Monster lair
15.	Wine cellar
16.	Cave entrance
17.	Well
18.	Escape tunnel
19.	Tomb
20.	Dungeon entrance

ROLL 1D20	UPPER LEVEL
1.	10’x10’ Tower
2.	10’x20’ Tower
3.	10’x30’ Tower
4.	10’x40’ Tower
5.	10’x10’
6.	10’x10’
7.	10’x20’
8.	20’x20’
9.	30’x30’
10.	40’x40’
11.	Stable
12.	Aviary
13.	Garden roof
14.	Lighthouse
15.	Balcony
16.	Observatory
17.	Orgon tower
18.	Bell tower
19.	Crow’s nest
20.	Landing platform

* Building Tower Type
** Lower Level
*** Upper level
**** Walled Garden



Notes

This is a document created in support of my gaming group, and is not intended for sale. It is definitely a work in progress, and so use at your own risk. The philosophy of randomized tables like these, is that the GM is also playing a game, one that requires skill and creativity. Creating a narrative out of random results on the fly is what separates the good from the great. But as always, if the dice and tables result in something that is too boring or too brutal for your players, then use your power & creativity as the GM keep things fun.

While I created or adapted quite a bit of the content, much of the material and artwork contained within is taken directly from Judges Guild publications, without permission.

If you find these tables useful, please go purchase the original publications, since they also contain additional material I didn't utilize or change, as well as dozens pages of useful maps in each one.

Judges Guild Publications are for sale on DriveThruRPG.com:

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» Village Book II
» Castle Book I
» Castle Book II
» Book of Ruins
» Temple Book I
» Island Book I
» Tegel Manor (Magic Statues)
» Wilderlands of High Fantasy (Lurid Lairs)

Region Name:


Plains


Forest

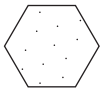

Hills

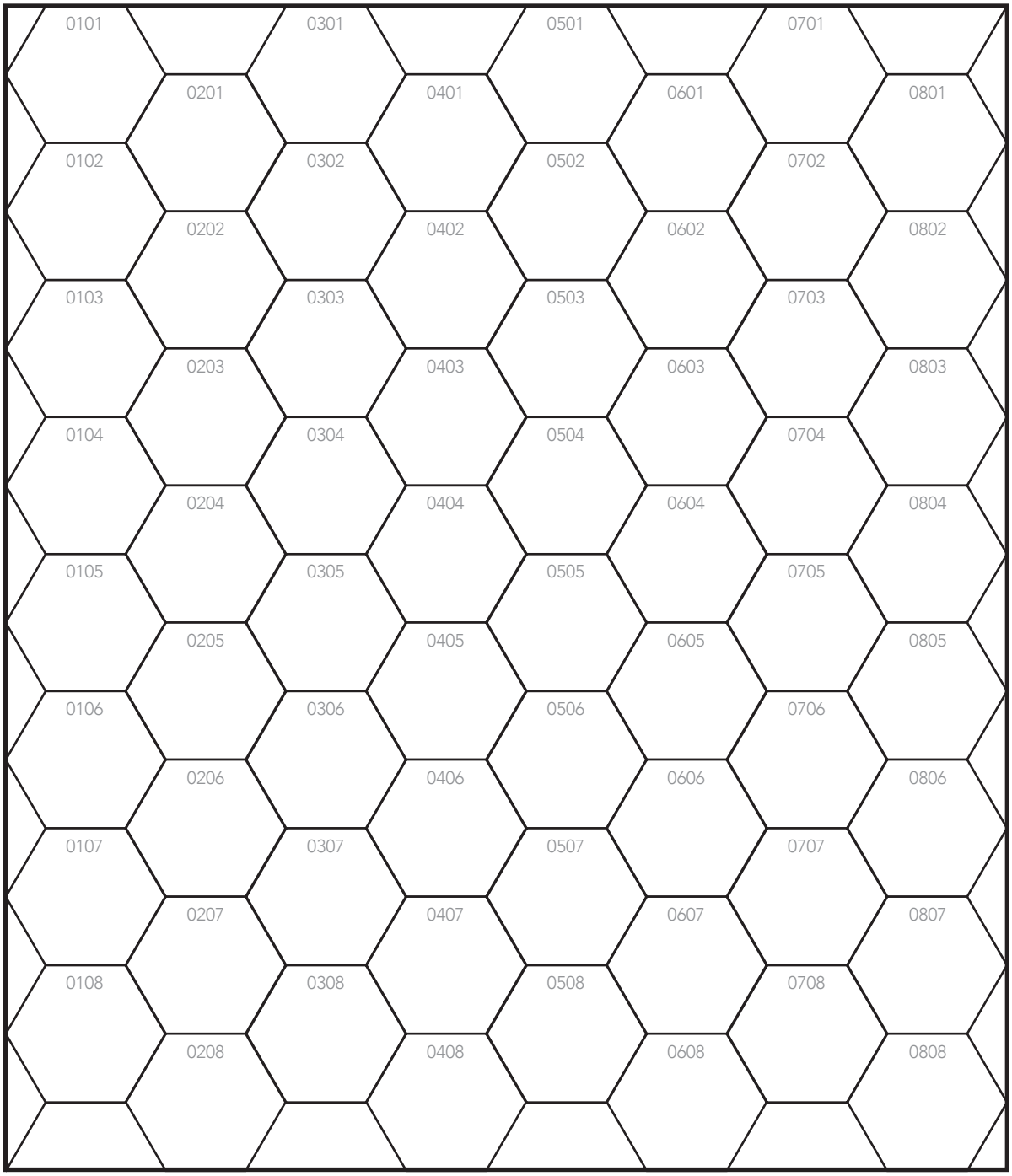

Mountains


Marsh


Water


Jungle


Desert



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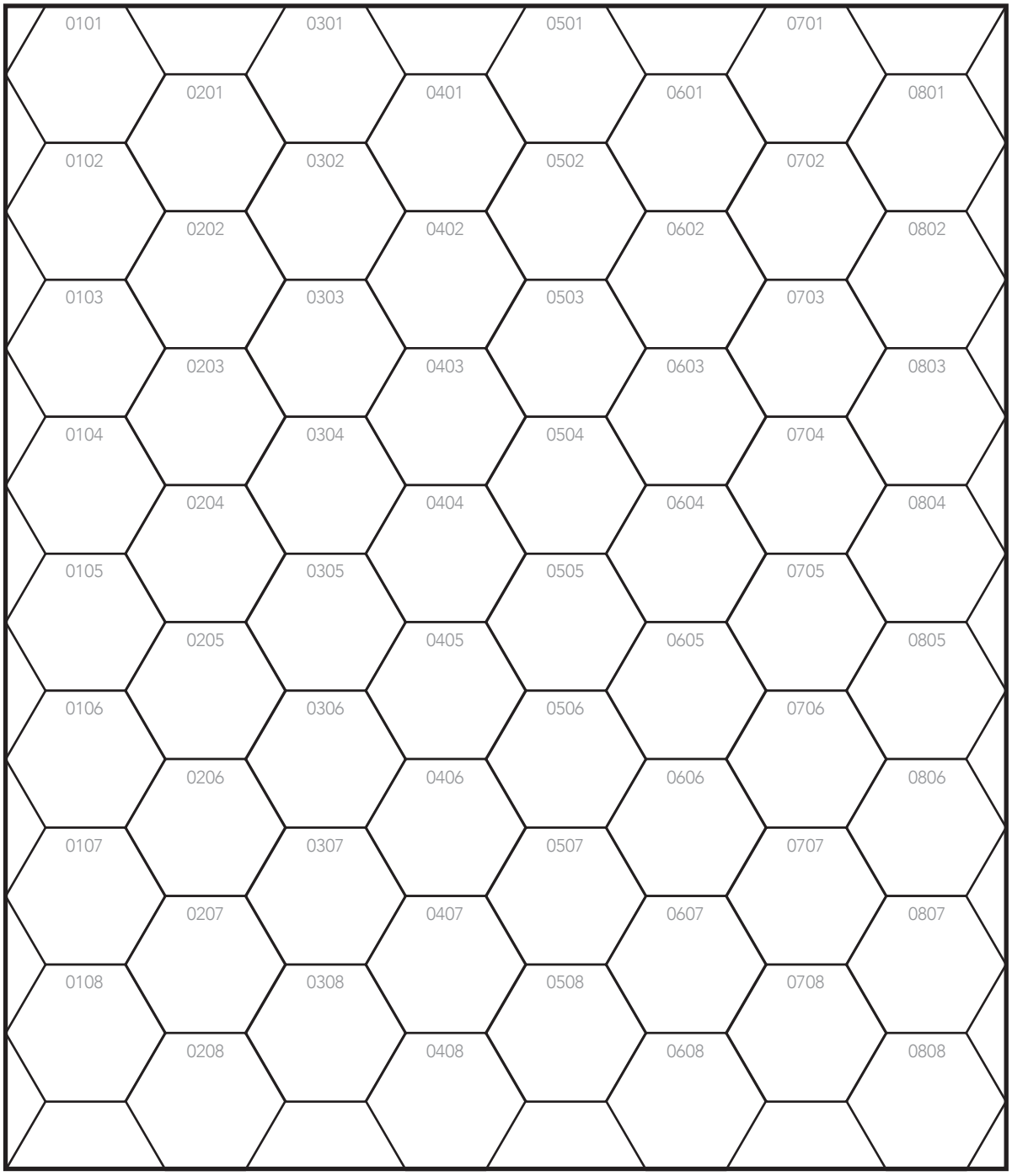
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