

Experience	XP (to each PC)	Stronghold Grant
Explore and map the wilderness (for the Crown, town council, etc.)	25 XP per hex	-
Explore and map caves/dungeons	25 XP per room	-
Clear a wilderness hex of monsters	100 XP	If adjacent to town +1% per hex cleared
Donate money to the poor/church/Crown/guild	1 XP per 1 gp	-
Find exploitable natural resources	100 XP	
Clear a hex path to exploitable natural resources	200 XP	+1% per hex cleared
Find historical ruins/dungeon	100 XP	
Clear a hex path to historical ruins/dungeon	200 XP	+1% per hex cleared
Find other towns for trade partnership	100 XP	+1% per hex cleared
Clear hex path to other towns for trade partnership	200 XP	+1% per hex cleared
Build a stronghold in the wilderness to maintain "Cleared Hex" status in a 2-hex radius		Peasant taxes
Mitigate a negative Domain Event	10 XP x Families	
Death of a Player Character (save vs. paralysis or get fear -2)	100 XP x Level	

Table 2: Terrain			
Terrain	Roll 1d12	Vegetation	Roll 1d12
Current Hex:	New Hex:	Current Hex:	New Hex:
Mountains	1-6: Mountains	Dense Forest/Jungle	1-6: Dense Forest
	7-10: Hills		7-10: Light Forest
	11: Plains		11: Grassland
	12: Swamp		12: Barren
Hills	1-4: Mountains	Light Forest	1-4: Dense Forest
	5-8: Hills		5-8: Light Forest
	9-11: Plains		9-11: Grassland
	12: Swamp		12: Barren
Plains	1: Mountains	Grassland	1: Dense Forest/Jungle
	2-3: Hills		2-3: Light forest
	4-9: Plains		4-9: Grassland
	10-12: Swamp		10-12: Barren
Swamp	1: Mountains	Barren	1: Dense Forest/Jungle
	2: Hills		2: Light Forest
	3-8: Plains		3-6: Grassland
	9-12: Swamp		7-12: Barren

Table 4: Water (Optional)	
Water	Roll 1d12
Current Hex:	New Hex:
Lake	1: Lake
	2-4: River
	5-12: None
River	1: Lake
	2-10: River
	11-12: None
None	1: Lake
	2-3: River
	4-12: None

Table 5: Point of Interest	
Point of Interest	Roll 1d20
1-3	Ruins (above ground)
4-7	Caves (see Table 8)
8-9	Tomb
10-11	Lair
12-14	Natural Resource (Iron bog, lake, metals, gemstone, lush grapevines, High Mana, quarry stone, etc.)
15-16	Settlement (50% chance of human, otherwise roll random monster type) (Option: roll for size; see Table 6)
17-18	Mine (abandoned)
19-20	Ruins (dungeon) (see Table 9)

Rumours and Legends		
Location	PC Class	Success Check (Roll under 1d100)
Tavern	Any	Charisma + Intelligence + (level x 2)
Temple or Chapel	Cleric only	Wisdom + Intelligence + (level x 2)
Thieves Guild	Thief only	Dexterity + Intelligence + (level x 2)
Militia Barracks	Fighter only	Strength + Intelligence + (level x 2)
Library or Archives	Magic-user only	(Intelligence x 2) + (level x 2)

Table 15: Knowledge Received	
Location	Order of Information (1 info per 5% under target number)
Tavern	Treasure, Point of Interest type, Monster, Clue, Location (getting quality information from intoxicated strangers is difficult)
Temple or Chapel	Point of Interest type, Location, Monster, Clue, Treasure (usually involves a temple to be reclaimed/consecrated)
Thieves Guild	Location, Treasure, Monster, Point of Interest type, Clue
Militia Barracks	Monster, Treasure, Location, Point of Interest Type, Clue
Library or Archives	Location, Point of Interest Type, Clue, Treasure, Monster

Movement	
Terrain or Vegetation	Movement Points Cost
Jungle, Dense Forest, Mountain, Swamp	18
Desert, Forest, Hills	9
Clear, Plains, Trail (any terrain)	6
Road (Paved)	1 step lower (minimum 6 MP cost)

Navigation: Roll 1d100 under **Int + Wis** to locate the target site once in the final hex. Modify roll by distance traveled. The **Tracking** or similar class skills can be substituted for Int + Wis.

Wilderness Surprise: On successful **Tracking** roll (or similar class skill) reduce chance of surprise by 1

Wilderness Encounter Map	
2d4	Trees (trunk)
2d6	Brush(bush)
2d8	Rock
2d10	Boulder
2d12	Ridge/Rocky-outcrop
2d20	1-5: Rough terrain (roots, jagged stone, uneven, pot holes etc.) 6-10: Water (or land if in swamp) 11-15: Elevation Change (down) 16-20: Elevation Change (up)

Table 8: Random Caves	
Die Roll	Feature
1	Another passage or hole leaving the current room
2	Stalagmite or full pillar
3	Chasm
4	Raised area
5	Water: pool, stream, or river
20	Monster! (special)
Any maximum die result	Monster!

Table 6: Settlement Size (Optional)				
Roll 3d6	Chance	Type	Population	Base Value
3	0.5%	Large city	10,001–25,000	40,000 gp
4	1%	Large town	2,001–5,000	3,000 gp
5-9	35%	Thorp	Fewer than 21	50 gp
10-13	46%	Hamlet	21–60	200 gp
14-15	11%	Village	61–200	500 gp
16	3%	Small town	201–2,000	1,000 gp
17	1%	Small city	5,001–10,000	15,000 gp
18	0.5%	Metropolis	More than 25,000	100,000 gp

Table 10: Area Features		
1d20	Common Area Feature	Feature Modifier (optional)
1	Doors	Mist/Fog
2	Hallways/Passageways	Bone
3	Walls	Acid (damaging?)
4	Construction style change (different builders?)	vegetation/Fur/Hide/Skin/Flesh (living?)
5	Stairs	Eyes (moving/living?)
6	Floor/Tiles	Stone (granite, marble, limestone, odd coloration, gemstones)
7	Ceilings	Crawling/Shifting/Sliding/Spinning
8	Vents/Shafts/Drains (Large Singular or scattered throughout)	Cold/Frost/Ice (damaging?)
9	Shrines/Monoliths (Large Singular or scattered throughout)	Hot/Flaming/Burning/Electrical (damaging?)
10	Statues/Busts (Large Singular or scattered throughout)	Smell/Stench
11	Tapestries/Murals/Paintings (Large Singular or scattered throughout)	Dim/Bright/sourceless light (or well lit)
12	Bell (Large Singular or scattered throughout)	Strange Gas (Methane, Chlorine, Hydrogen) (damaging?)
13	Archways (when no door)	Slime covered (slippery)
14	Elevation changes (sunken/raised floor)	Water (dripping, running, pouring)
15	Furniture/Furnishings	Crumbling/Cracks/Chasms/Streams (bridges?)
16	Monsters/Inhabitants	Carvings (Runes/Hieroglyphs)
17	Pillars	Mold/Moss/Fungus/Vegetation (Poisonous, thorny, luminescent)
18	Walls	Wooden (possibly odd coloration)
19	Floor/Tiles	Metal (iron, bronze, copper, adamantite, mithril, gold, silver etc.)
20	Ceilings	Sounds/Noise (ominous, deafening, maddening)

Table 9: Dungeon Area	
2d4-20	Any maximum die roll indicates a monster lair!
1	Area change A gateway or passage to another dungeon area on the same level. A roll of 1 on a d8, d12 or d20 indicates this room die is a stairway down to the next level.
2	Bedroom/Bunks
3	Common/Sitting room
4	Latrine/Garbage-pit
5	Food-stores/Winery
6	Kitchen/Mess Hall
7	Cistern/Well
8	Meeting Hall/Auditorium
9	Tools/Equipment/Armory
10	Kennel/Stable
11	Laboratory
12	Archive/Library
13	Tomb/Crypt
14	Prison/Torture chamber
15	Statuary/Gallery/Throne room
16	Mining/Smithy/Forge/Refinery/Power-Generation
17	Shrine/Altar/Chapel/Temple
18	Fountain/Pool//Stream/River/Lake
19	Mechanical Clock/Portcullis/puzzle (or control for something elsewhere)
20	Vault/Treasure room (see Unguarded Treasure table)

Table 11: Random Room Contents	
1d20	Drop 1d4, 1d6, 1d8, 1d10, 1d12, 1d20 Any max die roll is a Monster in room!
1	Trash/Debris/Ruins (rough terrain)
2	Lighting (Cresset/Brazier/Sconce/Chandelier)
3	Pillar
4-8	Small Furnishing (according to room type)
9-12	Large Furnishing (according to room type)
13	Water/slime/Vegetation (slippery terrain)
14	Tapestry/Mat/Rug
15	Body/Carcus/Vermin
16	Partially collapsed (a crumbling still!)
17	Trap (see Traps table below)
18	Secret Passage
19	Secret Compartment (see Unguarded Treasure on page 131 of the Core Rules)
20	Box/Chest (see Unguarded Treasure on page 131 of the Core Rules)

3d6	Trap type
3	Monster-Attracting Spray (double chance of Wandering Monster for 1d6 hours)
4	Chute (Save vs. Death Ray +Dexterity bonus or be dropped into next lower dungeon level)
5	Flashing Light (Save vs. Spell or be blinded for 1d8 turns)
6	Oil Slick (Save vs. Death Ray + Dexterity bonus or fall prone)
7	Poison Dart (AB +1, 1d4 damage, Save vs. Poison or die)
8	Falling Stones/Bricks (Save vs. Paralysis + Dexterity bonus or take 1d10 damage)
9	Arrow (AB +1, 1d6+1 damage)
10	Pit Trap (Save vs. Death Ray + Dexterity bonus, or fall in. Roll twice to determine depth and contents on the Pit Traps Table, below)
11	Blade
12	Poison Needle (Save vs. Poison or die)
13	Poison Gas (All in area must save vs. Poison or die)
14	Alarm (all within 30ft radius must save vs. Spell or be deafened for 1d8 turns. Check for Wandering Monster who will arrive in 2d10 Turns)
15	Rolling Boulder (Save vs. Death Ray + Dexterity bonus or take 2d6 damage)
16	Portcullis (Save vs. Death Ray or take 3d6 damage. The way is also blocked now)
17-18	Spell (Roll for random spell. Save as per spell)

Table 13: Pit Trap Type		
1d6	Pit Depth (damage)	Pit Contents
1	10ft (1d6)	Empty
2	10ft (1d6)	Water (half way down)
3	15ft (1d6)	Vermin (Rats)
4	20ft (2d6)	Poisonous Vermin (Snakes, Scorpions)
5	30ft (3d6)	Spiked (Roll to hit for spikes with AB +1, if hit then Fall Damage x2)
6	50 (5d6)	Acid

Doors (1d8)		
1d8	Door Type	Door Situation
1-2	Arch way (no door or ruined)	Functional
3-5	Wooden	Stuck/Broken/Jammed
6-7	Reinforced wooden	Locked
8	Iron	Trapped

General Difficulty Modifier (1d10)			
Roll	Skill modifier		
1	-6	6	-1
2	-5	7	No skill modifier
3	-4	8	+1
4	-3	9	+2
5	-2	10	+3

Population Sentiment	
Sentiment	Monthly Change
Patriotic	Population grows by 4d6(%)
Happy	Population grows by 1d10(%)
Indifferent	Population grows by 1d4(%)
Unhappy	Population loses 1d10(%)
Rebellious	Population loses 4d6(%)

Domain Events		
2d6	Event Type	Effect on Population Sentiment
2-3	Very Bad	Population Sentiment worsens by 1 step AND halve tax income this month
4-5	Bad	Population Sentiment worsens by 1 step
6-8	Neutral	No change to Population Sentiment
9-10	Good	Population Sentiment improves by 1 step
11-12	Very Good	Population Sentiment improves by 1 step AND double tax income this month

Nature of Event	
1d12	Description of Change
	Interpret this according to rolled "Domain Event" (Good, Bad, Neutral etc.)
1	Change in Monster activity in surrounding wilderness
2	Change in Crime rates and criminal activity (Bandits?)
3	Change in sickness/plague rates (a Curse?)
4	Change in Crop Yields (Feast of Famine) (a curse?)
5	Change in Weather (if Very Bad event type was rolled, it's a natural Disaster such as Flood, Fire, Earthquake, etc.)
6	Death of important figure
7	New Social Movement
8	War Declared (ie. If Neutral Event type then another town declared war against a third party. If Very Bad Event Type rolled, then war declared on this stronghold, etc.)
9	Change in Natural Resources (resource exhausted, new resource found etc.)
10	Change in Foreign Trade or Trade Routes
11	Change Festival or Holiday event
12	Historical/Holy Relic (Lost or found)

3d6	Creature's Current Situation (* = Attacks on site)
3	Feasting
4	Seeks Trade
5	Seeks Help (Lost, Trapped, Fleeing)
6	Traveling/Migrating
7	Scheming/Stalking/Hunting Down specific target
8	Patrolling *
9	Bad Past Experience *
10	Territorial (Lair, Young, Resources)
11	Hungry/Hunting *
12	Greed/Thieving
13	Curious
14	Good Past Experience
15	Seeks Info/Allies
16	Building
17	Playing
18	Sick/Sleeping/Grieving

Chest Contents:						
Dungeon Level	Trapped? 1d20	Silver (sp)	Gold (gp)	Gems	Jewelry/ Art	Special
1	1-3	1d6 x100	50% 1d6 x 10	5% 1d6	2% 1d6	2% any 1
2-3	1-5	1d12 x 100	50% 1d6 x 100	10% 1d6	5% 1d6	8% any 1
4-5	1-8	1d6 x 1,000	1d6 x 200	20% 1d8	10% 1d8	10% any 1
6-7	1-10	1d6 x 1,000	1d6 x 500	30% 1d10	15% 1d10	15% any 1
8+	1-15	1d6 x 5,000	1d6 x 1,000	40% 1d12	20% 1d12	20% any 1