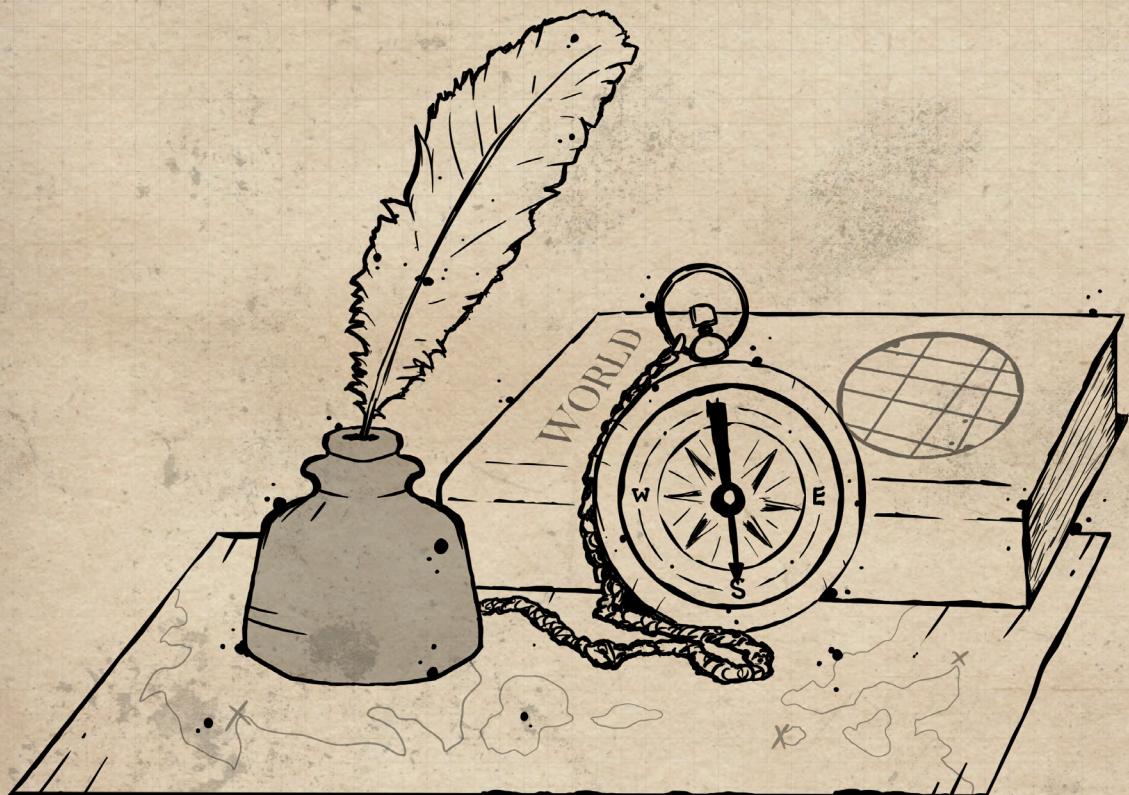


Realm Fables

World Generator: **Volume One**



I	Sweeping hills glitter with veins of gold	II	Ghost ships sail the misty morning skies
2	An eternal summer bakes the land dry	12	An uncrossable fissure has split the world
3	Sentient plant life grows across the city	13	Ancient ruins of the land emanate with holy light
4	A huge, winged statue blots out the sun	14	The animals here can speak all tongues
5	The continents shift with every season	15	Two suns light the sky, one red, one blue
6	A God's eye inspects the world from the sky	16	The deserts are great landfills hiding ancient cities
7	Ocean storms are filled with magical energy	17	All shadows in these lands have souls and voices
8	Mountain ranges are the teeth of a creature	18	Crystal monoliths call to interdimensional armies
9	Forests uproot and move when threatened	19	Icy plains are caused by the frozen breath of a God
10	The sky rains otherworldly rock each night	20	A behemoth grows within the world



**SHIELDICE
STUDIO.**



Introduction

Realm Fables are source-books containing a collection of micro-settings, tables for random generation and much more for your favourite fantasy role playing games. Most content and tables within use bold, large fonts to make them easy to read on the fly while at the table, but the tools and texts in 'Realm Fables' work best when part of a meticulously preplanned adventure or campaign setting. The content is meant to spark the imagination of the Game Master and help them push through the creative blocks we all find ourselves struggling with from time to time. So mix it up! Chop up and change sections of the micro-settings, cherry-pick specific ideas from tables, use specific NPCs or dungeons and leave others for later, or simply play one of the full settings of 'Realm Fables' as they are laid out in the books. Use the collection of tables to generate your own settings, from towns to cities, NPCs and monsters, items and weapons, or roll against the tables on the fly whilst running your games. If the party of adventurers happen to take a turn you hadn't yet thought of or planned for, these tables can quickly get you out of a tight spot or a creative bind. However you choose to use the system neutral settings and tools of 'Realm Fables', good luck with the crafting of other worlds, and happy (or not so happy) adventuring to your players...

Written, illustrated and designed by Jay Merritt.

Contents Page

- 1 Intro
- 2 Contents
- 3 The Arrowhead
- 5 World Building Charts
- 6 D6 Quick-Build

LOCATIONS

- 7 Continent Creator
- 9 Surrounding Wilderness
- 11 City & District Builder
- 13 City Names
- 14 Town Names
- 15 City Appearance
- 17 Markets & Shopping Districts
- 18 Store Names
- 19 Holy / Unholy Sites
- 20 Church Names
- 21 Pre-built Churches
- 23 Tavern Names / Regulars
- 24 Tavern Rumours
- 25 Tavern Appearance
- 26 Tavern Produce
- 27 Tavern Layout
- 28 Pre-built Taverns

DUNGEONS

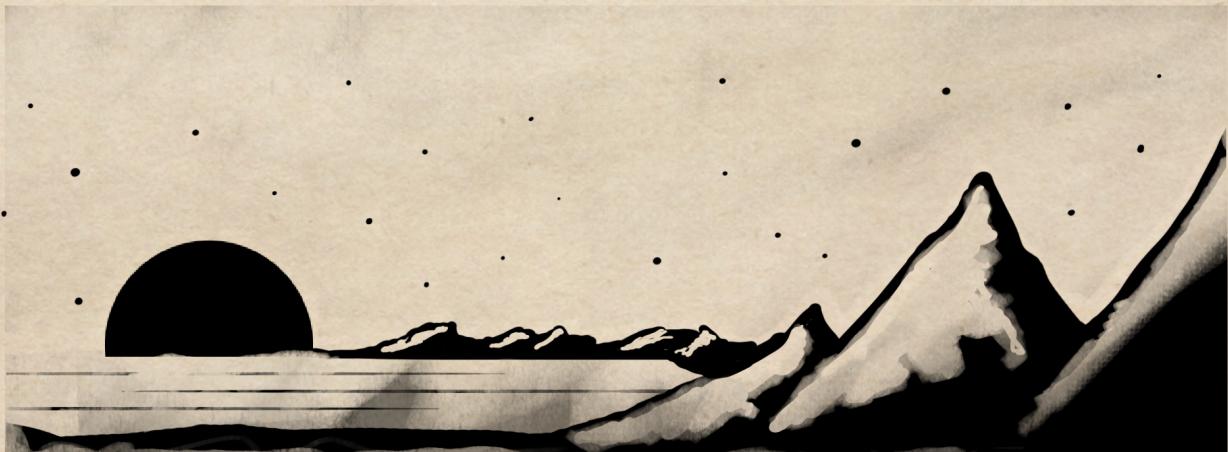
- 29 Seven Step Dungeon
- 30 Dungeon Type
- 31 Loot Locations
- 32 Dangers
- 33 Dressing
- 34 Monsters

ITEMS

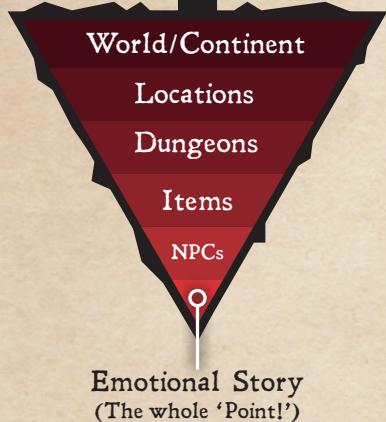
- 35 Forest Items
- 37 Coastal Items
- 39 Tundra Items
- 41 Desert Items
- 43 Jungle Items
- 45 Grassland Items
- 47 Quick Item Creation

NPCs

- 49 The Buckler of Archetypes
- 50 Relationship Chart
- 51 Names
- 52 Factions
- 53 Behaviours
- 54 Unique NPCs



World Building: The Arrowhead



The World Building Arrowhead (or funnel) is an easy way to remember what is most important within your campaign world and the creation of it. The larger sections, such as the world itself and its continents, are much broader in their design. You do not have to remember every small, intricate detail of the land mass itself, and everything that resides within it. As the arrowhead gets closer to its point, each section trickles downward to inform the other and at the heart of it they add up to tell an emotional story. The party's personal items, their close relationships with one another and NPCs who become allies, are far more important to the story than the description of a dungeon wall. This is not to say that the dungeons themselves do not enhance the story or inform it and add to the lore of the world, but the party must have emotional connections or personal stakes within the wider world to make their actions feel valid and never aimless. When you begin to create your world, think on how its broader features, like locations such as cities or mountain ranges, can play into and become a part of the party's story.

Focus on how world building decisions will effect the NPCs or the party. If magic is commonplace in your world, for example, then think of how NPCs would use it in everyday life, and how a spell that may seem powerful in a world without magic is deemed ordinary here. Small world building points like this can vastly change the landscape of the narrative, and therefore advance or hinder certain styles of stories. Everything you build should be built with the tip of the arrow in mind. Create locations, dungeons, special items, and NPC relationships to build an emotional story for the party to not only partake in, but be the driving force of.

WORLD / CONTINENT:

- ♦ Depicting the layout of the world is easiest to do by drawing a map.
- ♦ Firstly, try and think of the theme of this world. Will it be high fantasy, dark, a strange alien plane or medieval in its setting? Usually your chosen RPG or players' preferences will determine this.

- ♦ What structure and laws are present? Is this world broken up into countries with different rulers, or is the land a savage place with no common code or vying powers?

- ♦ Who are the inhabitants? What intelligent species are present in your world, and how technologically advanced are they?

- ♦ What biomes are present across the continents? Is the entire world a frozen wasteland, or is the south a hot desert region?

- ♦ Are there any prominent features that shape this world? Volcanoes or great fissures in the earth, or perhaps it is magical in its workings and is made up of elemental planes?

- ♦ Know when to stop. The broad strokes of the world need to be in place, but then these broad strokes will inform specific locations which can be more detailed.

LOCATIONS:

- ♦ Now you can start going into a little more detail! Place your cities, castles, rivers and ancient shrines across the world.

- ♦ Make sure the locations all feed into the lower sections of the Arrowhead. Let a city with a dark secret inform the dungeon beneath it, for example.

- ♦ When building locations attempt to show not tell. Allow the location itself to tell a story. For instance, the party come across a town where the walls are fortified and magical burn marks litter the stones of the buildings, arrows pierce the earth about the courtyards, and the graveyards are full of earthy mounds from fresh burials. This will show the party signs of a recent battle, instead of simply saying: 'You come across a town where a recent battle has taken place.'

- ♦ When building cities, don't focus too much on hundreds of tiny details, as the party will probably bypass these anyway, and all of the hard work will be for nothing. Focus instead on Factions and their goals, prominent locations, prominent NPCs and perhaps a base of operations for the party, such as a tavern.

DUNGEONS:

- ♦ When creating dungeons, first think about the current and ancient cultures within your world. Do the people mine for resources? If so, dungeons in mine settings will work great. Was there an ancient Evil Lord who ruled over the land and had many castles, which are all now ruined? Perhaps start with overgrown, crumbling castle dungeons, where the power of the Evil Lord still lingers.

- ♦ Let the dungeon itself tell a story. As with your larger locations, allow things within the dungeon to give clues as to its purpose. 'Runic carvings on the wall glow with a dull light.' This allows the party to attempt to figure out the meaning of these runes, rather than telling them: 'The dungeon walls are covered in the ancient, glowing runic carvings of the Dwarf race who once inhabited these lands.'

- ♦ Give goals. Every member of the party should feel that they are venturing deeper into the dangers of the dungeon for a reason. Perhaps it is as simple as defending their friend who cannot resist the temptation of buried treasure.

- ♦ Focus on story. Combat is exciting, but if every door of the dungeon has a pack of Goblins behind it for the sake of combat, the dungeon will become boring rather quickly. If a door of the dungeon has a pack of Goblins behind it who the party recognise as the very same Goblins who slew their favourite NPC ally some days ago, then the battle will feel personal and have depth.

- ♦ Reward the party. If a puzzle has been solved, a monster defeated or many traps avoided, the party should earn some kind of reward. Items, such as gold or new weaponry are great rewards, but remembering the Arrowhead is important. Reward the party with narrative beats or climactic story reveals.

- ♦ Mix it up! Exploration. Combat. Puzzles. Traps. NPCs. Story reveals.

ITEMS:

♦ Items are very important to world building. Perhaps a certain type of steel weaponry can only be forged by an ancient Dwarven race who reside in the mountains beyond a haunted forest? Items can create quest narratives simply by existing in the world.

♦ Personal heirlooms can be used to incite dark character backstories or mysteries, both player characters and NPCs alike. Heirlooms are a great way to inform the narrative, begin adventures and show the history of a family or a nation.

♦ Magical items can be used as the sole purpose of a world. Perhaps a magical item was used in its creation, or is sought after by all factions. If you are to put an item like this within your world, be sure to design it so it does not become a ‘MacGuffin’, an item that is necessary for the plot to begin or advance, but has no actual use or importance to the overall narrative. Using an item as a plot device is fine, but allow that item to actually impact the story or the world itself, or be used by the characters or NPCs for power.

♦ The properties of an item are important. Finding an ornate sword that does extremely high damage is fine, but it isn’t very unique. Finding an ornate sword imbued with the spirit of the hero who once held it, who communicates with the wielder during battle, giving them agility bonuses, now that’s exciting! And, again, if this item can have a connection to the story it will be all the better.

NPCS:

♦ Other than the overall narrative and player characters of your gaming sessions, NPCs are probably the most important part of any campaign. Quest givers, allies, villains, shop keepers. They all should serve to drive the story forward and their unique personalities and relationships with the party can make for extremely emotional story beats.

♦ If you want an NPC to be a recurring character and memorable, try to give them quirks, such as strange accents, funny ticks, a unique style. Speech mannerisms can be a great way to solidify an NPC in the minds of the players. Maybe they repeat a specific word a lot, or have a saying they like to spout when danger appears.

♦ NPCs need to be ‘valuable’ to the party. What information do they hold that can further the story or allow the party to gain knowledge of certain events or locations.

The town Mayor might know more about the corruption happening there than the Inn Keeper, but the Inn Keeper may have heard rumours of the Mayor’s knowledge. This can start an NPC ‘Mystery Chain’, and will entice the party to interact with NPCs more often, as they have been rewarded with information for doing so in the past.

♦ Relationships with NPCs are important. An NPC who has ties to the party, perhaps they saved them in the past, who then is captured or killed at a later date will have far more impact than an NPC who they have just met. Create strong relationship ties with NPCs by making them integral not only to the overarching story, but to the lives of the players’ characters. Family members or friends met on the road can live in a player’s memory forever if they are done right.

♦ Improvise with NPCs. Sometimes the party may try and gain information from an NPC you haven’t previously fleshed out, and completely miss the one you have. On the spot you can shift certain aspects from one NPC to another, allowing a new character to form within your world. Don’t be precious with particular NPCs, but be precious about your NPC ideas surrounding interesting quirks, relationships, usefulness and affecting story.

EMOTIONAL STORY:

♦ Emotions are wide and varied. You may plan a deeply affecting, sorrowful adventure, only for your party to crack jokes and act the fools the entire time. Allow your world and narrative to be pliable, and before you begin planning the campaign, have a think about what style of stories your players enjoy. If you don’t know them all that well, ask them about their favourite films and novels. If you have a group of serious players before you who enjoy dark, esoteric media, then a jovial adventure about grumpy dwarfs probably isn’t their thing. A mix of emotions is usually the best way to go. Filter in humour alongside strong and powerful story beats that cut to the heart.

♦ Ask yourself why the group should care about this story. What will they gain from having explored this narrative? Choose themes that will run throughout the entire story so it feels concise and meaningful. Vengeance, loyalty, the cost of being a hero. Archetypal themes and characters work, and you can play with them and turn genres on their heads. A theme will give the players a sense of place. They can use lessons they’ve

learned to further the plot themselves, by making decisions they at first may not have made, creating branching narratives that they write alongside you as a Game Master.

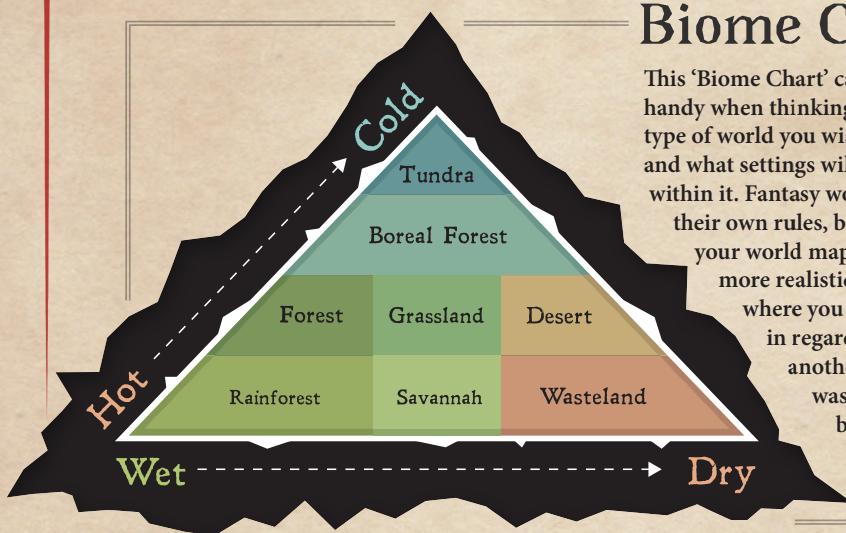
♦ Use ‘Anchors’ for planned scenes. Choose a certain Anchor Emotion and drip feed that into your dialogue and the overall atmosphere. If you intend a scene to cause sadness, use words and imagery that make you feel sad, and usually others will follow suit. Don’t, however, be too dramatic as this can ruin the mood. Say just enough to infer your chosen emotion, but if you push too far it can become comical or forced. A good way to avoid exaggeration is to use ‘Opposite Emotions’ within your storytelling. Whatever your chosen Anchor Emotion is, let the opposite of that emotion heighten it. An example would be the death of a beloved NPC. Rather than describing an over the top grisly death and talking on and on about how sad it is that the NPC will no longer be in the party’s life, describe a beautiful moment they had spent with that NPC in the past. The beauty and happiness of the memory will heighten the emotion of sadness in that narrative moment.

♦ Dialogue is key to interactions and furthering the emotional narrative, but try not to fall into the trap of simply telling the party everything. The old saying of ‘show don’t tell’ will ring true forever. Don’t say something is funny, describe the action in a way that will elicit laughs.

♦ Be precise with your descriptions. If something isn’t important to the narrative don’t describe it in depth. This will focus the story and make it much more enjoyable for the players, and it will save you a lot of work! Just as the world must inform the story, the story itself must build the world. Only necessary world building must be revealed, never using ‘info dumps’ where the party is simply told about chunks of the world that are not currently relevant to the story.

♦ You need to be emotionally invested in your story. If you want the players to cry at a certain point, but you don’t well up whilst writing notes about it, then you can’t expect they will. Choosing a narrative your party will enjoy is important, but more importantly you need to enjoy that narrative yourself. Passion is infectious, and if you are passionate about the story you’re telling everyone around you will feel it. Write for yourself, at first, feed your own emotions, then let it all loose at the table.

World Building: Charts



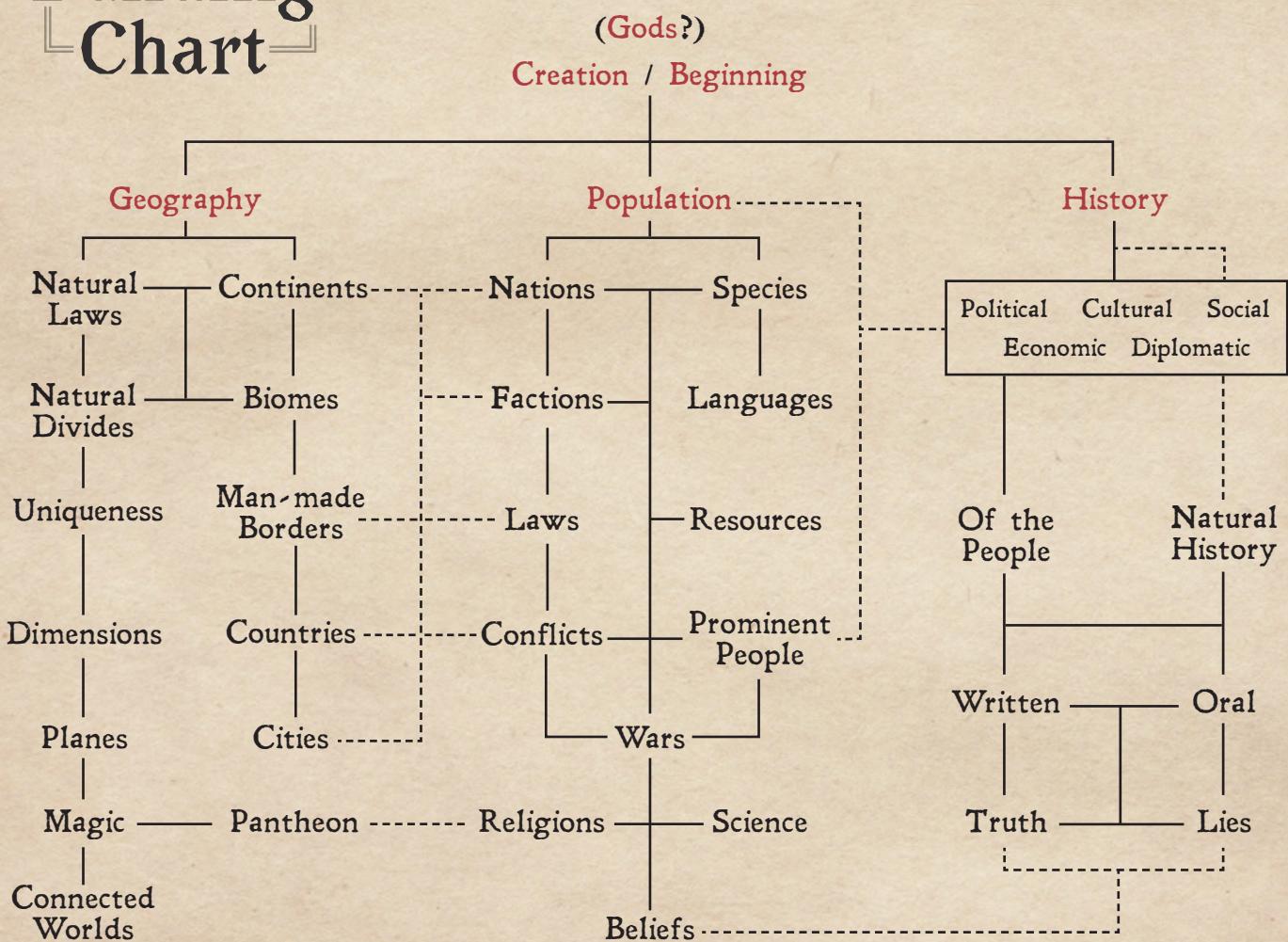
Biome Chart

This 'Biome Chart' can come in handy when thinking about what type of world you wish to create, and what settings will appear within it. Fantasy worlds can have their own rules, but if you want your world map to feel a little more realistic, think about where you place biomes in regards to one another. An arid, dry wasteland which borders a rain-soaked jungle

doesn't make much sense. Perhaps place a Savannah between them to make the setting consistent. Placing biomes which are adjacent to one another on the chart next to one another on your world map can create nice transitions from one area to another. A colder desert, for instance, becoming covered in more and more shrubbery until the sight of a Boreal Forest lingers behind rock formations on the horizon will feel much more thought out and real than a sandy desert meeting a snowy woodland.

World Building Chart

This chart is based on the three pillars: Population, Geography and History. It shows that changing one area of your world can affect another connected area. Use this chart to take note of which 'pillars' of your world need to be expanded or reconfigured.



World Building: D6 Quick-Build



'Location'

'1' represents a prominent location marker on the world map, such as the site of a city or an ancient temple.



'Settlement'

'2' represents outlying towns and village markers on the world map. Both dots can represent individual settlement locations, or one a town/village and the other a city.



'Divide'

'3' represents divides on the world map. These can be mountain ranges, rivers or valleys. Could also be used as a great, fortified wall.



'Flatland'

'4' represents flatland areas of the world map. These areas could be grassland plains, arid desert or bodies of water. Flatland could also represent farmland or unknown territory.



'Dungeon'

'5' represents underground locations. The central dot is the dungeon location, whether that be a mine or a crypt. The surrounding dots can represent overworld terrain or castle walls.



'Canopy'

'6' represents thick, canopied areas of the world, such as woodland, forests, rainforests or jungles. This could also represent any form of difficult terrain.

If you're wanting to quickly build a game world, or if you prefer to run your games in smaller settings, the D6 Quick-Build method is an easy way to invent a playable landscape. Dotted dice work better, rather than numbered, as some of the dots will be marks for prominent locations on the world map.

[1]- XD6 = WORLD SIZE:

10D6 is a good place to start. If you want your world, continent or island to be larger, add more dice.

[2]- ROLL XD6:

Roll your dice and see what numbers you get and compare them to the labelled dice above.

[3]- LET THE DICE DETERMINE THE WORLD'S THEME:

If you don't roll any 'Divide', then assume your world is a sweeping, flat wilderness. Alternatively, if you don't roll any 'Canopy', then your world is void of jungles and forests, perhaps it is a desolate wasteland.

[4]- POSITION DICE:

Position your rolled dice beside one another to create the world map, such as the example below. Try to connect your 'Divide' dice to give the world map a feeling of flow and consistency, and spread your 'Location' dice out across the D6 map.

[5]- DECIDE TERRAIN:

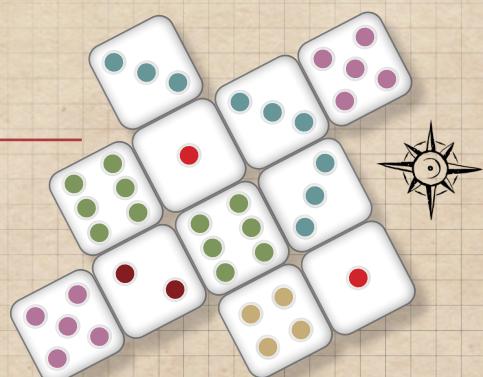
Using the ideas above, decide what each Location, Settlement, Divide, Flatland, Dungeon and Canopy represents, and make a note of this.

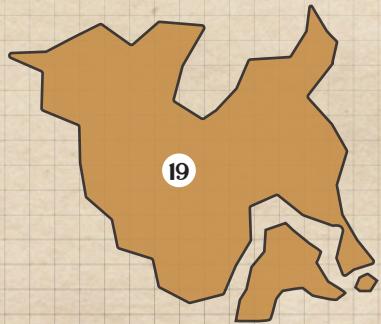
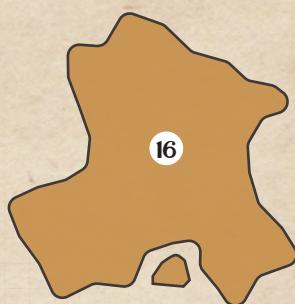
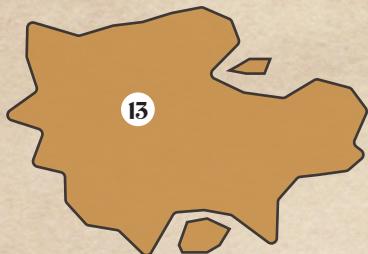
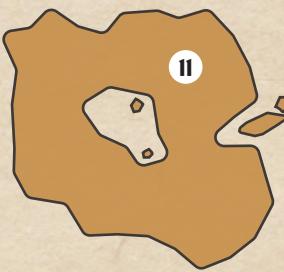
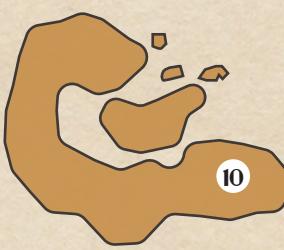
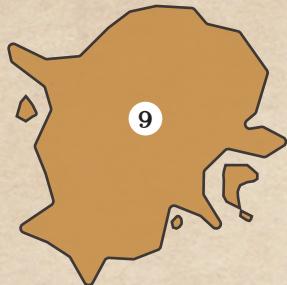
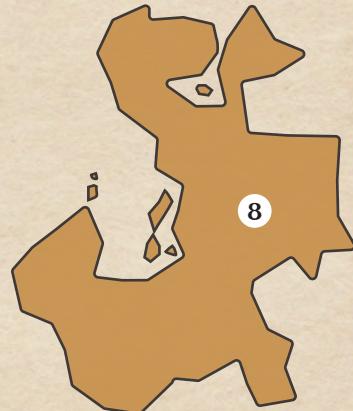
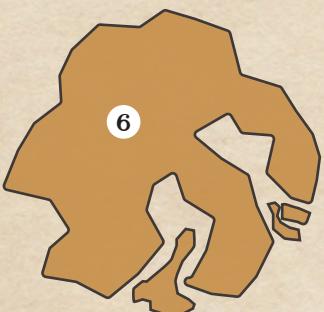
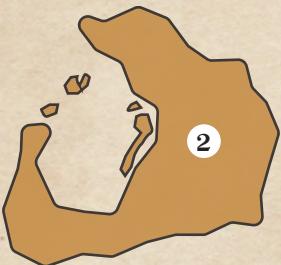
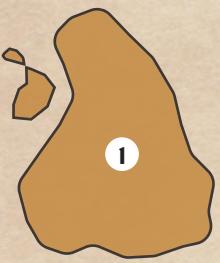
[6]- CONSIDER THE BORDERS:

What lies beyond the D6 world map? Perhaps the edge of the dice map represents the borders of a specific country or continent, or it could be the vast oceans, in which case the world map is an island.

Example

The D6 World Map example to the right shows a quickly formed world. We can see that a great mountain range (●) runs past two cities (●), one of which resides between the mountains and a vast forested area (●). To the edges of either side of the world map reside dungeons (●), entrances into a world beneath these forgotten forts, one of them near two villages (●). Far to the south, beyond the forests and beside the second city, stretches the flatland of a desert (○).





LOCATIONS

Continent/Country Creator

When creating your new world, it may be tempting to dive right into the NPCs or dungeons, but where do the people of your world live, and where are these dungeons located in regards to one another? Creating a continent or country map first allows you to place locations and figure out distances the party will need to travel between them.

[1]- ROLL FOR CONTINENT SHAPE:

Roll your D20 to get your continent's shape. This can either represent a huge island or the borders of the continent itself. If you want your continent to be several islands then roll more than once for your continent shapes.

[2]- TRACE / COPY SHAPES:

Trace or copy the continent shape which matches the number rolled on your D20. If you are rolling for more than one, draw them beside one another in a way that works for you.

[3]- DECIDE POPULATION:

Do you want your continent to be heavily populated with sprawling cities, towns and roadways, or would

you prefer a vast wilderness full of ancient caverns and forests to explore?

Decide this by rolling your D20 for population (in millions), then rolling your D20 for how many towns and cities, and then decide whether these are connected by roads, canals, or nothing but wilderness.

Alternatively, you can roll against the 'Quick Continent Table' below to decide for you.

[4]- PLACE MARKERS:

Once you know how many towns and cities will appear within your continent, you can mark them on the map, perhaps with a red number, then use the [city and town name generators](#) to list them and their locations.

You may wish to connect these places of interest by drawing dotted lines to represent canals and roadways .

CONTINENT RULER(S):

- 1♦ Only nature rules here.
- 2♦ The First Settlers.
- 3♦ A new King.
- 4♦ An ancient Monarchy.
- 5♦ The Religious Order of an old god.
- 6♦ A wise Council of chosen commoners.
- 7♦ The Queen who conquered this land.
- 8♦ A Government of elected officials.
- 9♦ Philosophers from another plane.
- 10♦ A dark and powerful Lord.
- 11♦ The group of noble Knights.
- 12♦ A God who resides beneath the earth.
- 13♦ The Royal Family of immortals.
- 14♦ Emperor of all the world.
- 15♦ A lonely Vampire Count.
- 16♦ A military, tyrant Overlord.
- 17♦ Clan Chieftain of great renown.
- 18♦ A Queen loved by all.
- 19♦ The Possessed Son of a lost King.
- 20♦ A Pharaoh who claims to be a god.

Quick Continent table.

I	Vast wilderness	II	Wilderness, roadways, 10 towns, 4 cities, border wars, forts
2	Vast wilderness, 1 settlement	I2	Wilderness, roadways, 10 towns, 4 cities, border wars, border forts
3	Wilderness, roadways, 4 settlements	I3	Sprawling cities and towns
4	Wilderness, roadways, 1 city	I4	Single sprawling city, canals
5	Wilderness, roadways, 3 towns, 1 city	I5	Single sprawling city, canals, border wars
6	Wilderness, roadways, 4 towns, 2 cities	I6	Vast wilderness, 1 city
7	Wilderness, canals, 4 towns, 2 cities	I7	Vast wilderness, 2 cities, canals
8	Wilderness, roadways, 10 towns, 4 cities	I8	Vast wilderness, tribal villages
9	Wilderness, canals, 10 towns, 4 cities	I9	Single sprawling city, forts
10	Wilderness, canals, roadways, 5 settlements, 10 towns, 4 cities	I0	Wilderness, roadways, 4 towns, 2 cities, forts, border wars, tribal villages

Surrounding Wilderness

Biome.

I	Desert	II	Coastal
2	Tundra	12	Floating Islands
3	Jungle	13	Mountainous
4	Forest	14	Flooded Plains
5	Wasteland	15	Flowered Meadows
6	Grassland	16	Sparse Woodland
7	Snow Covered	17	Sky Clouds
8	Tropical Beaches	18	Scorched Earth
9	Swampland	19	Magical, Glass-like Plane
10	Archipelago	20	Pastoral, Farmland

Features.

I	Terrifying electrical storms	II	The bones of a god
2	Great, crystal caverns	12	Magical geysers
3	Rocky outcroppings	13	Spires of glass
4	Ancient stone gates	14	Nest-like tunnels
5	Twisting roots	15	Swords of giants
6	Magical dust on the air	16	Runic shrines
7	Littered with mounds of ash	17	Thousands of unmarked graves
8	The sky mirrors the land below	18	Volcanoes
9	Ruins of a long lost civilisation	19	Colossal Trees
10	An ancient battle site	20	Carnivorous plant-life

D6
Weather
Tables

Cold

1] Cold air	4] Blizzard
2] Light Snow	5] Hailstones
3] Heavy Snow	6] Extreme Cold

Wet

1] Drizzle	4] Damp Winds
2] Heavy Rain	5] Dew Soaked
3] Storm	6] Flash Flood

LOCATIONS

Most Prominent Location.

I	A mountain split by the fist of a god	II	A sentient river that becomes red when angered
2	An ancient, golden tree atop a hill	I2	A blue fissure in the earth that releases poison
3	A holy river that cuts through the land	I3	A mystical, dried lake bed which enhances magic
4	The floating shrine of a strange being	I4	A spiny tree so tall it disappears into the clouds
5	A large chasm that has no bottom	I5	An ancient, ruined wall that borders the land
6	A burial mound the size of a small city	I6	The huge skull of a conquered titan
7	A high tower of rock that sways in the wind	I7	An ancient henge that is a portal in moonlight
8	A swirling sky vortex of magical powers	I8	A giant's stone axe buried into the hillside
9	A jagged, black mountain of glass	I9	A sandstone carving of a god, filled with tunnels
Io	A forest of sinewy bones	Io	The vast fossil of an ancient creature within a lake

I	Steep rises	II	Jagged floating islands
2	Shattered ground	I2	Shifting terrain
3	Connected by magical portals	I3	A valley with sheer, unending sides
4	A maze of valleys	I4	Crumbling Archipelago
5	Deep hollows	I5	Many gulleys
6	Rocky inclines	I6	Maze of invisible walls
7	Vast flatness	I7	Warped by a magical war
8	Tiered plateaus	I8	Impossible landscape
9	Carved by ancient rivers	I9	Magical circular planes
Io	Separated by ravines	Io	Twisting terrain

When rolling for the wilderness (or biome) type of a continent, consider creating different areas, such as north, east, south and west, and roll for each so that the continent's wilderness has variation depending on where the party travels.

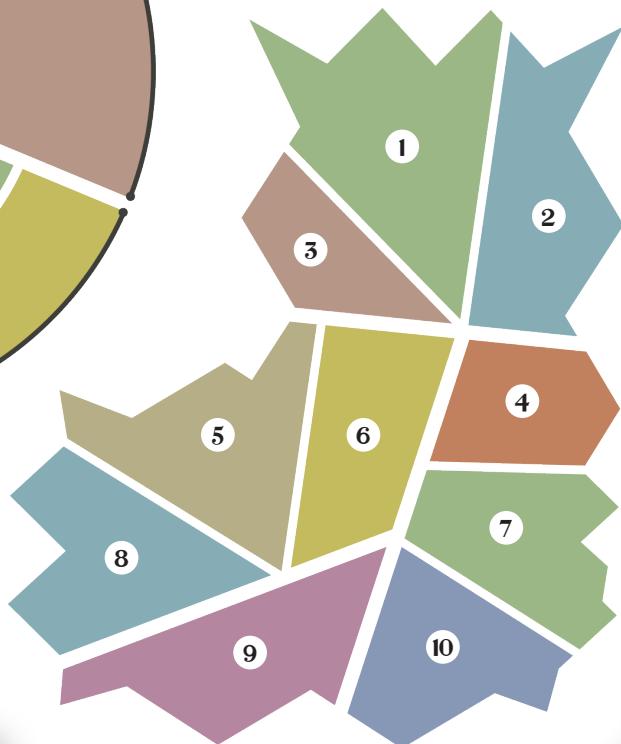
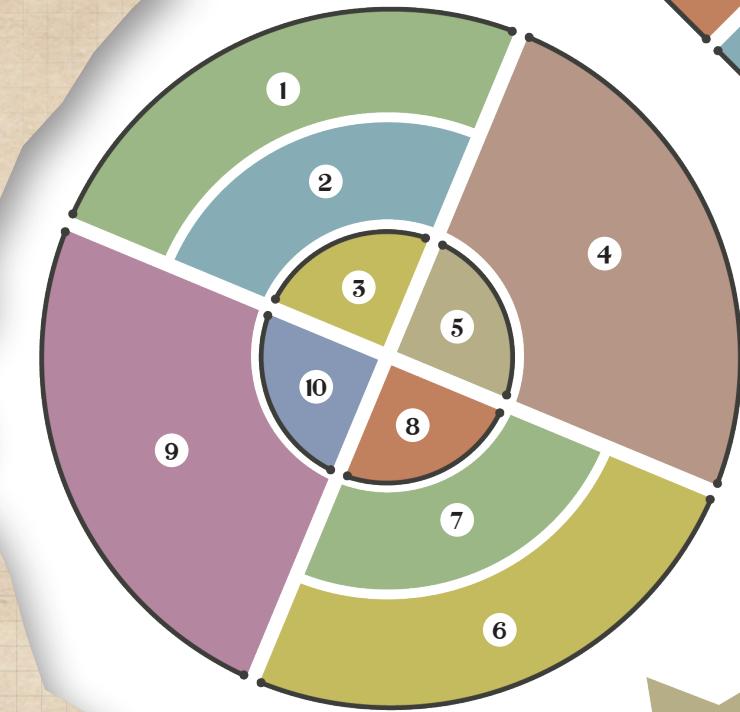
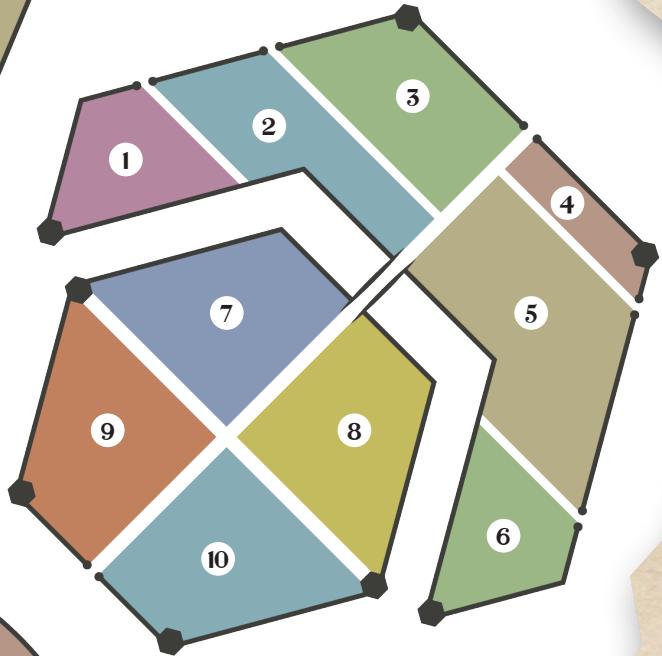
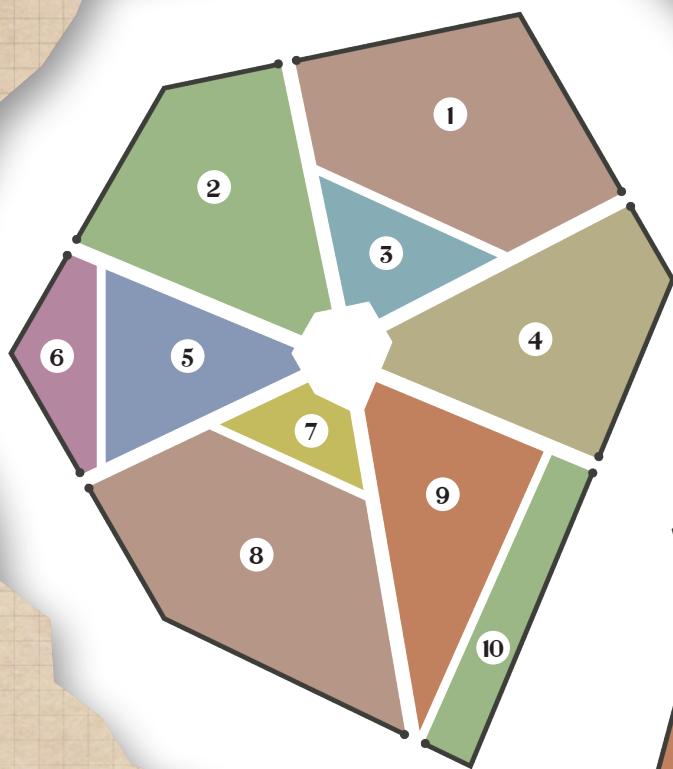
1] Sunny	4] Blistering
2] Dry Heat	5] Burning Winds
3] Humid	6] Sandstorm

Hot

1] Crystal Rain	4] Tears of a God
2] Aurora	5] Speaking Wind
3] Planar Rift	6] Fiery Skies

Magic

City Maps



LOCATIONS

City & District Builder

Cities should be diverse in their build-up. Draw a city map (or trace one provided here) and split it into ten sections. Roll on, or choose from, the D100 table below to create ten different districts for adventurers to explore within your newly formed city.

1. Business District	35. Quarantined Section	69. Banking District
2. Artisan District	36. Engineers' District	70. Aqueducts and Waterways
3. Food Market District	37. Scientists' District	71. Research Laboratories
4. Weapons Market District	38. Maze-Like District	72. Livestock District
5. Markets of Magical Wares	39. Ancient District	73. Farmland District
6. Trader's District	40. District of Spires	74. Mills
7. Hunter's Lodging District	41. Downtown Taverns and Stores	75. Shrines of Worship
8. District of Forges	42. District of the Music Collegium	76. District of the Pioneers
9. Great Bazaar	43. District of the Bards	77. The Urban Core
10. Covered Markets	44. Shabby Docks	78. The Hive
11. District of Religious Order	45. Grand Port District	79. The Great Nests
12. Military District	46. Shipping District	80. Historical District
13. Military Family Housing	47. District of Foreign Affairs	81. District of Pleasure
14. University District	48. Castles and Defence District	82. Leisure District
15. District of the Monarchy	49. Council's District	83. Forbidden District
16. District of the Church	50. Gothic Quarter	84. Abandoned District
17. Slums / Shanty Town	51. Hospitals and Morgues	85. Haunted District
18. Noble Houses	52. Judicial District	86. The Stockade
19. Mansions of the Rich	53. The Necropolis	87. District of Healing
20. Garden District	54. Plazas and Courtyards	88. District of Government Officials
21. Parks and Fountains	55. Craftsman's District	89. Smugglers' District
22. Zoo	56. Refugee Camps	90. Palace District
23. Meatpacking District	57. Settlers' Homes	91. Royal Gardens
24. Factory District	58. Caravanserai	92. Ancient Agora
25. Industrial Suburb	59. Stockyards	93. The Temple District
26. Poor Housing	60. Administrative District	94. Makeshift Shelters
27. Guild District	61. Training Camps	95. Stone Jungle
28. Gladiatorial / Arena District	62. Lower Class Borough	96. Crime Ridden Section
29. Magical Plane District	63. Middle Class Borough	97. Favela
30. District of the Magical Arts	64. Upper Class Borough	98. Piazza
31. The Warrens	65. Natural Wonders	99. Precincts
32. Graveyards	66. Mining and Quarries	100. Riverfront Homes and Stores
33. Burned Section	67. District of Monuments	
34. Plagued Section	68. The Library District	

Roll your D20 three times on the table below to determine a name for your city. Each column will give you a little flavour to spark ideas to determine a theme and atmosphere for the winding streets of your city. A chosen theme should stay consistent throughout.

City Names

	One	Two	Three
I	The Darkening	City of	Clawholm
2	The Awakening	Metropolis of	Seafurth
3	The Gleaming	Towered City of	Barrowhold
4	The Shivering	Fortress City of	the Wyrm
5	The Fallen	Hive City of	the Eye
6	The Blessed	Floating City of	the Crimson Acolytes
7	The Unhallowed	Pirate City of	Cragfall
8	The Plundered	Maze City of	Fullhearth
9	The Golden	Nest City of	the Founding Craftsmen
10	The Rising	Ancient Fortress City of	the Pantheon
11	The Dank	Mechanical Metropolis of	the Death-Rain
12	The Overgrown	Forest City of	Nevermore
13	The Zealous	Night-draped City of	the Broken Brothers
14	The Flooded	Ruined City of	Ravenmoon
15	The Haunted	Black Steepled City of	Deep-Cove
16	The War-torn	Old Metropolis of	the Ashen Keep
17	The Dying	Frost City of	Banishment
18	The Cult Filled	Cannibal City of	the Black Blades
19	The Honouried	Desert City of	Zenith-elm
20	The Angelic	Sky Metropolis of	the Nomads

Town Names

	One	Two
I	Ember	-Village
2	Farmers	-Hamlet
3	Little	-Hovel
4	Apple	-Nest
5	Deserters	-Vill
6	Creed	-Bourgh
7	Mud	-Outpost
8	Breakers	-Whistle
9	Coal	-Abode
10	Feather	-Slopes
II	Wet	-Stop
12	Sallow	-Lean-to
13	Hay	-Barns
14	Breeze	-Shanty
15	Forgotten	-Crossroad
16	Grey	-Land
17	Grain	-Camp
18	Woodland	-Refuge
19	Riverside	-Colony
20	Weathered	-Founding

Town.

	One	Two
I	Fallow	-Town
2	Bark	-Hold
3	Silt	-Fall
4	Tree	-Shire
5	Shell	-Wind
6	Lodge	-Noon
7	Stone	-Dawn
8	Arrow	-Hearth
9	North	-Burgh
10	South	-Holm
II	Rock	-Seat
12	Damp	-Climb
13	Amber	-Ville
14	East	-Pass
15	West	-Rise
16	Tear	-Crux
17	Leaf	-Mound
18	Crown	-Slabs
19	Oak	-Straight
20	Crystal	-Fold

City Appearance

Main Material.

I	Grey Stone	II	Shimmering Crystal
2	Red Stone	12	Frosted Glass
3	Blue Stone	13	Metallic
4	White Stone	14	Black Rock
5	Grey Brick	15	Volcanic Rock
6	Red Brick	16	Vines and Leaves
7	Blue Brick	17	Ice
8	White Brick	18	Sand
9	Wooden Planks	19	Earth
10	White Marble	20	Magical Material

Rooftops.

I	Grey Tiles	II	Crenelated
2	Red Tiles	12	Black Slate
3	Blue Tiles	13	Beamed
4	White Tiles	14	Leaf Canopy
5	Flat	15	Canvas
6	Domed	16	Gardened
7	Spired	17	Packed Snow
8	Glass	18	Dried Palm Leaves
9	Wooden	19	Dried Mud
10	Thatched	20	Magical Material

D6
City
Tables

Ruler

1] Council	4] Nobles
2] King	5] God/s
3] Guild	6] Merchants

Wear

1] Natural/Flora	4] Organism
2] Weather	5] Magical
3] Battle	6] Chemical

LOCATIONS

Most Prominent Location.

I	Castle	II	Library
2	Cathedral	12	Colossal Statue
3	Mage Tower	13	Arena
4	Court House	14	Dark Steeple
5	University	15	Bank
6	Market District	16	Music School
7	Port	17	Military Barracks
8	Great Arch	18	Portal
9	Shrine	19	Banquet Hall
10	Temple	20	Forge



I	Tiered	II	Maze-like
2	Circular	12	Spread across Small Islands
3	Square	13	Sprawling
4	Ramshackle	14	Vertical Tower
5	Stacked	15	Triangular
6	Spiralling	16	Built into a Mountainside
7	Connected by Bridges	17	Floating
8	Impossible Magical Arrangement	18	Hexagonal
9	Following the curve of a River	19	Street Rows and City Blocks
10	Subterranean Tunnels	20	Colossal Pyramid Structure

Enemy

1] Rival City	4] Rival Guilds
2] Faction	5] Traders
3] Siege Army	6] Monsters

1] Metals	4] Wine
2] Livestock	5] Crops
3] Spices	6] Silks

Trade

LOCATIONS

Markets & Shopping Districts

	One	Two	Three
I	The Lost	Markets of	Aman'Arn
2	The Dark	Bazaar of	the Seven Spices
3	The King's	Vendor Squares of	Exotic Beasts
4	The Red Brick	Agora of	Mazal'Mer
5	The Frivolous	Gallery of	Yer'Nern
6	The Snowy	Trade Place of	the Cryptic Sea
7	The Flagstone	Streets of	Baran'Ker
8	The Tiered	Marketplace of	Magical Bargains
9	The Underwater	Flea Market of	Elvish Works
10	The Dispelled	Store-fronts of	Fal'Fern
II	The Flowered	Walkways of	Lost Things
12	The Noble	Courtyard of	Ancient Wares
13	The Grey	Forum of	Warrior's Wares
14	The Canopied	District of	Hir'Nern
15	The Bustling	Plaza of	Thieves' Things
16	The Haunted	Shops of	the Occult
17	The Dusty	Arcade of	Shan'ri
18	The Lime-Tree Shaded	Businesses of	All Things
19	The Floating	Port of	Dwarven Artisans
20	The Sunlit	Gardens of	Mala'La

D6
Store
Tables

Smith

1] Weapons	4] Ornaments
2] Armour	5] Iron Gates
3] Farrier	6] Tools

Witch

1] Elixirs	4] Pets
2] Scrolls	5] Relics
3] Ingredients	6] Charms

Store Names

WILDERNESS.

One

Two

I	Trollhide's	Store
2	Witch's	Shop
3	Cultist's	Parlour
4	Dwarven	Boutique
5	Elvish	Emporium
6	Drow	Apothecary
7	Halfling's	Jewellers
8	Gnome's	Grocery Store
9	Peasant's	Bookstore
10	Villager's	Potions
II	Traveller's	Blacksmiths
12	Isolated	Leather Workers
13	Old Warrior's	Cobblers
14	The Forgotten	Brewery
15	Half-Orc's	Tool Store
16	Spiderling's	Oddities
17	Chieftain's	Cartographers
18	Serpent's	Arms and Armour
19	Nomad's	Music Store
20	Tinker's	Pet Store

One

Two

I	Rusty's	Store
2	Secret	Shop
3	Wiz's Magical	Parlour
4	The Holy	Boutique
5	The Madman's	Emporium
6	Anchor and Arm	Apothecary
7	The Never-ending	Jewellers
8	Mrs Hearth's	Grocery Store
9	The Crafty Elf's	Bookstore
10	Bubbling	Potion Shop
II	Orb and Scroll	Blacksmiths
12	Silvie's	Leather Workers
13	Mr Harold's	Cobblers
14	Long-Beard	Brewery
15	Long Claw's	Tool Store
16	Old Dwarf	Oddities
17	King Melvin's	Cartographers
18	Axe and Spear	Arms and Armour
19	The Dark Arts	Music Store
20	Smiling Demon	Pet Store

CITY / TOWN.

Hunter

1] Meat	4] Arrows
2] Pelts	5] Cloaks
3] Traps	6] Boots

1] Trinkets	4] Supplies
2] Books	5] Maps
3] Jewellery	6] Clothing

Trader

LOCATIONS

Holy Sites

	One	Two
I	The Church of	Guiding Light
2	The Temple of	the Hopeful Patron
3	The Shrine of	Saintly People
4	The Altar of	Silver Clouds
5	The Stone Steps of	a Golden God
6	The Fields of	the Star
7	The Healing Home of	Glee
8	The Abbey of	Protection
9	The Tower of	Helping Hands
10	The Gardens of	a Fruitful Age
II	The Sanctuary of	Peaceful Gatherings
12	The Standing Stones of	Welcome Prayer
13	The Pool of	Cleansing
14	The Chapel of	the High Ones
15	The Ancient Tree of	Bodily Delights
16	The Courtyard of	Merriment
17	The Fountain of	Friendly Folk
18	The Basilica of	Cheer
19	The Statue of	Spiritual Awakenings
20	The Pavilion of	Rejoicing Monks

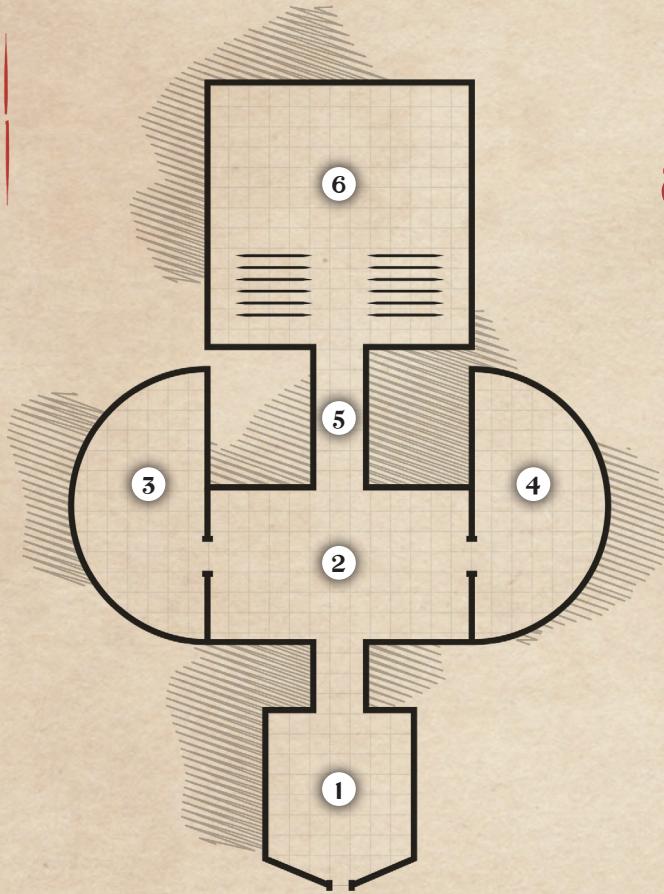
Unholy Sites

	One	Two
I	The Pit of	Quiet Desperation
2	The Crypt of	Lost Children
3	The Tomb of	Weeping Widows
4	The Grave of	the Silent Man
5	The Chasm of	Nothings
6	The Tunnel of	the Hero Who Failed
7	The House of	Cosmic Beings
8	The Vault of	the Vampire
9	The Hollow of	Dead Priests
10	The Woods of	Piled Bones
II	The Stone Altar of	Burned Books
12	The Dark Meadow of	Crying Eyes
13	The Attic of	the Lost Brother
14	The Dungeon of	the Fleeing Sister
15	The Forbidden Ground of	that which cannot die
16	The Basement of	Fearful Laments
17	The Factory of	Sorrow
18	The Boat of	Desecration
19	The Bridge of	Unhallowed Thoughts
20	The Road of	Ghosts

Church Names

	One	Two	Three
I	Church of	the Unholy	Dark
2	Cathedral of	the Holy	Light
3	Priesthood of	the Warring	Tree
4	Chapel of	the Promised	Stars
5	House of	the Broken	Patron
6	Shrine of	the Deepest	Sadness
7	Order of	the Torn	Hope
8	Tower of	the Burning	Beggar
9	Temple of	the Shattered	Maiden
10	Fathers of	the Sundered	God of the Deep
II	Abbey of	the Risen	God of the Flame
12	Priory of	the Falling	God of the Sky
13	Keep of	the Frightened	God of the Earth
14	Basilica of	the Smiting	Fool
15	Friary of	the Sallow	Blacksmith
16	Followers of	the Blackened	Hunter
17	Mothers of	the Chained	Warrior
18	Monastery of	the Sunlit	Mountain
19	Spire of	the Dying	Ocean
20	Nunnery of	the Ancient	Crystal

Pre-built Churches



Church of the Thespians

The priests of this odd church wish to appease their pantheon through the art of the play. Every evening they act out myths older than man in an attempt to explain the creation of all the worlds. They are an eccentric bunch...

- [1]- Entryway. You are greeted by masked actors who offer fruit and water.
- [2]- Lounge. Unlike most churches, here people smoke tobacco and talk of the arts.
- [3]- The actor's living quarters. Beds and costumes aplenty.
- [4]- The prop room. Painted backgrounds and wooden castles.
- [5]- The glass hall. Looks out onto two beautiful gardens where the fruit is grown.
- [6]- The playhouse. Seating, a shrine, and straw covered floor on which to perform.



Your party is encouraged to act in a play. The re-enactment of an old tale may just give you the clues you need to find the hidden shrine of a creation god who promises long life. And maybe these actors, and the fruit they offer, aren't at all what they appear to be...

Chapel of the Stone Divide

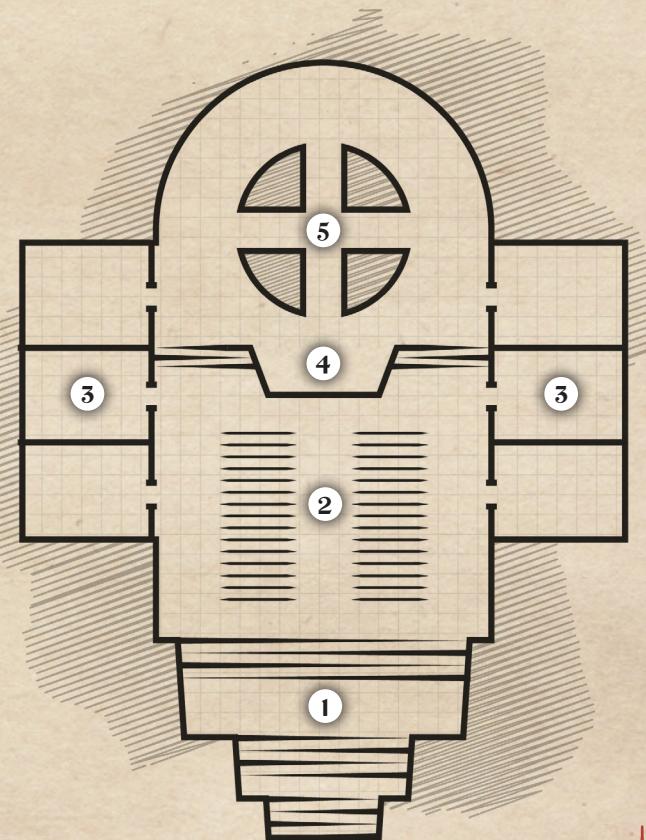
The Robed Women of this crude stone chapel pray to the Great Divide, a nearby rocky fissure, several miles long. They believe the spirits of the dead live in the deep there, and if penance is not sought, the divide will split the realm in two...

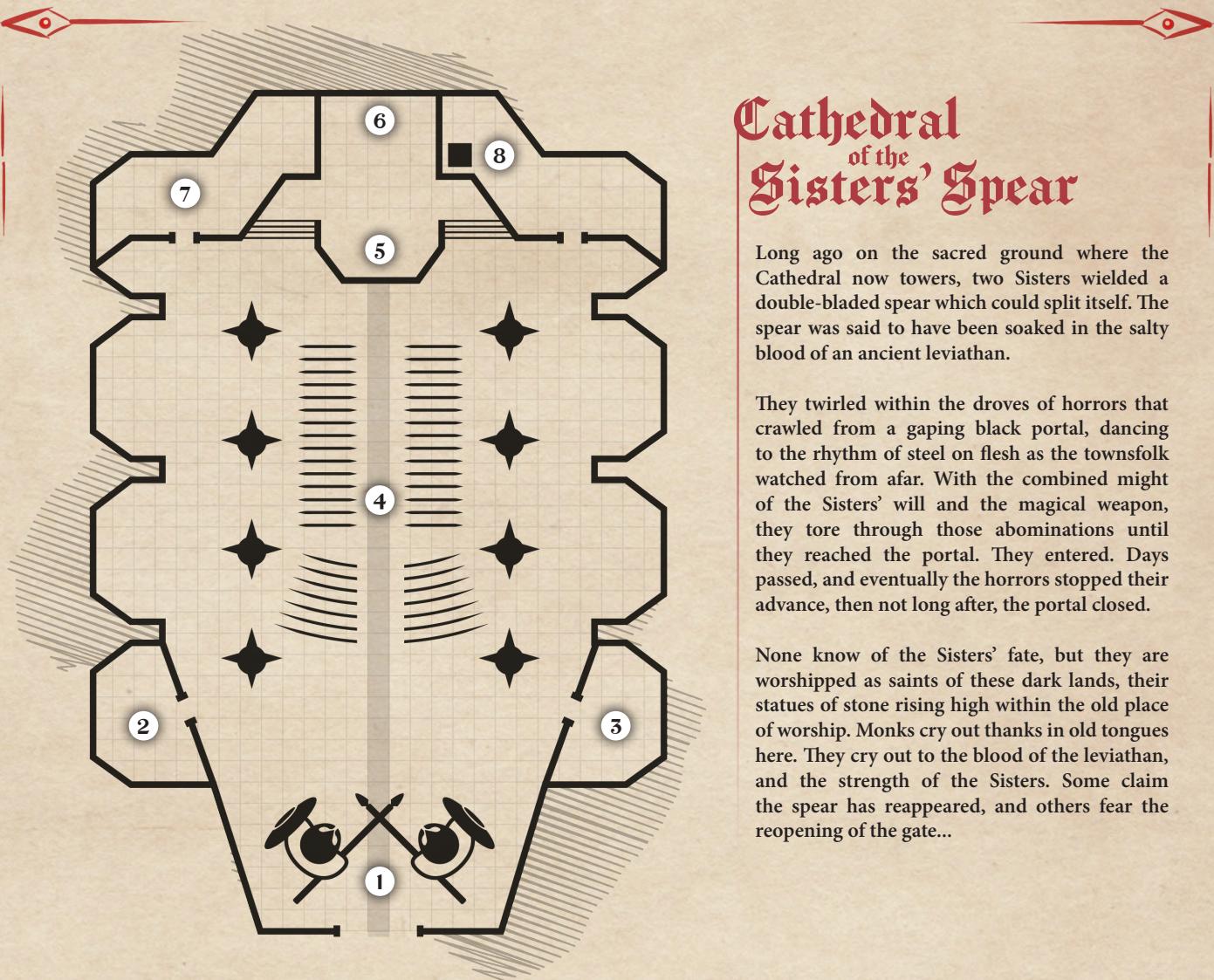
- [1]- Entryway. Stone steps, chipped and broken, rise into the gloomy chapel.
- [2]- Stone benches stained with the blood of the penitent flock.
- [3]- Living quarters of the Robed Women. Nothing but beds and candles... and the quiet sounds of splitting earth.
- [4]- A stone ridge that looks as if it has been cut from the side of a grey mountain.

- [5]- Smoky alcoves. A stone cross-section built with piled stones from the Great Divide. It is hard to breathe here.



When in the chapel a tremor occurs. The smoke knocks you out and you awaken within the Great Divide, a sacrifice to the spirits there. If you venture deeper, however, you find nothing more than an active volcano. The Robed Women wait for you at the surface with their flails.





Cathedral of the Sisters' Spear

Long ago on the sacred ground where the Cathedral now towers, two Sisters wielded a double-bladed spear which could split itself. The spear was said to have been soaked in the salty blood of an ancient leviathan.

They twirled within the droves of horrors that crawled from a gaping black portal, dancing to the rhythm of steel on flesh as the townsfolk watched from afar. With the combined might of the Sisters' will and the magical weapon, they tore through those abominations until they reached the portal. They entered. Days passed, and eventually the horrors stopped their advance, then not long after, the portal closed.

None know of the Sisters' fate, but they are worshipped as saints of these dark lands, their statues of stone rising high within the old place of worship. Monks cry out thanks in old tongues here. They cry out to the blood of the leviathan, and the strength of the Sisters. Some claim the spear has reappeared, and others fear the reopening of the gate...

[1]- Beyond great wooden doors the **stone statues** of the Sisters rise. All who enter must pass beneath their **crossed spears**. The cathedral beyond is lit with thousands of candles, great pillars rising into a **beamed roof**. The ceiling is some 300ft high.

[2]- A carpeted **prayer room** filled with old stone relics and strange **black crystals**. The mural of a great **leviathan** swimming through the depths of an unknown ocean adorns the walls.

[3]- A **large store room**, filled with Monks' robes and sheet covered pews. Some old canvas **portrait paintings** of sickly looking folk rest against the walls. There is a **coldness** here, like rime on a winter's dawn.

[4]- There are pews enough to **seat four hundred** here, a long, patterned carpet running between them.

Incense burns at the end of each aisle. Beside the towering columns **offerings are made**, coin and food placed at the bases. Before this area a **platform** rises.

[5]- This **platform** looks out over the worshippers in their pews. An **altar**, a large, carved **black crystal**, holds a **tome** upon its top. The religious book contains nothing but artists' renditions of the Sisters.

[6]- The back wall depicts the **battle of the Sisters** against the horrors of the unknown. A **twirling portal** filled with eyes is painted behind the figures of the Sisters, who are wrapped in tentacles and claws. The **spear** rises above all.

[7]- The **Monks' quarters**. The room is barren, save for **fifty beds** and trunks. Any noise here echoes and repeats itself exactly **eight times**.

[8]- Here all of the **offerings** are piled. Food for the Monks, stashes of gold coin, prayer books and art. Hidden in a corner is a **door** to the **Cathedral's crypts**.



- ♦ The Sisters defeated the horrors and were trapped in the void for fifty years. They reopened the portal by finding eight white crystals, but died of old age shortly after.

- ♦ The portal is still open beneath the cathedral. Monks are harvesting black crystal from the void.

- ♦ The spear was corrupted and a great void leviathan was born from it.

- ♦ The portrait paintings are those who were corrupted by the crystal and banished to the void, becoming horrors.

When travelling across your new world, adventurers will need a place to rest, eat, gather supplies and gain new quests. There is no better place for this than a tavern! Taverns do not need to be generic locations, however. These tables will quickly generate a unique tavern.

Tavern Names

	One	Two
1	The Sleeping	Hound
2	The Waking	Snake
3	The Lonely	Giant
4	The Howling	Wolf
5	The Sinking	Lion
6	The Reading	Dwarf
7	The Hog and	Pig
8	The Arrow and	Elf
9	The Sail and	Pirate
10	The Climbing	Vine
11	The Frantic	Gnome
12	The Kicking	Mule
13	The King and	Jester
14	The Skipping	Duck
15	The Dying	Rose
16	The Sitting	Mage
17	The Oak and	Star
18	The Axe and	Ghost
19	The Mug and	Mermaid
20	The Orb and	Stag

Regulars

	One	Two
1	Human	Farmer
2	Dwarven	Cleric
3	Elvish	Healer
4	Gnome	Smith
5	Halfling	Toy Maker
6	Half-Orc	Poet
7	Half-Elf	Monk
8	Drow	Drunkard
9	Cloaked	Warden
10	Wealthy	Old Timer
11	Haggard	Cartographer
12	Diseased	Hunter
13	Cursed	Priest
14	One-legged	Brawler
15	Tall	Rogue
16	Injured	Guard
17	Grumpy	Traveller
18	Scarred	Knight
19	Unstable	Bard
20	Friendly	Candle-maker

Tavern Rumours

	One	Two	Three
I	A Farmer	talks of	a lost child.
2	A Squire	sings about	an ancient King.
3	The Barkeep	passes you a note telling of	a possessed Druid.
4	A Weary Traveller	rants angrily about	a coming storm.
5	A Drunkard	whispers of	a great forest fire nearby.
6	A Scarred Man	yells about	a collection of prohibited scrolls.
7	A Hooded Creature	talks to a friend about	failing crops.
8	A Guardsman	growls about	a local hero.
9	An Old Woman	nails up a poster about	their missing master.
10	An Old Man	drunkenly cries about	a wanted thief.
11	A Nobleman	draws a picture of	some nearby bandits.
12	A Noblewoman	mimes the story of	spirits of the dead rising nearby.
13	A Jester	recites a poem about	political treachery.
14	A Librarian	rolls rune-stones that tell of	an old temple near the coast.
15	A Bard	informs patrons of	a relic stolen from them.
16	A Dwarf	teaches his peers about	a strange cult in the woodland.
17	A Human	tells you of	a missing heirloom.
18	An Elf	talks to themself about	an incurable plague.
19	A Gnome	writes a letter about	a corrupt Mage.
20	A Halfling	casts a magical illusion depicting	a collapsed cavern entrance.

Tavern Appearance

Exterior

I	A dusty structure with a thatched roof	II	An upturned wooden ship, resting on stone
2	Drystone walls with circular windows	I2	A leafy den cut from the thicket
3	Painted white with black timber framing	I3	A trap door that leads to a large burrow
4	An old, converted wooden barn	I4	A large, four story brick building
5	Cut out from a cliff-side with large windows	I5	Rooms cut from sandstone rocks
6	A huge canvas tent with a flag at its top	I6	An igloo of packed, magical ice
7	Red brick establishment with a tiled roof	I7	Held within a colossal dead oak tree
8	A plain, flat roofed structure with murals	I8	An extravagant lodge made of logs
9	A crenelated stone building with iron studs	I9	Magical, underwater air bubble
10	A wooden cabin with a slanted roof	I10	A magically floating structure

Interior

I	Lavish / Cushions / Candlelight	II	Cold / Icicles / Crates
2	Scruffy / Broken Stools / Cold	I2	Religious / Relic Displays / Stone Benches
3	Cosy / Roaring Fireplace / Pews	I3	Mysterious / Gambling Tables / Sculptures
4	Militaristic / Weapon Racks / Torchlight	I4	Mechanical / Iron Conveyor / Lanterns
5	Damp / Beds of Leaves / Straw Floor	I5	Expensive / Silk Curtains / Shisha
6	Wild / Mounted Animal Heads / Open Fire	I6	Frightening / Rune Tables / Shadowed Corners
7	Noble / Paintings / Sofas	I7	Magical / Strange Illusions / Glowing Orbs
8	Rough / Fur Rugs / Kill Trophies	I8	Friendly / Ale Barrels / Round Tables
9	Smelly / Rotten Food / Vomit	I9	Musical / Stage / Comfy Chairs
10	Regal / Red Carpets / Patterned Wallpaper	I10	Ethereal / Water Pools / Crystals

Beverages.

Food.

Tavern Produce

I	Dwarven Ale	II	Hunter's Mead
2	Elvish Wine	12	Cold Fruit Beer
3	Gnome Tonic	13	Ink Wine
4	Golden Sunlight Ale	14	Farmer's Hops
5	Dark Bracken Ale	15	Bite of Baloz Bitter
6	Blood Wine	16	Oaken Spirit
7	Water	17	Dragon's Malt
8	Pirate's Rum	18	Druid Berry Wine
9	Ever-flowing Grapefruit Juice	19	Moonlight Liqueur
10	Black Mountain Ale	20	Warm Suds

I	Loaf of Bread	II	Wild Boar Hind
2	Bushel of Apples	12	Fried Lizard
3	Roast Chicken	13	Fresh Fish
4	Vegetable Broth	14	Rabbit Stew
5	Bowl of Nuts	15	Lamb Shank
6	Mutton Leg	16	Blood Pudding
7	Frog's Legs	17	Cheese
8	Oysters	18	Bowl of Worms
9	Grapes	19	Mushroom Pie
10	Nettle Salad	20	Glowing Berries

Tavern Layout

I	Bar Area / 1 Bed	II	Bar Area / Wash Room / 4 Bedrooms Cellar / Attic / Back Room / Lounge
2	Bar Area / Back Room	I2	Bar Area / Fight Pit / Gambling Table
3	Bar Area / Back Room / Cellar	I3	Bar Area / Gambling Table / Brothel 2 Bedrooms
4	Bar Area / Back Room / Wash Room	I4	Bar Area / Lounge / Brothel 4 Bedrooms / Washroom
5	Bar Area / Back Room / Cellar Wash Room	I5	Bar Area / Gambling Table / Back Room
6	Bar Area / Back Room / Cellar Wash Room / Lounge	I6	Bar Area / Fight Pit
7	Bar Area / Back Room / 1 Bedroom	I7	Bar Area / Gambling Table / 2 Bedrooms / Cellar
8	Bar Area / Wash Room / 2 Bedrooms	I8	2 Bar Areas / Lounge / Study / Living Quarters
9	Bar Area / Wash Room / 2 Bedrooms Cellar / Attic	I9	Bar Area / Gambling Table / Living Quarters Wash Room / Lounge / Cellar / Back Room
10	Bar Area / Brewery / Back Room	I10	Bar Area / Gambling Table / Brewery / 3 Bedrooms

Rooms.

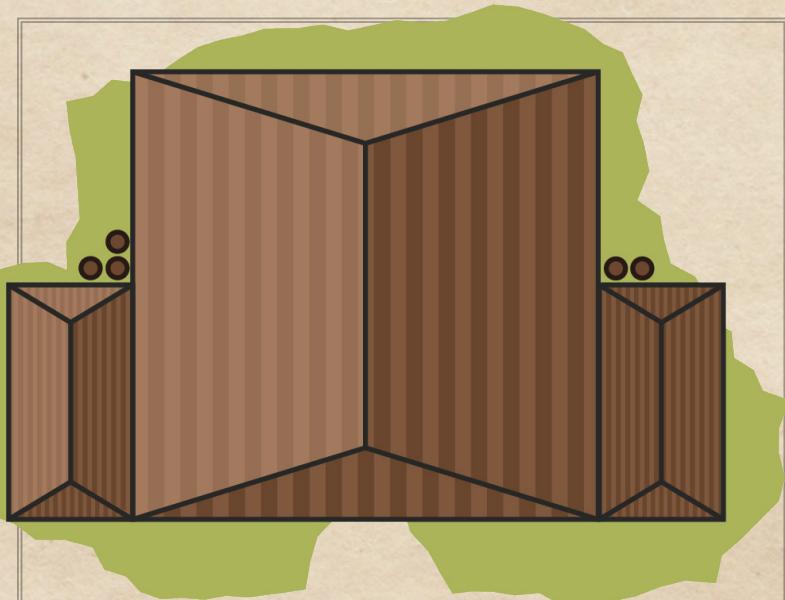
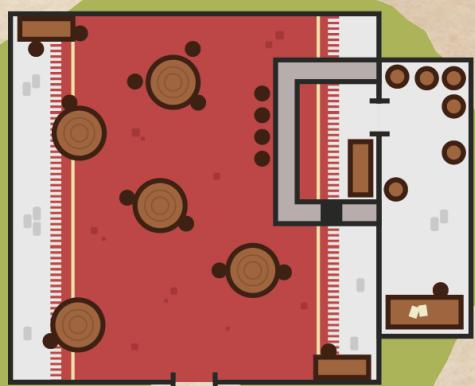
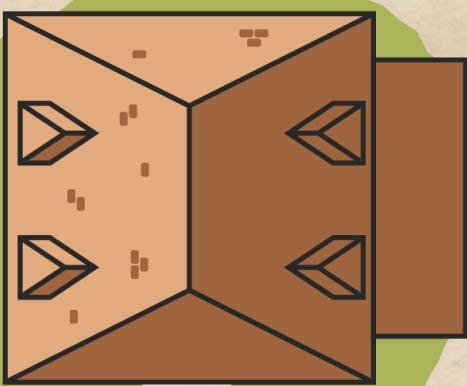
Secrets.

I	A hidden door that leads to a smuggler's stash of spices.	II	A special dish of mushrooms is turning people into fungal monsters.
2	A bar maid is poisoning the ale barrels because the regulars treat her badly.	I2	A statue of a hooded woman in the corner comes alive when the tavern closes.
3	A loose floorboard, under which is hidden a bag of magical herbs.	I3	A hidden hatch in the ground behind the tavern leads to the secret home of a murderer in hiding.
4	A portal resides underground, directly beneath the tavern.	I4	A strange crystal lamp sits the bar. You're sure you can hear whispers coming from it.
5	One of the bar stools has a secret password to a cult gathering engraved on it.	I5	The tavern is a front for a secret Guild of Black Magic.
6	The tavern is haunted by the ghost of a witch who was drowned nearby.	I6	A wanted poster for a known renegade hangs on every wall.
7	Someone has dug a hidden tunnel into the tavern and is drinking the ale after closing.	I7	In the window glass you see reflections of the customers, although the tavern is empty.
8	The barkeep used to be a great warrior and hides his magical sword behind the bar.	I8	One of the tables is a lost altar to an ancient god of the Death Void.
9	The tavern is a front for a secret Guild of Assassins.	I9	The owner of the tavern has been missing for several days. The customers seem not to care.
10	It is built on an ancient burial site.	I10	Once inside, the door disappears and you cannot find a way out. The barman is overly friendly.

LOCATIONS

Pre-built Taverns

The Stone Crown.



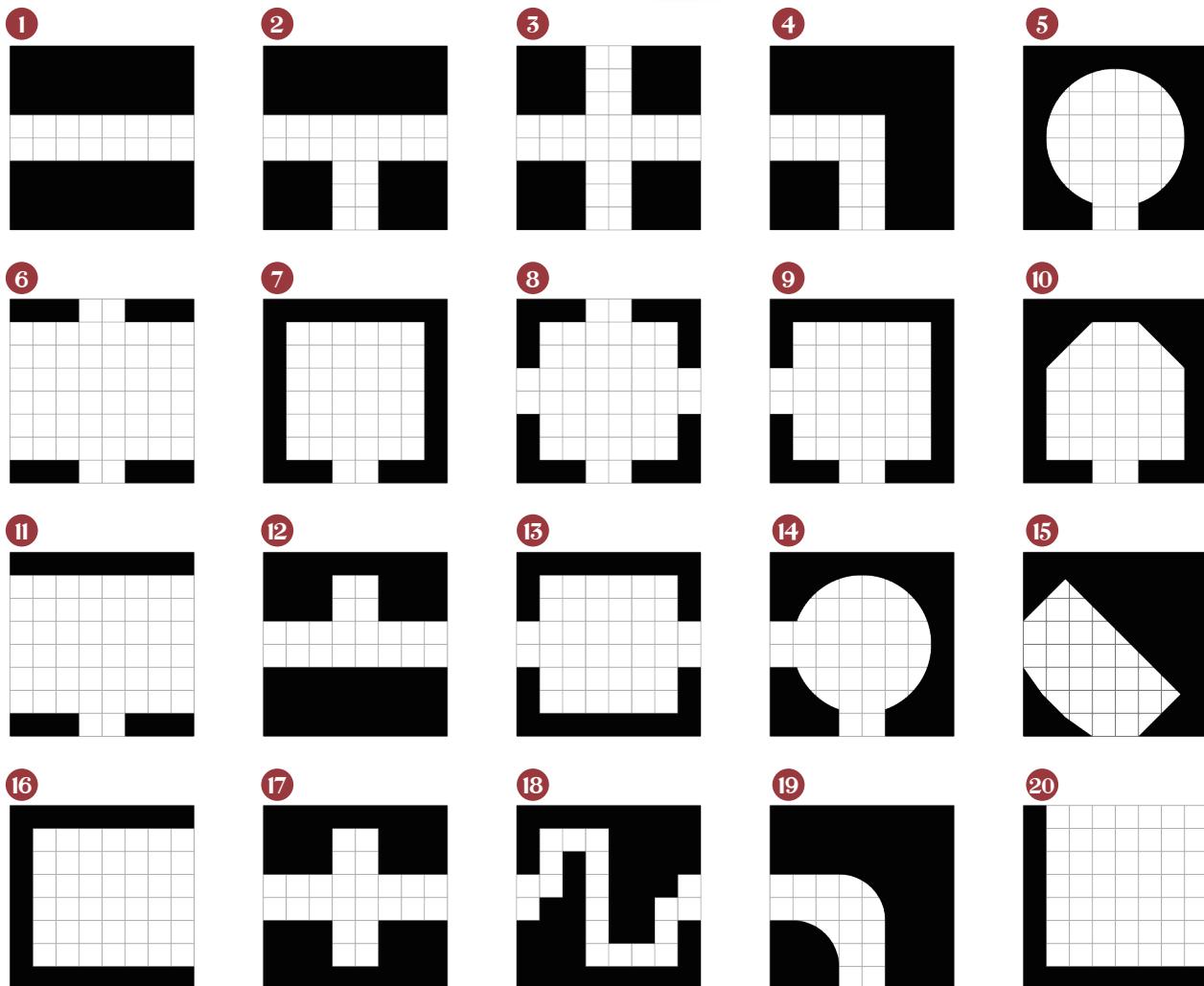
Black Bear Inn.



Brother Gruel's Grotto.



Seven Step Dungeon



[1]- ROLL YOUR D20!

Roll your D20 as many times as you like to select your room shapes.

[2]- TRACE / COPY

Trace or copy the black blocks of the numbered room shape.
(1/8 Inch Graph Paper works best.)

[3]- JOIN ROOMS

Each room rolled is to be traced beside an existing room shape. Turn the paper to fit the doorways together.

[4]- REPEAT

Repeat this process, placing rooms where you think they fit best until you have a shape and dungeon size that looks good to you.

[5]- SEAL OPEN ENDS

Fill in any open doorways or areas that lead to nowhere with blocks, or add a 'dead end' room shape to complete the dungeon layout. Leave an opening for the main entrance, or choose a room to be the starting area.

[6]- DUNGEON STYLE

Roll your D20 against the 'Dungeon Style' table to see where it is located and the type of biome it might sit within.

[7]- DUNGEON THEME

Roll your D20 against the 'Dungeon Theme' table to see what type of dangers and atmosphere await the party within. This theme should stay consistent throughout the dungeon.

When tracing your dungeon, consider making the edges a little jagged if you know you're building a dungeon styled as a cave or a mine. Also, adding locked doors to some room openings can create challenges.

Dungeon Theme.

Dungeon Style.

Dungeon Type

I	Forbidden Crypt	II	City Sewers
2	Ancient Ruins	12	Old Mansion
3	Castle Dungeon	13	Beneath the Ocean
4	Volcanic Fissure	14	Halls of Ice
5	Rocky Cave	15	In the Belly of a Beast
6	Dusty Tomb	16	Abandoned Mine
7	Thick Forest	17	Frozen Caves
8	Magical Plane	18	Halls of Mirrors
9	Floating Islands	19	Unholy Temple
10	Crystal Cavern	20	Shifting Pyramid

I	Cursed by malevolent spirits	II	A place visited by otherworldly beings, who enter through gates of mist
2	Overgrown with flesh eating plants	12	Covered in a huge, red vine plant that is sentient
3	Riddled with black portals that lead to a demonic plane	13	Watched over by a forgotten god of despair
4	Full of the traps of an old thieves guild	14	Pirates wait to ambush adventurers within
5	Stalked by a feral vampire who has not fed for an age	15	The area is slowly flooding, and creatures rise with the water
6	Guarded by undead Dwarven sentinels	16	A strange cult has made their home here, and they practice rituals and the dark arts
7	Haunted by the ghosts of defeated adventuring parties	17	Glowing mushrooms and giant spiders are the norm here
8	The walls leak a poisonous gas	18	Priests reside within, attempting to make holy this evil place
9	Covered in the magical runic markings of a mad mage	19	Monstrous beings have captured and caged humans throughout
10	Full of the bones and gear of ancient warriors	20	Carvings of an unknown language cover the floors, and voices whisper to you from nowhere

Dungeon Loot Locations

Containers.

I	Wooden Barrel	II	Weapon Rack
2	Wooden Crate	12	Traveller's Trunk
3	Wooden Coffin	13	Wicker Basket
4	Stone Casket	14	Hessian Sack
5	Sealed Urn	15	Glass Bottle
6	Cracked Vase	16	Sarcophagus
7	Wooden Chest	17	Locked Safe
8	Metallic Chest	18	Magical Aura
9	Ornate Chest	19	Block of Ice
10	Stone Chest	20	Adventurer's Pack

Corpses.

I	Skeleton	II	Poisoned Thief
2	Rotting Corpse	12	Sacrificed Cult Member
3	Still warm	13	Leathery Adventurer
4	Bloated Corpse	14	Staked Vampire
5	Armoured Corpse	15	Half-Eaten Corpse
6	Dead Cartographer	16	Undead
7	Ravaged Villager	17	Mangy Animal
8	Smouldering Wizard	18	Nobleman with a Slit Throat
9	Stabbed Archer	19	Bludgeoned Guard
10	Decapitated Warrior	20	Corpse Melted by Magic

D6
Dungeon
Tables

Door

1] Stone	4] Portcullis
2] Wooden	5] Crystal
3] Magical	6] Organic

Decay

1] Mould	4] Burned
2] Rust	5] Collapsing
3] Magical	6] Natural Growth

Environmental.

Dungeon Dangers

I	Collapsing Roof	II	Landslide
2	Collapsing Column	12	Strong Current
3	Rickety Bridge	13	Magical Particles
4	Choking Smoke	14	Sheer Drops
5	Crumbling Walkway	15	Sharp Rock
6	Flooding	16	Thick Mist
7	Electric Crystals	17	Pitch Black
8	Poisonous Plant Growth	18	Quicksand
9	Lava Flow	19	Cursed Ground
10	No Air	20	Diseased Inhabitants

Traps.

I	Pit	II	Curse Rune
2	Spiked Pit	12	Boiling Vapour
3	Shooting Wall Arrows	13	Wall Blades / Scythe
4	Net	14	Swinging Axes
5	Spitting Fire	15	Contact Poison
6	Spitting Acid	16	Drain Life Rune
7	Magical Glyph / Ward	17	Lava Pot
8	Poison Darts	18	Rolling Boulder
9	Razor Wire	19	Causing Noise / Summon Monster
10	Trip Wire / Explosion	20	Swinging Log

1] Torch	4] Magical Aura
2] Camp Fire	5] Lantern
3] Glowing Orb	6] Window

Light

1] Smoky	4] Death-like
2] Putrid	5] Sweaty
3] Acidic	6] Musky

Smell

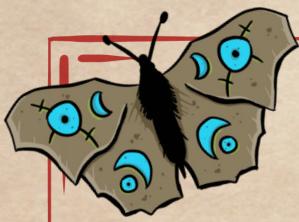
Dungeon Dressing

	One	Two	Three
I	Ornate	Stone	Column
2	Rusty	Wooden	Torch
3	Jewelled	Glass	Shelving
4	Otherworldly	Crystal	Gate
5	Burned	Bronze	Altar
6	Damp	Magical	Shrine
7	Decaying	Naturally growing	Brazier
8	Ghostly	Gold	Door
9	Unrefined	Fungal	Cabinet
10	Coarse	Rock	Chandelier
11	Fancy	Flaming	Chair
12	Ancient	Silver	Desk
13	Stinking	Marble	Idol
14	Sturdy	Metal	Water feature
15	Eroded	Ceramic	Throne
16	Dusty	Brick	Table
17	Rough	Leather	Statue
18	Fragmented	Diamond	Bookshelf
19	Cobweb covered	Lead	Cage
20	Ornamental	Copper	Cauldron

Use the table below to create unique versions of common enemies. Allow the first column to dictate the sound heard ahead, or the behaviour of the monster. The second and third column will give unique attributes to the monster. These attributes can build a theme.

Dungeon Monsters

	One	Two	Three	Four
I	Howling,	Fungus covered	Skeletal	Humanoid
2	Screeching,	Black horned	Ethereal	Goblin
3	Wailing,	Spine covered	Abyssal	Sentient Armour
4	Muttering,	Ghost-formed	Tribal	Troll
5	Roaring,	Shaggy haired	Immortal	Wolf
6	Growling,	Wart covered	Unholy	Ghost
7	Crying,	Razor teeth filled	Magical	Bandit
8	Chattering,	Crystal pierced	Celestial	Snake
9	Scuttling,	Bloated	Elemental	Elf
10	Slithering,	Shadow formed	Mythical	Cultist
II	Silent,	Green scaled	Nocturnal	Djinni
12	Ever watching,	Putrid flesh covered	Demonic	Dragon
13	Stalking,	Vine and barb wrapped	Spectral	Giant Rat
14	Enraged,	Long clawed	Ceremonial	Shape-shifter
15	Sneaking,	Diseased	Devotional	Zombie
16	Fearful,	Acidic skinned	Illusory	Spider
17	Ravenous,	Badly burned	Astral	Knight
18	Highly intelligent,	Chitinous	Sacrificial	Lizard Folk
19	Vengeful,	Aura enveloped	Mortal	Beholder
20	Sleepy,	Poisonous	Metallic	Lich



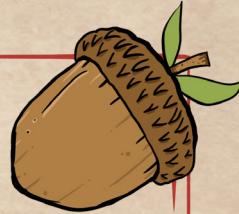
Forest Items

Name	Description	
I	Ghost Root	When consumed you may ask a nearby corpse a single question and receive a truthful answer.
2	Runic Bark	Carved tree bark which causes the bearer to be ignored by aggressive wild animals.
3	Frazzle Berry	When consumed these berries cause exhaustion.
4	Druid's Nazar	A glass stone that when looked through shows hidden Druid temple entryways within the forest.
5	Grey Moss	When burned and breathed you witness strange visions.
6	Spine Cone	A sharp pine cone which can be used as a projectile. Cannot be picked up with bare hands without receiving cuts.
7	Leaves of Light	When consumed you can briefly see in pitch black, but afterwards are violently sick.
8	Warded Animal Mask	A strange bone mask which protects from Druid magic and allows the wearer to command small animals to do their bidding.
9	Root Mother Idol	A small stone, carved in the likeness of the ancient Root Mother.
10	Druid Skull	This misshapen skull, when held before a forest altar, will reveal the forest's secrets.
II	Ochre Tree Tears	Can be rubbed into wounds and left to dry to prevent bleeding.
12	Emerald Thorn of Insight	When your skin is pricked with an Emerald Thorn you can determine someone's true intent.
13	Cloak of Frond	A leafy cloak which allows the wearer to blend into the forest.
14	Crystal Fungi	If touched the crystals begin to sprout from the skin and cause great pain. This can only be cured by bathing in a forest stream.
15	Duramen Heart	A green, beating orb which grants the owner the ability to listen to the whisperings of the trees.
16	Seeds of the Eye Tree	When planted they grow into a small tree which can be prayed at to see through the eyes of another.
17	Kraken Weed	Curling like tentacles this strong weed has a suction effect which has been said to hold the weight of a horse.
18	Charred Moon Moth	A giant Moon Moth which has died of its own sadness. When consumed a cold sensation is felt, and your eyes glow blue.
19	Green Squirrel Tail	These thought to be mythical Green Squirrels shed their tails when predators catch them. The tail brings great luck to its owner.
20	Royal Lady of Night	A strong plant which grows in damp forests. When brewed in a tea and consumed you are visited by the spectre of a long dead Queen.

When parties of adventurers explore your world, they will need to find unique items to add to their packs. Perhaps they will forage for food or clues in the wild. The tables here can be rolled upon when adventurers search within the different biomes of your world.

Cursed Forest / Woodland.

Forest Foraging



I	Healing Herb	II	Wild Flower
2	Red Berries	12	Bird Egg
3	Owl Feathers	13	Blotted Mushroom
4	Kindling	14	Fox Pelt
5	Animal Droppings	15	Silk Nest
6	Pine Cone	16	Broken Hunting Arrow
7	Rough Stone	17	Animal Bones
8	Rotting Leaves	18	Mouldy Bedroll
9	Dead Mouse	19	Bear Claw
10	Hornet's Nest	20	Acorns

I	Poisonous Mushrooms	II	Tree Sap
2	Insect Husks	12	Dark Moss
3	Black Berries	13	Wet Firewood
4	Dead Bat	14	Cracked Urn
5	Human Skull	15	Singed Bear Pelt
6	Purple Rose Petals	16	Stone Arrow Head
7	Cursed Fruit	17	Owl Pellet
8	Strangling Vine	18	Dead Snake
9	Spider's Egg	19	Putrid Nuts
10	Rotten Druid Tome	20	Spiky Herb

Coastal Items

	Name	Description
I	Shell of the Abyss	This translucent shell can be used to hear the cries of those lost at sea. Amidst their screams you may hear secrets of the deep.
2	Crooked Spyglass	The Crooked Spyglass allows one to see into the distance, but be careful, it may play tricks on your eyes.
3	Golden Crab Meat	Meat from the Golden Crab. When consumed it causes a crazed longing for buried treasure.
4	Tentacle of Untruth	From some unknown creature it was cut, and when placed near or upon someone all they can speak are lies.
5	Bronze Gull	A bronze idol of ancient seafarers, it is said to give a ship's crew good luck and calm waters.
6	Jewel of the Gale	When held tightly and focused upon, one can control the direction of the wind, but it puts a great strain on the body.
7	Map of Salt	A map showing unknown islands, covered in a scrawling text none can read unless someone's tears of sadness touch it.
8	Wraith Coral	Coral so hard it can be forged into armour. When someone wears the coral plates their hair floats as if beneath the waves.
9	Emil's Compass	A compass imbued with the soul of Emil, a dead pirate. He is grumpy and may refuse to work if treasure is not the destination.
10	Beach Dryweed	Dryweed was named in contrast to its slimy, wet surface. When boiled and consumed it makes you extremely happy.
II	Pendant of the Maiden	A wave pendant. When worn it allows its wearer to pass through water as if it is air for a time, but they cannot breathe.
12	Storm Pearl	Whenever daylight touches the Pearl's surface a violent storm begins in the sky above it.
13	Ocean Song Sheet	A sheet of musical notes that when played on an instrument draws the ocean toward the musician.
14	Fiend-Ship in a Bottle	When smashed the tiny ship grows to its original size. Those who sail it, however, are plagued by dreams of a monster of the deep.
15	Tribal Headdress	Parrot feathers and shells adorn this headdress. When wearing it one can channel the spirits of the coastal tribes to aid them.
16	Blessed Fish	A slither of meat can be eaten from this fish and it will replenish itself. A never-ending source of food. But it has to stay wet.
17	Shell Ocarina	This Ocarina is made of white shell. When played near water all manner of aquatic life will be drawn to its melody.
18	Hallowed Sail	When raised on a ship it soaks in sunlight which emanates at night. Can also be used as a warm blanket!
19	Artist's Anemone	Colourful flowers which can be mashed into a paste to create paint. When used the art comes to life when near salt-water.
20	Miniature Lighthouse	A tiny lighthouse built by a seafaring wizard. When held before a body of water at night, the water will light up as if in daylight.

Coastal Foraging

I	Smooth Stone	II	Turquoise Shell
2	Pink Shell	12	Jar of Whale Oil
3	Dead Fish	13	Dry Driftwood
4	Message in a Bottle	14	Limpet Shell
5	Seaweed	15	Dead Jellyfish
6	Strange Coin	16	Black Shell
7	Oyster Shell	17	Shark's Tooth
8	Starfish	18	Pearl
9	White Shell	19	Rusty Sailor's Brooch
10	Coral	20	Dead Crab

I	Flag	II	Knotted Rope
2	Dead Parrot	12	Buckled Boot
3	Eye-patch	13	Bottle of Fresh Water
4	Sailor's Hat	14	Cutlass Hilt
5	Pouch of Salt	15	Rusty Compass
6	Celestial Chart	16	Wooden Leg
7	Barnacles	17	Naval Medal
8	Water-stained Map	18	Sextant
9	Broken Oar	19	Ship's Log Book
10	Cannonball	20	Hook Hand

Tundra Items

Name	Description
I	Rabbit's Foot
2	Permafrost Cloak
3	Mage's Snow Globe
4	Mountain's Breath
5	Ice Berries
6	Alpinist's Scarf
7	Enchanted Fire Horn
8	Frost Larvae
9	Yeti Dung
10	Cragsman's Gloves
II	Black Holly
12	Winterland Lute
13	Ice Drake Scale
14	Blizzard Tablet
15	Altitude Potion
16	Snow Owl Feather
17	Holy Snow
18	Mysterious Pelt
19	Ice-Dice
20	Frost Bear's Claw

Mountains.

Open Tundra.

Tundra Foraging

I	Pine Needles	II	Dry Shrub
2	Snowy Herb	12	Ice Crystals
3	Wolf Pelt	13	Ash Moss
4	Bone Necklet	14	Broken Snow Shoes
5	Pale Berries	15	Frozen Water Bucket
6	Elk Horn	16	Dead White Fox
7	Diamond Leaf	17	Frosted Kindling
8	White Bear Pelt	18	Caribou Moss
9	Eagle Feathers	19	Wolf Teeth
10	Damaged Sledge	20	Torn Fur Cloak

I	Sharp Stone	II	Frozen Wool Blanket
2	Snow Leopard Claw	12	Cracked Goggles
3	Frozen Water Pouch	13	Fossil
4	Dead Mountain Hare	14	Rodent Bones
5	Climbing Rope	15	Mountain Pass Map
6	Snowball	16	Walking Pole
7	Icicle	17	Broken Ice Axe
8	Lantern Helmet	18	Dried Meat
9	Mountain Goat Skull	19	Glassy Sky-Stone
10	Explorer's Journal	20	Mountain Herb

Desert Items

Name	Description
I	Eye of the Jackal
2	Vial of Blood Ink
3	Palm Leaf Jewel
4	Cursed Mummy Wraps
5	Ring of the Locust
6	Canopic Jar of Tset'Ma
7	Dowsing Sticks
8	Vermilion Hourglass
9	Patterned Parasol
10	Mirror of the Sun Spinster
II	Black Cactus Tea
12	Tomb Tablet
13	Sap of the Steppe Shrub
14	Teeth of the Unholy Dead
15	Vial of Snake Venom
16	Ankh Branding Iron
17	Mask of the Tomb Priest
18	Tongue of the Sphinx
19	Dried Scarab Fruit
20	Golden Armlet of Ra

Desolate Desert.

Desert Foraging

I	Cactus Needles	II	Dead Snake
2	Dead Vulture	12	Desert Flower
3	Longhorn Skull	13	Wooden Tent Peg
4	Sand Herb	14	Salt
5	Red Stone	15	Cactus Water
6	Tumble Weed	16	Scorpion Tail
7	Living Stone Plant	17	Dead Lizard
8	Desert Flower	18	Human Skull
9	Cracked Vase	19	Dead Desert Mouse
10	Empty Bucket	20	Scarab Husk

Inhabited Desert.

I	Jewelled Ring	II	Bowl of Beans
2	Discarded Satchel	12	Dusty Broad Hat
3	Ancient Headdress	13	Hieroglyph Translator Sheet
4	Papyrus Sheets	14	Whetstone
5	Silk Robes	15	Bandanna
6	Rusty Spur	16	Jerky Meat
7	Map of the Steppes	17	Rotten Bull Whip
8	Silk Sash	18	Rusty Horse Shoe
9	Pouch of Spices	19	Broken Scimitar
10	Stone Relic	20	Wanted Poster

Jungle Items

Name	Description
I	Whispering Fruit
When consumed you hear the whispers of loved ones from deep within the jungle. The fruit has been known to turn people mad.	
2	Moving Bulb
This plant bulb vibrates as if something crawls within it. If planted and watered enough times it will become a carnivorous plant.	
3	Pioneer's Cream
When rubbed on your skin insects will stay away from you, but the smell has been known to attract the attention of Baboons.	
4	Stone of Tonatiuh
When held aloft toward a jungle canopy, sunlight breaks through and illuminates the place and the strange light casts no shadows.	
5	Piece of the Blood Alter
This bloodstained chunk of stone can be used in a dark ritual to summon ghosts of the jungle. Be careful, they may mislead you.	
6	Constricting Vine Necklace
Used by tribes as a shaming method, this vine necklace constricts tighter and tighter over time, eventually strangling the wearer.	
7	Gloom Heart
The black heart of an unknown creature. It begins to beat and pump dark smoke into the air when the dead are near.	
8	Chant Sheet of the Eclipse
A sheet with a strange tribal chant written upon it. When chanted in unison with three or more people, the sun darkens to night.	
9	Petal Fly Trap
This rootless plant will try to hold things. A small item can be placed inside of it, and the petals will close around the item.	
10	Memory Sap
From the thick trunks of ancient jungle trees it pours. When consumed you can focus on a single memory, and rid yourself of it.	
II	Chitinous Egg
A large insect egg. Can be sold to arenas for a small fortune. If left to hatch, then fed, a dog-sized, horned beetle becomes your pet.	
12	Feral Leaf
These hairy leaves sprout from the jungle floor. When brewed they create a tea that causes an animalistic nature when consumed.	
13	Witch-Jade Earring
A Jade stone earring which when pierced through an ear allows the wearer to pass through solid stone. Causes dizziness.	
14	Chieftain's Bone Club
Can be used as a crude weapon, but is a symbol of leadership. Tribes of the jungle will follow commands if you wield it.	
15	Curling Saltbane
A jungle fern which when touched causes a rash, and when boiled in salt-water becomes a deadly poison.	
16	Skull Fruit
A fruit that grows in the shape of a human skull. When buried with a corpse it prevents the body from ever becoming Undead.	
17	Gemshroom
A green, fungal ball which grows false gemstones from its surface. You may even be able to fool an experienced jeweller with them.	
18	Chameleon Cloak
This thin, scaled cloak allows you to blend into jungle terrain. Useful for hiding from predators, but is easily torn.	
19	Tongue of the Hulking Frog
This large frog tongue can be used as a sticky whip for traversal.	
20	Jewelled Skull of the Serpent
A giant snake skull decorated with jewels. When worn as a helmet or shoulder armour you can control small snakes.	

Jungle Ruins.

Deep Jungle.

Jungle Foraging

I	Purple Fruit	II	White Orchid
2	Barbed Vine	12	Small Stone Head
3	Jungle Flower	13	Dead Snake
4	Dead Poisonous Frog	14	Spike Fruit
5	Ape Skull	15	Lemur Tail
6	Cracked Gemstone	16	Bamboo Shoot
7	Carnivorous Plant Tooth	17	Yellow Fruit
8	Red Fruit	18	Bitter Vine
9	Dead Monkey	19	Panther Claw
10	Jungle Herb	20	Black Orchid

I	Tribal Drum	II	Python Skin
2	Human Heart	12	Green Crystal
3	Poison Blow Dart	13	Unlit Torch
4	Wild Rice	14	Sacrificial Knife Hilt
5	Carved Idol	15	Mango
6	Baboon Mask	16	Straw Skirt
7	Flowered Headdress	17	Cooked Monkey Meat
8	Papaya	18	Sling Stone
9	Wicker Basket	19	Decorated Lizard Skull
10	String of Bone Beads	20	Bowl of Tribal Paint

Grassland Items

Name	Description	
I 1	Seeds of Swelling	When wet these seeds grow from the size of a pebble to the size of a human head, then eventually burst into barbed plant growth.
2	Divine Tool Set	This pouch contains small, ornate tools that gift the user the ability to fix almost anything.
3	Wolf Grass	When boiled and consumed, Wolf Grass gives the ability of a strong sense of smell akin to a Wolf. It also causes cramps.
4	Nobleman's Ledger	A Nobleman's ledger of accounts and staff. It documents his failing farmland and what will be done with the families that work there.
5	Poisoned Apple	A single slice could kill a horse.
6	Small Totem	When someone breathes smoke onto the carved wooden Totem the wisdom of a long dead sage enters them.
7	Blunt Sickle of the Moon	This charmed Sickle soaks in moonlight and can release it within ancient tombs to light the way without alerting the dead.
8	Whistling Arrows	A quiver of arrows that when shot from a bow make a loud whistling sound. Can be used to startle an enemy.
9	Enchanted Cow Bell	Whoever wears this bell can be tracked by a ringing noise only heard by the rest of their party.
10	Mallet of Promise	A wooden Mallet engraved with old runes of prosperousness. When used to build, the place is destined to prosper.
II 11	Lasso of Thunder	This leather whip is imbued with a wizard's wrath. When cracked, thunder sounds out for miles and rain begins to fall.
12	Green Cinder	These mysterious green coals can be thrown on a fire to awaken all nearby spirits. Be careful, they also attract demons.
13	Phoenix Feather	This large feather burns with a red light. Can be used as a never-ending torch or to light camp fires.
14	Saddle of Tongues	A black leather saddle marked with runes. When sat in it you can understand and talk to your horse.
15	Basket of Perpetual Nourishment	An enchanted basket that produces a loaf of bread whenever it hears a stomach rumble in hunger.
16	Cowhide Shield	This shield is painted with tribal markings. When seen by tribal warriors they will allow you to pass through their land.
17	Pollen of the Flaxen Flower	When heated this pollen becomes hard and resembles priceless jewels. Be careful, a trained eye will know they're fake.
18	Skull Beetle Shell	These tiny shells look like human skulls and are used in grassland rituals and to make beaded necklaces.
19	Burlywood Berries	When eaten, these brown, dry berries cause horrifying dreams of a mutated plant growth consuming the world.
20	Bewitched Barrow	This magically enhanced wheelbarrow makes anything placed in it as light as air. The spell only works when on earthy ground.

High Plains.

Grassland Foraging

I	Falcon Feathers	II	Small Sack of Flour
2	Frayed Rope	12	Dead Rabbit
3	Dry Herbs	13	Canvas Wagon Cover
4	Leather Hunting Knife Sheathe	14	Dusty Jacket
5	Coyote Teeth	15	Prairie Hat
6	Keg of Vinegar	16	Wooden Flute
7	Feathered Dream-catcher	17	Flask of Rainwater
8	Dead Vole	18	Dry Shrub Kindling
9	Bottle of Medicine	19	Bison Pelt
10	Dried Bison Meat	20	Cattle Whistle

Arable Land.

I	Turnip	II	Pale of Water
2	Sack of Seed	12	Leather Dog Collar
3	Rusty Washboard	13	Bag of Cotton
4	Dead Sheep	14	Farmer's Straw Hat
5	Dry Log	15	Potato
6	Worn Tool Belt	16	Broken Shovel
7	Carrot	17	Dead Chicken
8	Blackberries	18	Bottle of Cow's Milk
9	Small Bale of Wheat	19	Muddy Gloves
10	Healing Weed	20	Keg of strongly Brewed Ale

Quick Item Creation

If you wish to award an adventurer with an item in an area you haven't fully developed, you can roll on these tables to quickly generate an item, or have your players roll for extra excitement! Roll a 1D4 to determine whether the item is Inferior, Standard, Superior or Magical. Then, roll your D20 twice to generate an item to add to an adventurer's pack.

One Two

I	Rotten	Boots
2	Mucky	Breastplate
3	Fungal	Tome
4	Eroded	Bucket
5	Rain-beaten	Black Material
6	Broken	Helm
7	Melted	Pendant
8	Torn	Ring
9	Decaying	Parasol
10	Crusty	Cane
II	Old	Orb
12	Dusty	Pitch Fork
13	Putrid	Relic
14	Rusted	Sword
15	Tainted	Crockery
16	Damp	Tool Set
17	Burned	Board Game
18	Mouldy	Hat
19	Fragmented	Frying Pan
20	Stinking	Case

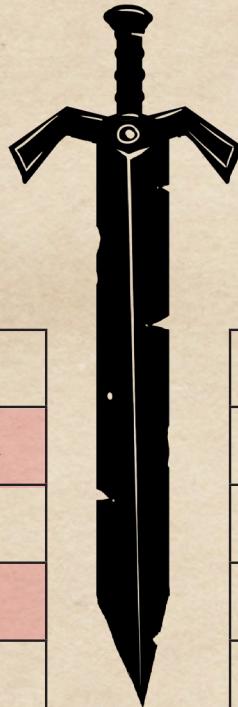
One Two

I	Basic	Lantern
2	Crude	Tent
3	Amateur's	Pouch
4	Solid	Quiver
5	Common	Cooking Utensils
6	Lacklustre	Rope
7	Unrefined	Cloak
8	Peasant's	Shield
9	Durable	Climbing Hook
10	Coarse	Ring
II	Cheap	Sword
12	Hand-made	Hammer
13	Sturdy	Hat
14	Rough	Anchor
15	Mediocre	Axe
16	Rudimentary	Bow
17	Ornamental	Map
18	Slapdash	Spear
19	Stout	Relic
20	Affordable	Helm

Standard.

Inferior.

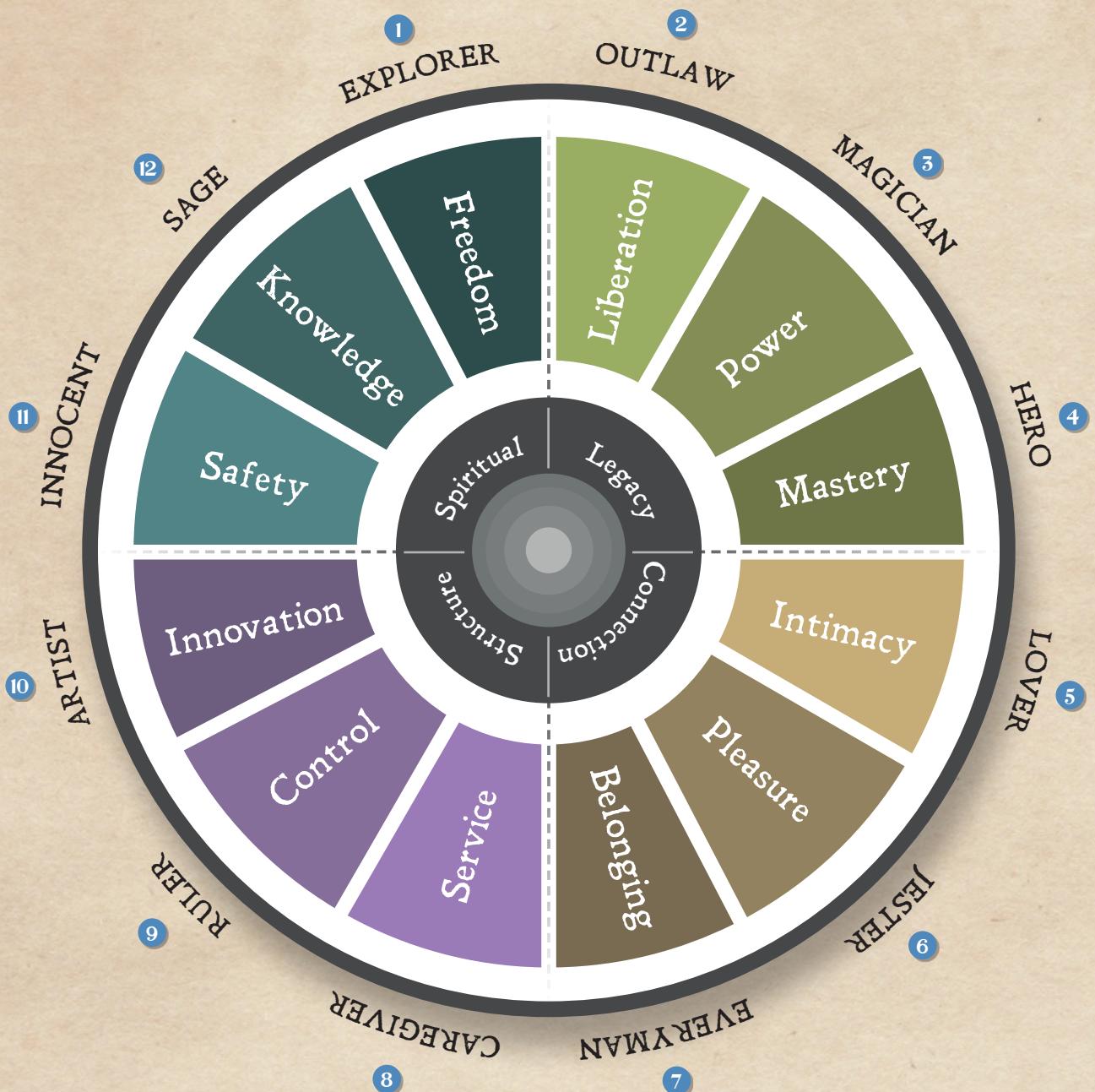
	One	Two
I	Silver	Sword
2	Exquisite	Harmonica
3	Shimmering	Goblet
4	Bronzed	Harness
5	Elven	Bow
6	Golden	Shield
7	Metallic	Map
8	Ornate	Padded Jacket
9	Shining	Relic
10	Engraved	Belt
II	Jewelled	Axe
12	Decorated	Flagon
13	Fancy	Amulet
14	Nobleman's	Tabard
15	Crystal	Bow
16	Hand Crafted	Book
17	Bespoke	Staff
18	Shining	Spear
19	Intricate	Ocarina
20	Artisan's	Wallet



	One	Two
I	Flashing	Bracelet
2	Frozen	Necklace
3	Icy	Gemstone
4	Flaming	Sword
5	Smoking	Arrows
6	Flying	Tome
7	Talking	Firework
8	Sentient	Axe
9	Evil	Potion
10	Holy	Ring
II	Sparkling	Staff
12	Shape-shifting	Scroll
13	Illusory	Cloak
14	Poisonous	Orb
15	Divine	Flute
16	God-bound	Rune Stone
17	Water formed	Shard
18	Otherworldly	Idol
19	Shadow	Bow
20	Mirror	Shield

magical.

NPCs: The Buckler of Archetypes



Creating a personality archetype for an NPC can help you to guide their motivations throughout sessions, and make sure they stay consistent and feel real within the world, and have goals with consequences.

The above Jungian archetypes represent the basic range of human motivations and characteristics. Starting from within and choosing what someone may seek at a core level, such as spirituality, a legacy, strong connections or social structure, can help build an NPC from the ground up.

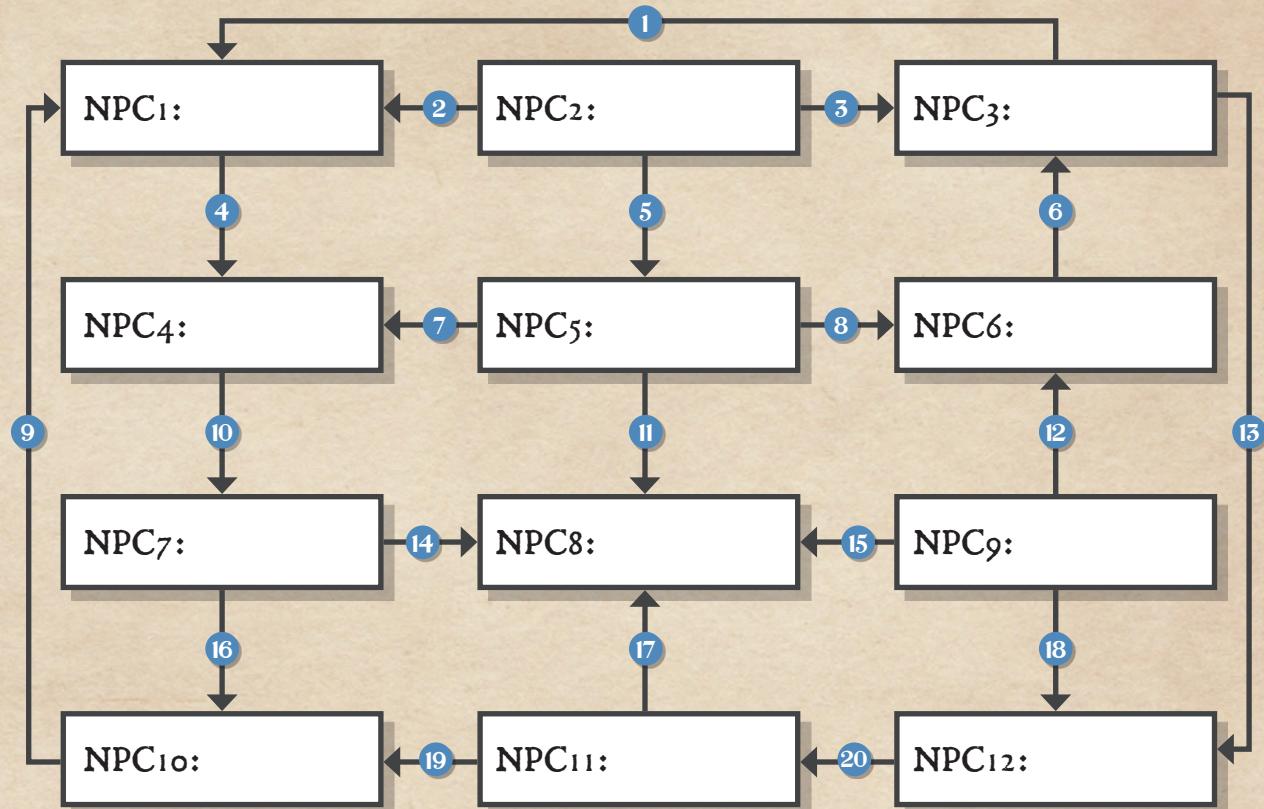
The archetypes are not to be taken literally in all cases. For instance, an NPC who is nothing more than a peasant farmer can still have the archetype and goals of a 'Ruler'. A villain may still wish for structure, and then innovation, within the world, gaining the archetype of an 'Artist', but it is the way in which this NPC seeks and creates structure that makes them villainous. These archetypes can provide depth and uniqueness for NPCs within your world.

Another use of the 'Buckler of Archetypes' is to try and notice what goals the party members have. Some may wish only to collect powerful relics and gain new

spells, thus giving them the archetype of a 'Magician'. Another party member may enjoy interacting with NPCs and taking pleasure in the back-story and connections made throughout the world, gaining them the archetype of the 'Jester' or the 'Lover'. Noticing the motivational trends and archetypes of the players' characters at your table can allow you to write adventures tailored to their personalities, or against them if you wish to cause tension.

Starting with these archetypes when creating characters will help you to write and perform NPCs who feel alive and have strong opposing or aligned goals with the party.

NPCs: Relationship Chart



[Place 12 NPC names into the boxes, then roll your D20 on each arrow to determine relationships]

[Complex relationships can clash. If so, re-roll D20 to replace duplicate or clashing relationship]

I	→ Siblings [Known]	II	→ Cousins [Unknown]
2	→ Siblings [Unknown]	12	→ Parent of [Known]
3	→ In love with	13	→ Parent of [Unknown]
4	→ Despises	14	→ In courtship with
5	→ Stole from	15	→ Grandparent of [Known]
6	→ Betrayed	16	→ Grandparent of [Unknown]
7	→ Best friend	17	→ Works for
8	→ Married	18	→ Adventuring companions
9	→ Shares a secret with	19	→ Bestowed a curse upon
10	→ Cousins [Known]	20	→ Linked by magic

NPC Names:

1. Eadwald	83. Ingunn	167. Sara	251. Shimazu	335. Taguchi	419. Awendela
2. Arne	84. Sehildr	168. Zarru	252. Ôtani	336. Abe	420. Kachine
3. Erik	85. Unn	169. Jariya	253. Ôseki	337. Fukui	421. Hurit
4. Bjorn	86. Botey	170. Sayyida	254. Honjô	338. Mogami	422. Fala
5. Gorm	87. Gunnvor	171. Zaynab	255. Sakai	339. Chôsokabe	423. Adoette
6. Hilda	88. Joreid	172. Jawla	256. Hosokawa	340. Conrad	424. Haiwee
7. Njal	89. Snutra	173. Sitt	257. Okabe	341. Adalbert	425. Amitola
8. Gudrun	90. Bryngerdr	174. Zummurrud	258. Miyabe	342. Ida	426. Etu
9. Tora	91. Joreidr	175. Setayesh	259. Ukita	343. Alfonso	427. Huyana
10. Revna	92. Solveig	176. Ehsan	260. Kinoshita	344. Ella	428. Lenno
11. Skar	93. Brynhild	177. Ninat	261. Miyoshi	345. Anselm	429. Honovi
12. Ulfhild	94. Hafthora	178. Ameen	262. Sen	346. Louise	430. Algoma
13. Hafdan	95. Jorund	179. Della	263. Momonoi	347. Leopolda	431. Alawa
14. Torsten	96. Solvor	180. Mehr	264. Kawakami	348. Blaz	432. Achachak
15. Birger	97. Bulsa	181. Dana	265. Nakayama	349. Adelmo	433. Cheveyo
16. Freya	98. Halgerd	182. Moji	266. Hondarl	350. Minna	434. Angeni
17. Eymundr	99. Jorunn	183. Shahla	267. Mori	351. Carolus	435. Jacy
18. Neri	100. Steinun	184. Mohsen	268. Kawamura	352. Engelbert	436. Dyani
19. Anwend	101. Aban	185. Tahoora	269. Konishi	353. Leyna	437. Apenimon
20. Olvir	102. Hamid	186. Kasra	270. Gotô	354. Ernest	438. Aponi
21. Aesa	103. Razin	187. Maryam	271. Mizutani	355. Aloysius	439. Aiyana
22. Ashildr	104. Abbad	188. Mehran	272. Kawada	356. Carla	440. Gosheven
23. Thorvé	105. Hammad	189. Yac	273. Kanô	357. Emiline	441. Enapay
24. Asta	106. Ridwan	190. Pourya	274. Nasu	358. Adelino	442. Bemossed
25. Ingunn	107. Abbas	191. Ada	275. Kuchiki	359. Alician	443. Gad
26. Dagrun	108. Hani	192. Asad	276. Matsudaira	360. Harvet	444. Atohi
27. Dalla	109. Rushd	193. Armita	277. Ishidô	361. Leopold	445. Koi
28. Snorri	110. Aziz	194. Ilia	278. Itagaki	362. Carlor	446. Colval
29. Weland	111. Harith	195. Masoud	279. Inagaki	363. Hamleta	447. Adsila
30. Emund	112. Sabah	196. Mehrnaz	280. Kumagaya	364. Adalgiso	448. Chimalis
31. Herdis	113. Affan	197. Mehryar	281. Katakura	365. Caroln	449. Chogan
32. Arnora	114. Jasib	198. Nilou	282. Ôtomo	366. Ernestine	450. Kaniya
33. Ota	115. Sumayl	199. Sawa	283. Shibata	367. Jarvas	451. Chenoa
34. Adalag	116. Aflah	200. Mona	284. Miyake	368. Etta	452. Hachi
35. Eystein	117. Jattab	201. Bayan	285. Imai	369. Aloysia	453. Eyota
36. Hergils	118. Tabit	202. Tolui	286. Satô	370. Ahren	454. Helaku
37. Naddad	119. Ahmad	203. Qadan	287. Ikeda	371. Ademaro	455. Elan
38. Steini	120. Jawar	204. Arslan	288. Shibukawa	372. Chay	456. Alo
39. Adalsteinn	121. A'íd Lubb	205. Qutugh	289. Iwasaki	373. Adelmio	457. Bly
40. Eysteinn	122. Talha	206. Checheg	290. Okudaira	374. Aksel	458. Lakota
41. Hergrim	123. Ali	207. Qutlugh	291. Urakami	375. Adelbert	459. Bidziil
42. Naddod	124. Mahbub	208. Erdene	292. Ômura	376. Adelfried	460. Ituha
43. Steinmodr	125. Tamim	209. Temur	293. Matsuura	377. Harold	461. Ashkii
44. Adam	126. Amir	210. Mongke	294. Wada	378. Orlantha	462. Etchemin
45. Ethiofr	127. Majlad	211. Burilgi	295. Horio	379. Dichali	463. Huritt
46. Hergrimr	128. Tammam	212. Cheren	296. Iwakura	380. Enola	464. Hinto
47. Naddoddr	129. Amira	213. Arigh	297. Yamaguchi	381. Aleshanee	465. Abeque
48. Steinn	130. Makki	214. Bayar	298. Nikki	382. Abey	466. Dakotarn
49. Adils	131. Tariq	215. Boke	299. Togawa	383. Chapa	467. Honovi
50. Eythjof	132. isha	216. Berke	300. Suganuma	384. Hiamovi	468. Alaqua
51. Herigar	133. Kitman	217. Chinua	301. Takahashi	385. Illanipi	469. Aquene
52. Nagli	134. Sitt Al	218. Tegus	302. Hayashi	386. Chiwaya	470. Lansa
53. Steinolfr	135. Amat	219. Unegen	303. Nishio	387. Ahanu	471. Kai
54. Adils	136. Judur	220. Yeke	304. Kuroki	388. Elsu	472. Ciqala
55. Eyyvind	137. Su'a'	221. Sube	305. Ogasawara	389. Kiyiyah	473. Karmiti
56. Heriolfir	138. Amina	222. Batu	306. Tani	390. Kaga	474. Etenia
57. Narfi	139. Lubna	223. Gal	307. Amago	391. Holata	475. Chesmu
58. Steinrodr	140. Sukayna	224. Oyugun	308. Ôba	392. Gawonii	476. Akecheta
59. Aeskell	141. Asma'	225. Osol	309. Hotta	393. Kanti	477. Liluye
60. Eyyvindr	142. Mahja	226. Delger	310. Kô	394. Kohana	478. Patwin
61. Herjolf	143. Suna	227. Maidar	311. Koide	395. Kai	479. Lonato
62. Nattfari	144. Baraka	228. Maitreya	312. Terazawa	396. Galilahi	480. Mikasi
63. Steinthor	145. Maryam	229. Vachir	313. Shiba	397. Donomia	481. Ohanzee
64. Aud	146. Sut	230. Suren	314. Tsutsui	398. Len	482. Nasnan
65. Gormflaith	147. Bazzu	231. Nasan	315. Utsunomiya	399. Ayasha	483. Mika
66. Ingigerd	148. Maymuna	232. Gan	316. Naitô	400. Alameda	484. Oneida
67. Ravunge	149. Tamu	233. Enq	317. Tamura	401. Kele	485. Luyu
68. Audr	150. Fatimah	234. Qacha	318. Watan	402. Halona	486. Onida
69. Grélod	151. Nuzha	235. Koke	319. Nabeshima	403. Genesee	487. Liseli
70. Ingigerdr	152. Ta'zunt	236. Chagan	320. Tsukushi	404. Hania	488. Nita
71. Reginleif	153. Hadija	237. Ulagan	321. Kagami	405. Adahy	489. Malina
72. Ulfeidr	154. Rima	238. Qara	322. Kuroda	406. Knoton	490. Misu
73. Grima	155. Urtatim	239. Bora	323. Nitta	407. Abeytu	491. Magena
74. Ingileif	156. Hafsa	240. Altan	324. Itakura	408. Doli	492. Nokomis
75. Riupa	157. Safiyya	241. Shria	325. Rokkaku	409. Elu	493. Nituna
76. Ulfhildr	158. Yamina	242. Alagh	326. Enomoto	410. Chatam	494. Sahale
77. Bekkhild	159. Hamda	243. Monar	327. Ina	411. Alsoomse	495. Nayeli
78. Grimhild	160. Hamduna	244. Qulan	328. Yonezu	412. Lallo	496. Mojag
79. Ingridr	161. Safya	245. Munakata	329. Ishida	413. Istas	497. Litonya
80. Ulfrun	162. Yanduza	246. Kitagaki	330. Kôrikî	414. Amadahy	498. Nashoba
81. Bera	163. Hind	247. Oyama	331. Hitotsu	415. Anaba	499. Onawa
82. Groa	164. Sama	248. Tôdô	332. Ótarawa	416. Ayita	500. Kilenya
	165. Zannu	249. Kataoka	333. Wakizaka	417. Dyami	
	166. Ishraq	250. Satomi	334. Ochi	418. Cheyann	

NPCs: Factions

Factions are an important part of any world. Parties can join, or make enemies of, certain prominent groups. Use this table to generate a faction. Allow the first three columns to spark ideas for a back-story, and the fourth to set the faction a goal in your world.

	One	Two	Three	Goal
I	Order of	the Thieves'	Rose	Kill an old God
2	Guild of	the Artisan's	Sword	Conquer new territory
3	Royal Army of	the Skyward	Demon	Steal priceless art
4	Invading Army of	the Knights'	Castle	Create new trade routes
5	Cult of	the Tentacled	God	Topple a monarchy
6	People of	the Underwater	Shield	Rid the world of magic
7	Marauders of	the Forgotten	Cove	Summon a great evil
8	Traders of	the Fiery	Altar	Spread their religion
9	Corporation of	the Warrior's	Tree	Advance technology
10	Plunderers of	the Old One's	School	Amass great wealth
II	Band of	the Ruined	Arena	Raise their dead Queen
12	Federation of	the Frozen	Mountain	Poison the King
13	Noblemen of	the White	Thorn	Gain political dominance
14	Tribe of	the Dark Thing's	Crystal	Consume all magic
15	Pirates of	the Musical	College	Rebirth the world
16	Gang of	the Shattered	Desert	Steal an ancient weapon
17	Rebellion of	the Barbarous	Shrine	Be penitent to their God
18	Sisters of	the Sentient	Bell	Return to the old ways
19	League of	the Black	Grave	Bring peace to the lands
20	Smugglers of	the Lost	Skull	Erect a great monolith

NPC Behaviours

If the party enter a town or populated area, they may ask what the NPCs near them are doing. You can quickly roll against these two tables to generate the moods of nearby NPCs or their current actions. These two combined can begin an interesting narrative.

I	Grumpy	II	Distant
2	Aggressive	12	Erratic
3	Reflective	13	Hopeful
4	Cheerful	14	Whimsical
5	Romantic	15	Angered
6	Mysterious	16	Ominous
7	Calm	17	Depressed
8	Fearful	18	Mischiefous
9	Melancholic	19	Tense
10	Broken	20	Jovial

Moods.

I	Walking casually	II	Looking around as if searching for something
2	Running in fear	12	Crying out for a missing friend
3	Trying to find a hiding place	13	Writing a letter
4	Calling the party over	14	Hammering up a poster
5	Idling about the place	15	Attempting to persuade someone
6	Sleeping and snoring	16	Painting a canvas which rests on an easel
7	Speaking with someone	17	Stealing from a vendor
8	Pushing a cart	18	Speaking loudly about their adventures
9	Attempting to climb through a window	19	Practicing with their weapon
10	Putting their hood up as you pass by	20	They see you and flee

Actions.

nPCs

Unique NPCs

Perhaps you need something to make an NPC stand out in a crowd. Rolling on the facial features table will give them a unique attribute that adventurers can spot. Roll against or choose from the 'NPC Ideas' table to add a reoccurring, quirky NPC to your campaign.

Facial Features.

I	Burn scars	II	No tongue, mute
2	Battle scars	12	Gaunt and sickly
3	Piercings	13	Red eyes
4	Tattoos	14	Rotten / missing teeth
5	Patchy beard	15	Blisters
6	Missing their nose	16	Eye-patch
7	Grey eyes, blind	17	No hair, including eyebrows
8	Fangs	18	Missing an ear
9	Pale complexion	19	Golden teeth
10	Sunburned	20	Deep pockmarks

NPC Ideas.

I	Eadwald Arrowhide - An Undead Warrior stuck with arrows. He seeks a second death.	II	Sirin Jal - A religious inquisitor. She wears a human-leather cloak.
2	Amina of the Jewel - An assassin of the Jewelled Sultan. She favours poisoned darts.	12	Quarn Strong-jaw - A warrior of the steppes. He commands a ragtag group of thieves.
3	Svend'Dur - A nomadic priest with an arcane power, gifted to him by a dead god.	13	Banaal of the Lower Plane - A horned demon who wishes to be human and accepted by society.
4	Balon Brittle-Briar - An Elven ice ranger from another plane. He despises humans.	14	Rinta Rojorn - An Elven priestess who wears a mask made of bark to conceal her burns.
5	Ink - An Octopus Warrior from the deep who fights with six swords and two shields.	15	Orphan Twelve - A famed con artist who was left on the steps of an orphanage when he was a baby.
6	Bard Harold the Haggler - This Bard has never paid for a meal or a bed in his life.	16	Baron Crane - A wise old baron who is rumoured to be a master of an ancient martial art.
7	Grol Halftooth - A Half-Orc who loves wine and the sound of stringed instruments.	17	Knight of the Abyss - A mythical Knight who comes from the sea to protect the innocent.
8	Masozay the Magnificent - A magician of the court. All of his spells are parlour tricks.	18	Ert Fungalmane - A troll who resides in a fungal forest. He is very shy and hordes shiny things.
9	Blakovich the Third - A buccaneer philosopher who wears a purple cravat.	19	Arnan Maw - A dark figure cloaked with a strange, starry aura. He is a mage of the old times.
10	Bane of the North - A ferocious tribal leader, shoulders adorned with a lion pelt.	20	Lady Faefallow - A slender, pale Elf. All she touches withers and dies.

Realm Fables

World Generator: Volume One

from



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Your Next Adventure?

I	Join with enemy pirates on the high seas to defeat a greater threat.	II	A holy war rages between factions. Which side will you choose, if any?
2	Pull off a heist in a noble city in the hopes of paying back a disgruntled god.	12	You attempt to stop an alien world merging with your own.
3	Stop a nomadic desert cult of necromancers from raising an army.	13	Rid the land of a curse. The people and the party are slowly turning to stone.
4	Venture into a haunted jungle to help a trusted friend find their runaway son.	14	Evaide a demonic horde that tracks you. They cannot be killed, only banished to another plane.
5	Protect a port from an ancient leviathan who wishes to swallow the place whole.	15	Flee from a volcanic eruption caused by an insane wizard and his experiments.
6	Investigate a king who was long thought dead, but now has reclaimed the throne.	16	The tide washes in a strange relic and the people of the land begin to worship it. It calls to you, also.
7	Infiltrate a religious order that has come to power to find out their true intentions.	17	Travel with a convoy of farmers who wish to find fertile lands. A cunning beast lies in wait ahead.
8	Join the resistance to take down a dark lord who now rules over the city of your birth.	18	Join or resist a band of inquisitors who wish to bring peace to the land with the use of dark magic.
9	A dark god has chained you to another realm. How will you escape?	19	Help an old healer find the cure to a devastating illness that turns people into plant growth.
10	Pick up the pieces of civilisation after a magical cataclysm destroys the capital city.	20	Pursue a famed pirate, who murdered your friend, across an icy archipelago.



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