

Solo Compendium

d6-based solo procedures for OSR-style roleplaying



Introduction.....	1
Oracle	3
NPCs.....	4
Wilderness Travel.....	6
The Settlement Crawl.....	11
Dungeon Crawl	27
Encounters	30
Foes.....	32

Solo Compendium v.2 By Uptight Cultist

Inspired by Solitary Defilement (1d10+5), Ironsworn (Shawn Tompkin), Solo Gaming Sheets (Perplexing Ruins), and Kal-Arath (Castle Grief)

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Introduction

This is the latest version of Solo Compendium, which is a collection of solo roleplaying procedures. I like having as few books and things out as possible when I play because the less stuff I have out the more easily I'm able to get in my head and have fun.

In the Solo Compendium you'll find d6-based tables to create NPCs, settlements, and points of interest. Procedures are provided for wilderness travel, settlement crawling, and dungeon crawling. A short list of potential foes is also presented. Some of the tables will ask you to occasionally throw other die types.

Most of the tables in The Solo Compendium are d66. To roll on these tables roll 2d6, with one die representing the tens (10, 20, 30, 40, 50, 60), and the other die representing the ones (1, 2, 3, 4, 5, 6). For example, you roll 2d6 and one die is 4 and the other die is 2. This would be read as 42. It can help to have different colored die, but it's not required.

There is no setting explicitly described within the Solo Compendium, but a low-fantasy, mostly-human, medieval-ish world can probably be inferred from the table entries. The settlement crawl has encounters and points of interest for small towns and big cities, so if you're setting ends up not having large human settlements, you can adjust accordingly. Non-human monsters are rare and mostly appear in dungeons or ruins of some sort, but they may occasionally be encountered in the wilderness. In the Solo Compendium, most of monsters you'll encounter will be human.

These procedures, tables and provided foes should be compatible with most systems, but an OSR system is assumed. There are some table entries that ask for an attribute check and it is assumed this is roll under attribute to succeed. Make any changes as appropriate to match your ruleset and playstyle.

Take care and have fun!



William F. Horton.

Oracle

What is an oracle

The player asks the oracle a yes or no question and rolls 1d6 to determine if the answer is yes. A player may have an idea about the outcome of their question and can assign the odds of a yes result to their question. Once the odds are determined, roll 1d6 on the **Odds table** (bold text indicate a table) and if the result is greater than or equal to the indicated number for the chosen odds, the answer is yes!

Insight tables

Sometimes the player needs more insight than what a yes or no question can provide, and more information is needed about the situation. When more insight is needed, roll a d66 on both the **Verb** and **Topic tables**. The results are best interpreted in light of the character's current situation.

Odds	Yes result
Certain	2+
Likely	3+
50/50	4+
Unlikely	5+
Doubtful	6

Verb	
11 Oppress	41 Embrace
12 Steal	42 Celebrate
13 Destroy	43 Conceal
14 Develop	44 Feel
15 Contain	45 Observe
16 Attract	46 Implicate
21 Deny	51 Sneak
22 Defend	52 Dampen
23 Depose	53 Sunder
24 Deplete	54 Worship
25 Fortify	55 Copulate
26 Uplift	56 Defecate
31 Rebel	61 Persuade
32 Imprison	62 Disagree
33 Struggle	63 Organize
34 Support	64 Follow
35 Deceive	65 Abandon
36 Imperil	66 Guide

Topic	
11 Principal	41 Comfort
12 Rumor	42 Wisdom
13 Accident	43 Peace
14 Evil	44 Conflict
15 Elegance	45 Goodness
16 Education	46 Love
21 Talent	51 Disappointment
22 Tolerance	52 Charity
23 Knowledge	53 Justice
24 Imagination	54 Experience
25 Weakness	55 Chaos
26 Luxury	56 Stupor
31 Mercy	61 Grace
32 Crime	62 Reason
33 Redemption	63 Treason
34 Reputation	64 Trespass
35 Death	65 Movement
36 Memory	66 Society

NPCs

Roll on these tables to generate NPCs. If appropriate, roll on the **On the Road Encounter table** to determine what the new character is doing.

Distance
1 At hand
2 Nearby
3 Middle
4 Middle
5 Range
6 Horizon

Reaction
2 Attack!
3-5 Hostile, ready to fight
6-8 Unsure, confused
9-11 Not hostile
12 Friendly

NPC
11 Assassin
12 Bandits
13 Bard
14 Con Artist
15 Cultist
16 Explorer
21 Farmer
22 Gambler
23 Herbalist
24 Herder
25 Hermit
26 Militia
31 Hunter
32 Leper
33 Local Official
34 Merchant
35 Messenger
36 Noble
41 Outcasts
42 Performers
43 Perverts
44 Pilgrims
45 Priest
46 Craftsman
51 Prophet
52 Raiders
53 Settlers
54 Slave/Prisoner
55 Soldiers/Guard
56 Thieves
61 Street tough
62 Travelers
63 Vagrant
64 Villager
65 Witch
66 Woodsman

Name	
11 Melia	11 Drint
12 Gorm	12 Vartk
13 Dor	13 Kimbo
14 Wulfa	14 Lucilla
15 Temur	15 Sirafa
16 Nekron	16 Skar
21 Hilfer	21 Pira
22 Sakar	22 Ikram
23 Evet	23 Hagen
24 Wynne	24 Senshi
25 Kino	25 Nar
26 Betha	26 Vladlen
31 Uf'ry	31 Reva
32 Sartak	32 Melor
33 Buri	33 Delsha
34 Ramar	34 Vlana
35 Cluggy	35 Khalil
36 Broda	36 Lutsiya

Description	
11 Destitute	41 Gruff
12 Ugly	42 Troubled
13 One Eyed	43 Weird
14 On Crutches	44 Determined
15 Drunk	45 No Filter
16 Beautiful	46 Anxious
21 Well Dressed	51 Obsessive
22 Smelly	52 Diligent
23 Cantankerous	53 Unfulfilled
24 Argumentative	54 Dedicated
25 Prepared	55 Serious
26 Dangerous	56 Troublesome
31 Funny	61 Risk Taker
32 Charming	62 Disgusting
33 Chatty	63 Corrupt
34 Skilled	64 Corpulent
35 Soiled	65 Rotten
36 Strong	66 Naive

Disposition	On the Road Encounter
11 Deceptive	11 Suffering mental breakdown
12 Ambiguous	12 Taking a shit
13 Genuine	13 Making camp
14 Truthful	14 Recovering from an attack
15 Belligerent	15 Disoriented and lost
16 Contentious	16 Hungry and dangerous
21 Agreeable	21 Unprepared
22 Submissive	22 Desperate
23 Mean	23 Final leg of their journey
24 Insolent	24 Tending to horses
25 Respectful	25 Tending to prisoners
26 Deferralential	26 Lost cargo of...
31 Cowardly	31 Sick
32 Prudent	32 Injured
33 Brave	33 Surprised by...
34 Reckless	34 Uncomfortable
35 Stingy	35 Lounging
36 Selfish	36 Arguing
41 Giving	41 Drunk and loud
42 Magnanimous	42 Hunting
43 Timid	43 Foraging along the roadside
44 Shy	44 On the run from...
45 Outgoing	45 Fornicating
46 Brash	46 Fishing
51 Impulsive	51 Harassing wildlife
52 Unpredictable	52 Ambushing
53 Deliberate	53 Unconscious...but why?
54 Tentative	54 Fighting
55 Meek	55 Attempting to hide
56 Unconfident	56 Exhausted
61 Assertive	61 Searching for...
62 Domineering	62 Proselytizing for their god
63 Silly	63 Furiously digging
64 Relaxed	64 Planning something
65 Proper	65 Playing a game of...
66 Uptight	66 Dueling

Wilderness Travel

1. Roll **Weather** at the beginning of the day.
 - Apply weather modifiers as needed.
2. Roll **Terrain** in each new hex.
 - PCs move a base of 2 hexes per day, modified by terrain and weather.
3. Roll 1d6 to **Forage** and apply appropriate forage modifiers.
 - A total of 3 or greater results in 1d6 rations.
4. Roll **New Terrain**.
 - Same indicates same terrain as previous hex.
 - Adjacent indicates the terrain one step above or below the current terrain.
5. Roll to **Explore** in each hex.
 - Entries 3-6 reference other tables.
6. At the end of the day roll 1d6 to check for camp encounters consume 1 ration per party member..
 - A result of 1 results in an encounter. Roll 1d6.
 - 1-3: On the road NPC encounter (pg. 5)
 - 3-4: Wildlife encounter (pg. 32)
 - 5-6: Goblin/Orc (pg. 32).



Weather	
1	Overcast
2	Sunny (+1 forage)
3	Foggy
4	Rainy (-1 forage)
5	Stormy (-1 hex; -1 forage)
6	Windy (-1 forage)

Terrain	
1	Plains (+1 hex)
2	Forest (+1 forage)
3	Hills
4	Mountains (-1 hex; forage -1)
5	Water
6	Swamp (-2 hex)

New Terrain	
1	Same
2	Same
3	Same
4	Adjacent (up)
5	Adjacent (down)
6	Random

Explore	
1	Nothing
2	Nothing
3	Adversarial Encounter (A)
4	Discovery (B)
5	On the road encounter (pg. 5)
6	Wilderness POI (pg. 8)

Adversarial Encounter (A)	
1	Hazard (A1)
2	Hazard (A1)
4	OTR NPC (Hostile; pg. 5)
5	OTR NPC (Hostile; pg. 5)
7	Wildlife foe (Hostile; pg. 32)
6	Goblin/Orc (Hostile; pg. 32)

Hazard (A1)	
1	Impassable swamp
2	Road blocked
3	Falling debris
4	Sinkhole appears
5	Dangerous wildlife
6	Entangling plant

Discovery (B)	
1	Natural (B1)
2	Natural (B1)
3	Ruin (B2)
4	Ruin (B2)
5	Settlement (B3)
6	Settlement (B3)

Natural (B1)	
1	Wilderness POI (pg. 8)
2	Nest
3	Water feature
4	Hidden grove
5	Deep ravine
6	Inviting cave

Ruin (B2)	
1	Abandoned village littered with bones
2	Old fort, protecting nothing
3	Temple of an unknown god
4	Ancient monument, covered in runes
5	Crumbling wall of unknown origins
6	Forgotten kirgan built by a long gone culture

Settlement (B3; pg 10)	
1	Hamlet
2	Village
3	Village
4	Town
5	Town
6	City

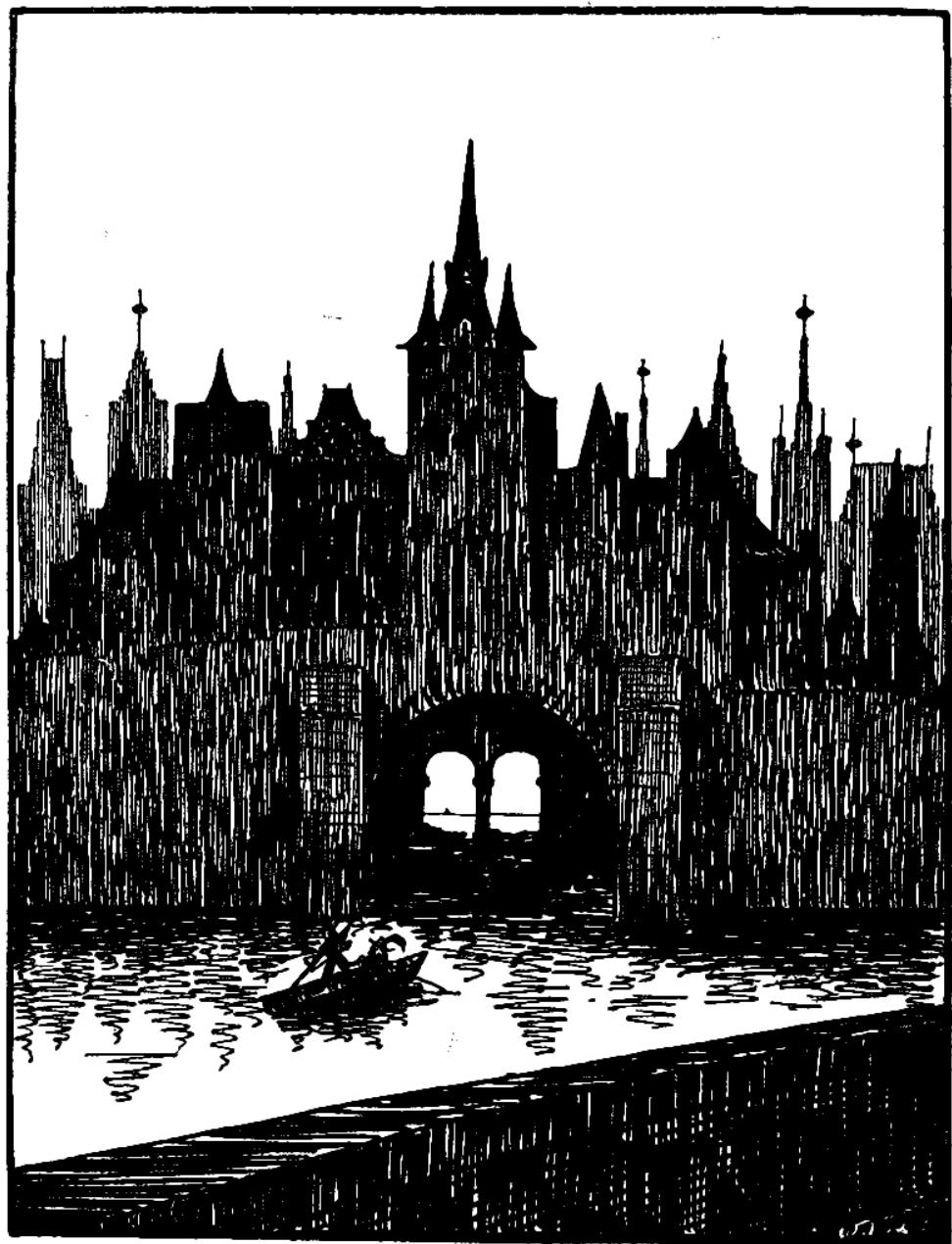
Wilderness POI

Description	
11 Deathly	41 Open
12 Neglected	42 Crowded
13 Cold	43 Smelly
14 Extravagant	44 Darkened
15 Cozy	45 Unspoiled
16 Filthy	46 Spoiled
21 Decrepit	51 Foreboding
22 Dangerous	52 Burned
23 Alive	53 Graven
24 Enchanting	54 Abandoned
25 Gloomy	55 Vibrant
26 Calm	56 Ugly
31 Off-putting	61 Bleak
32 Funny	62 Ancient
33 Musty	63 Beautiful
34 Glowing	64 Magnificent
35 Treacherous	65 Cursed
36 Strange	66 Tormented

Location	
11 Tower	41 Wicker man
12 Homestead	42 Head on pike
13 Hermit	43 Aftermath of a battle
14 Shrine	44 Crossroads
15 Bandit camp	45 Fetid swamp
16 Oak of bones	46 Empty settlement
21 Stone Outcrop	51 Vantage point
22 Swamp	52 Monument
23 Lair	53 Tavern
24 Graveyard	54 Tradehouse
25 Ruin	55 Hunter's camp
26 Grove	56 Tipped wagon
31 Spring/Well	61 Ditch
32 Opening in terrain	62 Work camp
33 Extreme terrain	63 Watchtower
34 Pile of stones	64 Execution site
35 Burned building	65 Altar
36 Totem	66 Overlook

Activity	
11 Defending	41 Fighting
12 Doing archaeology	42 Ambushing
13 Planning	43 Rallying
14 Hiding	44 Collecting
15 Destroying	45 Depositing
16 Camping	46 Eating
21 Building	51 Fornicating
22 Searching	52 Despairing
23 Exploring	53 Deploying
24 Raiding	54 Partying
25 Sacrificing	55 Winning
26 Deliberating	56 Losing
31 Repairing	61 Concealing
32 Praying	62 Traveling
33 Retreating	63 Playing
34 Executing	64 Living
35 Dying	65 Abandoning
36 Recuperating	66 Foul sorcery

Goal	
11 Summon horrors	41 Calculate Pi
12 Defend	42 Spy on neighbor
13 Build a base	43 Maintain cult
14 Build a settlement	44 Establish trade
15 Harvest	45 Serve area
16 Do archaeology	46 Hide allegiances
21 Establish religion	51 Ensure safety
22 Lay an ambush	52 Mining
23 Guard the area	53 Raid neighbors
24 Protect wildlife	54 Support nobles
25 Establish farm	55 Extract resources
26 Maintain trade	56 Defend resources
31 Escape reality	61 Abandon all hope
32 Logging	62 Protect family
33 Fishing	63 Protect secret
34 Forward base	64 Procure dinner
35 Quarantine	65 Wizard shit
36 Renovate	66 Destabilize area



The Settlement Crawl

Settlements are classified as hamlets, villages, towns, or cities based on their population, and this in turn determines the number of areas you will encounter in your **Settlement Crawl**.

The smallest settlement is the **hamlet**, with a population of 20-60 people. The **village** has a population in the 60-500 range, followed by the **town** with a population between 500-5,000. The **city** is the largest settlement, with a population of 5000+. A city offers all the trappings of urban life. Settlements are also a great location to gather **rumors** (pg. 15) and **seek adventure** (pg. 25).

1. Roll on the **Settlement Name and Description tables** (pg. 12), then roll on the **Known For, Activity, Ruler, and Ruler Goal tables** (pg. 13-14).
2. Drop the indicated number of dice onto a sheet of paper, mark where each die lands, and make connections between each node.
 - **Village** - drop 6 die
 - **Town** - drop 12 die
 - **City** - drop 18 die
3. Determine if walls are present.
 - 20% chance of walls in a **village** with d2 gates
 - 50% chance of walls in a **town** with d4 gates.
 - Walls are always present in a **city**, and have d6+1 gates.
4. Starting node is chosen based on context and presence of gates.
5. Roll on the **Settlement Area table** in each new area and roll for **Street Descriptions** (pg. 16-17) for the indicated area.
6. Roll for a **Settlement Point of Interest** (pg. 18-23) for the appropriate **Settlement Area**.
 - In a **village** only roll on entries 11-36 of each table
 - In a **town** or **city**, roll on the full table.
7. Roll 1d6, and if 1-2, roll for a **Settlement Encounter** (pg. 18-23) for the appropriate **Settlement Area**. Roll **NPCs** (pg. 4) as needed for encounters.
8. Travel between areas is as simple as walking from area to area.

Settlement Area
1 Slums
2 Market
3 Industrial
4 Religious
5 Rich
6 Administrative

Settlement name and description

Prefix	Suffix	Adjective
11 Tern-	-kill	11 Malicious
12 Mont-	-cnoc	12 Strangled
13 Bing-	-stead	13 Festive
14 Key-	-mere	14 Gloomy
15 Vilker-	-meade	15 Smoky
16 Treb-	-borg	16 Quiet
21 Tre-	-ford	21 Cacophonous
22 Great-	-pike	22 Dangerous
23 Ash-	-wast	23 Seedy
24 Dark-	-ham	24 Polluted
25 East-	-mere	25 Ancient
26 Terr-	-mont	26 Treacherous
31 Hirsh-	-wick	31 Corrupt
32 Haigh-	-avon	32 Open
33 West-	-burn	33 Opulent
34 Rose-	-kirk	34 Holy
35 Voei-	-ville	35 Picturesque
36 Raddi-	-waite	36 Lively
41 Trot-	-beck	41 Rich
42 Kryll-	-ton	42 Bustling
43 Rich-	-cairn	43 Run-Down
44 Toppo-	-coombe	44 Poor
45 Leni-	-dale	45 Crumbling
46 Green-	-ington	46 Insignificant
51 Sand-	-ingham	51 Walled
52 Pingo-	-ing	52 Free
53 North-	-kee	53 Provincial
54 Turtle-	-marsh	54 Beleaguered
55 Dark-	-ridge	55 Sprawling
56 Under-	-holm	56 Dreary
61 South-	-horn	61 Dusty
62 Old-	-brough	62 Cosmopolitan
63 Gimble-	-side	63 Compact
64 Spital-	-well	64 Boring
65 Gort-	-land	65 Dirty
66 Hah-	-more	66 Cursed

What's the settlement known for?

Known for	
11 Fishing	41 The River
12 Celebrations	42 The Great Tree
13 Mining	43 The Wishing Well
14 Farming	44 Hospitality
15 Logistics center	45 Rude shopkeepers
16 Trading hub	46 Rude townsfolk
21 Military outpost	51 Defenses
22 Religious festival	52 Natural resources
23 Government seat	53 Poor quality of life
24 Slaves	54 Good quality of life
25 Entertainment	55 Good harvests
26 Good services	56 Religious festival
31 Textiles	61 It's government
32 Crime	62 Raiders
33 Metal workers	63 Temples
34 Pottery industry	64 Tombs
35 Market town	65 High taxation
36 Pollution	66 Philosopher

Activity	
11 Festival	41 Religious upheaval
12 Elections	42 Food shortage
13 Carnival	43 Kidnappings
14 Harvest Time	44 Quarantine
15 Good Weather	45 Siege
16 Cleanup	46 Bad weather
21 Planting	51 Flooding
22 Religious procession	52 Heavy storms
23 Religious holiday	53 Prisoner escape
24 Market	54 Economic depression
25 Solstice/Equinox	55 Bumper crop
26 Men/Women's gathering	56 Poor harvest
31 Dance	61 Tournament
32 Traveling performer	62 Bear-baiting
33 Water shortage	63 Disease outbreak
34 Raider attack	64 Sanitation failure
35 Political instability	65 36
36 Lack of funds	66 Wild animals

Who runs the settlement?

Ruler	
11 Aristocracy	41 Collective council
12 Merchant guild	42 Direct democracy
13 Tradesman guild	43 Xenophobic ruler
14 Unknown	44 Open ruler
15 Council of elders	45 Technocracy
16 Elected council	46 Meritocracy
21 Appointed mayor	51 Scholars
22 Elected mayor	52 Peasant council
23 Single elder	53 Fiefdom
24 Despot	54 Anarchy
25 Oligarchy	55 Judges
26 None	56 People's court
31 Workers council	61 Noble's court
32 Coalition partner	62 Triumvirate
33 Peasant republic	63 Hereditary mayor
34 Ecclesiarchy	64 Hereditary council
35 Local lord	65 Free city
36 Commune	66 Seat of duchy

Ruler Goal	
11 Increase power	41 Enrich merchants
12 Increase trade	42 Sacrifice to god
13 Control region	43 Start a conflict
14 Wealth	44 End a conflict
15 Improve life	45 Tend garden
16 Improve learning	46 Collect art
21 Serve religion	51 Take advantage
22 Serve nobility	52 Create legacy
23 Destroy enemy	53 Ensure stability
24 Defend	54 Ensure defense
25 Build	55 Clean up
26 Entertain	56 Surrender control
31 Protect secret	61 Transition power
32 Plan a coup	62 Oversee great work
33 Plan an invasion	63 Oversee corruption
34 Spread influence	64 Defend region
35 Create culture	65 Empower people
36 Enrich family	66 Die

Rumors

- 11** A large, strange bird of prey has been spotted circling in the countryside.
- 12** Outlaws are robbing travelers and asking about someone with your looks.
- 13** It's said the leader of the settlement has been making dirty deals.
- 14** A caravan has been spotted outside the settlement laden with fine goods.
- 15** Refugees are out on the Northern Road, but no one knows from where.
- 16** A local official has been slowly building their own militia - but why?
- 21** Trade has been down these last few months, probably because of the war.
- 22** The old man in the woods hasn't been seen in many weeks.
- 23** People have begun getting sick, some even dying, since the smoke blew in.
- 24** Local tax collecting efforts have increased and merchants aren't happy.
- 25** A new cult seems to appear every week. What's wrong with the old gods?
- 26** It's said there's a new tavern in town and the owner isn't from around here.
- 31** Word just arrived that wildfire has spread through the countryside.
- 32** Strange sounds have been heard coming from the Old Rendering House.
- 33** A wilderness shrine to an old god has been desecrated with strange runes.
- 34** Adventurers have returned from nearby ruins with tales of the undead.
- 35** Farm animals have been mutilated in a nearby hamlet.
- 36** A strange man and his talking duck have recently appeared.
- 41** The priest is supposed to unveil a new dictate from his god this afternoon.
- 42** A rambler said she passed a traveling faire heading this way.
- 43** The blacksmith hasn't been the same since she returned home from abroad.
- 44** It's said that a curse has been lifted following
- 45** No one has received word from a nearby settlement in many weeks.
- 46** Claims of a large, rat creature, with club-like hands have been circulating.
- 51** The priests have been making strange proclamations as of late.
- 52** A golden mask encrusted with diamonds like pox-spots was recently found.
- 53** Word spreads that the Standing Stones have been defaced.
- 54** Goblins have been seen out in the sun, along the distant horizon.
- 55** A ride has arrived from a nearby settlement carry grave news.
- 56** The Poet has been spreading her teachings among the youth.
- 61** A caravan of spices is scheduled to leave the settlement early in the morning.
- 62** An outlaw is scheduled to be executed, but his friends have gathered outside.
- 63** It is said that unrest has spread in a nearby settlement and the countryside.
- 64** A string of robberies in the settlement has the townsfolk on edge.
- 65** Word has arrived that a column of riders was spotted on the road.
- 66** Weather-watchers say a storm is forming and preparations are being made.

Street Descriptions

Slum Street Description	Market Street Description	Industrial Street Description
11 Overcrowded	11 Bustling	11 Agricultural
12 Rough	12 Smelly	12 Commercial
13 Dilapidated	13 Overwhelming	13 Manufactured
14 Unsanitary	14 Underwhelming	14 Chemical
15 Congested	15 Poor	15 Unionized
16 Loud	16 Regional	16 Complex
21 Stinking	21 Local	21 Organized
22 Extensive	22 Commercial	22 Dangerous
23 Fetid	23 Wholesale	23 Peaceful
24 Seedy	24 Competitive	24 Polluted
25 Unsanitary	25 Disappointing	25 Old
26 Old	26 Expensive	26 Crime-ridden
31 New	31 Basic	31 Secured
32 Dangerous	32 Luxurious	32 Wasteful
33 Neglected	33 Limited	33 Loud
34 Ruinous	34 Seedy	34 Dirty
35 Crumbling	35 Countryside	35 Hard
36 Shabby	36 Cacophonous	36 Artistic
41 Tumbledown	41 Confusing	41 Disrepair
42 Strong	42 Conspicuous	42 Untrained
43 Close-knit	43 Underground	43 Desolate
44 Desolate	44 Protected	44 Busy
45 Depressing	45 Tax-free	45 Sleepy
46 Insignificant	46 Brisk	46 Smoky
51 Walled	51 Petty	51 Treacherous
52 Troubled	52 Illicit	52 Cruel
53 Despairing	53 Free	53 Backward
54 Peripheral	54 Negotiable	54 Productive
55 Wretched	55 Secure	55 Unproductive
56 Carefree	56 Regular	56 Dark
61 Ashen	61 Defensive	61 Dusty
62 Lively	62 Lucrative	62 Sprawling
63 Boisterous	63 Commodification	63 Concerning
64 On-edge	64 Manufactured	64 Accidental
65 Rebellious	65 Brokered	65 Revolutionary
66 Sodden	66 Financialized	66 Tired

Street Descriptions

Religious Street Description	Rich Street Description	Administrative Street Description
11 Cynical	11 Opulent	11 Efficient
12 Ancient	12 Decadent	12 Practical
13 Crowded	13 Corrupt	13 Spare
14 Run-down	14 Supplied	14 Responsible
15 Ritualistic	15 Safe	15 Arranged
16 Holy	16 Cultured	16 Functional
21 Tolerant	21 Plain	21 Official
22 Ceremonial	22 Old	22 Protected
23 Opulent	23 Noble	23 Supported
24 Revived	24 Comfortable	24 Unsupported
25 Fanatical	25 Spare	25 Organized
26 Denominational	26 Enterprising	26 Unorganized
31 Cursed	31 Ostentatious	31 Powerful
32 Organized	32 Cosmopolitan	32 Measured
33 Beholden	33 Paranoid	33 Corrupt
34 Bustling	34 Greedy	34 Worn out
35 Depressing	35 Aristocratic	35 Distrustful
36 Pessimistic	36 Brilliant	36 Hierarchical
41 Insignificant	41 Corpulent	41 Dutiful
42 Repressive	42 Haughty	42 Political
43 Chaotic	43 Forbidden	43 Honorable
44 Mystical	44 Pampered	44 Militaristic
45 Joyful	45 Soft	45 Clerical
46 Intellectual	46 Charming	46 Legal
51 Observant	51 Secure	51 Territorial
52 Scented	52 Open	52 Authoritative
53 Traditional	53 Bloated	53 Controlled
54 Poor	54 Degenerate	54 Boring
55 Cloistered	55 Arrogant	55 Tedious
56 Political	56 Elegant	56 Dangerous
61 Educated	61 Political	61 Unknown
62 Quiet	62 Fine	62 Serious
63 Disastrous	63 Royal	63 Unserious
64 Devout	64 Polished	64 Draining
65 Peaceful	65 Cracked	65 Slavish
66 V	66 Unnatural	66 Troublesome

Slums Area POI

11-13 A series of run-down dwellings, excrement lining the street outside.

14-16 A public well, with locals hanging about trading rumors.

21-23 Smoke, the clanging sounds of metal-on-metal, and cussing billow out from a small, ill-equipped smithy.

24-26 A narrow alley that connects to another settlement area, 1-3: d6 street toughs wait for passersby to rob, 4-6: you travel unmolested.

31-33 A large, run-down dwelling with the windows patched with rags and paper, where multiple families live. A shit-filled gutter drains nearby.

34-36 A cul-de-sac that leads only to a flop-house known to board the lowest thieves. Drunks mill about, asking for alms.

41-43 A wagon with 2d6 corpses wrapped in linen. The driver and beast of burden are nowhere to be found.

44-46 A dark, dank, and dangerous tavern serving cheap drinks and offering poor lodgings. Music and yelling can be heard from the street.

51-53 A small statue stands in the middle of the street, commemorating a local hero. Something has been smeared on the face of the statue.

54-56 A pool of dirty, stagnant water has overflowed from the numerous gutters in the area. The pool blocks your path forward.

61-63 A series of dark, winding alleyways. 1-3: stumble on a gang hideout. 4-5: d3 drunks. 6: discover a recently murdered local *not* from the slums

64-66 Scantly clad men and women stand around, offering a good time if you'd just step through these doors into the perfumed halls of the "Rusty Bucket".

Slums Area Encounter

11-13 A beggar dressed in rags reaches out, "Coin for the King?" 1-5: he's a common beggar. 6: he's a deposed king from a distant land.

14-16 A strangely dressed woman walks past you, turns back, and asks "Alvaren, is that you?". See Adventures.

21-23 A distraught woman stands yelling in the middle of the street.

24-26 Two old men stand on a corner arguing and ask you to settle their dispute about the nature of human life and it's connection with the cosmos.

31-33 A group of d6 street toughs bump into you. 1-2: they threaten you. 3-4: they demand your purse. 5-6: they're looking for a fight!

34-36 A pack of 2d6 dogs appears around a corner, looking hungry. They spot you and run toward you.

41-43 Roll d6. 1-5: witness d3 pickpockets working the area, 6: you are pickpocketed by them.

44-46 A shady looking man opens his coat, revealing vials of powder. +1 DEX for one day. Roll 2d6. 2 & 10: fall unconscious at the most inopportune time.

51-53 A street vendor waves you down, "Looking for a job?" 1-2: deliver a package. 3-4: recover a "stolen" object. 5-6: collect debt.

54-56 2d6 street kids accost you, demanding money.

61-63: Two groups of 2d6 gang members appear ready to face off in the street.

64-66: A group of 1d6 guards mistake you for a wanted criminal.

Market Area POI

- 11-13** Vendors with a special offer just for you! 1-3: unknown animal products.
4-5-: knife belonging to a dishonored military leader. **6:** a talking duck.
- 14-16** Workers unload a caravan of goods from the surrounding countryside.
- 21-23** A small, out of the way shop selling **1-2:** strange armor +1 AC. **3-4:** curios owned by a disgraced ruler; **5-6:** ancient scrolls in unknown language.
- 24-26** A fountain where locals and traders talk and exchange **rumors.**
- 31-33** Roll up a new NPC. Here they sit with their head through a stockade. Children loiter around them, hurling insults and rotten fruit.
- 34-36** A simple but dignified tavern serves as a meeting place for the more well-to-do merchants. Smoke rise from the chimneys and faint music can be heard .
- 41-43** Bushels of a local crop have been abandoned by their owner who refused to pay a tax. They are stacked high, providing a good view of the market.
- 44-46** Livestock from the countryside crowd the street, awaiting their fate. **1-2:** sold to butchers. **3-4:** sold to a temple. **5-6:** waiting to stampede (they do).
- 51-53** An old couple selling strange looking, curved, yellow fruit (provides a boost of energy, allowing you to go for two days without consuming rations);
- 54-56** A large, handsome home, 2 guards stand at the doorway watching passersby closely. **1-3:** a rich merchant lives here. **4-6:** a rich crime boss lives here.
- 61-63** A vendor selling bolts of cloth covered in strange symbols and patterns.
- 65-66** A conman runs a table of three card monte along the road.

Market Area Encounter

- 11-13** You overhear an argument between a patron and a vendor. "You have ripped me off for the last time!"
- 14-16** The smell of smoke hits your nostrils. "Fire! Fire! Fire!"
- 21-23** You notice a figure moving through a crowd, picking pockets.
- 24-26** A performer approaches and begins singing a song about your recent exploits. See **Adventures.**
- 31-33** A hooded figure bumps into, "Sorry..." they mumble and keep walking.
- 34-36** A worker struggles to load a wagon and drops a box, and the contents spill out. A merchant rushes over and begins berating the worker.
- 41-43** A tax-collector and bodyguard are collecting money. You notice a few vendors begin to quickly pack up their goods and leave.
- 44-46** d6 street toughs catch your eye. They're standing off to the side, watching a particular vendor a little too closely.
- 51-53** A cultist stands in the middle of the area, loudly performing an ancient ritual.
- 54-56** Screams break out and you see that a mule team has been startled and kicked someone in the face. They are unconscious and bleeding. "Someone help them!"
- 61-63** Two merchants begin to argue. **1-2:** they begin fist fighting. **3-4:** "I'm getting the guards" **5-6:** Another merchant comes over and yells at them.
- 63-66** You pass by a stall where an old woman is pleading with d6 intimidating individuals. "Please, I'll have his money tomorrow. Just give me one more day..."

Industrial Area POI

11-13 The sound of hammer blows is heard from the outdoor forge of a one armed, one legged blacksmith.

14-16 A tavern sits empty, its coal-smudged door boarded up and its windows smashed.

21-23 Wagons roll up to unload their goods at a large warehouse. Armed guards stand watch and joke among themselves.

24-26 Workers congregate around the public fountain, washing their hands after a days work, trading rumors.

31-33 A kennel of hunting dogs is the loudest building place in the area. The hounds bay day and night, no matter how much neighbors complain.

34-36 Stableboys bring food and water to horses and mules at a stable. An older stable master stands at a gate, idly watching passersby.

41-43 A horrid stench wafts out of a large, squat building. A wagon pulls up to its gates loaded with dead chickens...but...is that a hand poking out?

44-46 What sounds like buzzing bees can be heard from a small workshop where an old, gray haired man runs around working and mumbling to himself.

51-53 An unattached, brand-new tavern stands here, its door shiny and clean. The proprietor obsessively wipes down the bar while serving the workers.

54-56 A weavers workshop where men and women operate wooden looms, working day and night to fulfill a special request for 500 robes.

24-26 A network of canals runs through the area, the occasional boat laden with goods poling its way up and down. The water is stagnant and smells.

31-33 The aromatic smell of spices fills your nose as you walk past a small, brick warehouse.

Industrial Area Encounter

11-13 "I quit!" A worker throws down their apron and walks out of a workshop and bumps into you as they mutter to themselves. "Oh, sorry..."

14-16 d6 horses have made a break from their stalls and careen down the road.

21-23 An artisan walks out of his workshop and begins weeping in the street.

24-26 A wagon laden with goods throws a wheel, sending it flying. The wagon tips and the driver 1-3: is pinned underneath. 4-6: is immediately killed.

31-33 d6 drunks stumble out of an alley, blocking your path. 1-3: they're itching for a fight with you. 4-6: they're itching for a fight with each other.

34-36 An explosion is heard from inside a workshop. Workers scramble to exit. See Adventures.

41-43 A group of nobles and their bodyguards walks quickly into an alley, looking around to make sure no one has seen them. Did you make eye contact?

44-46 A crowd has gathered at a workshop, hoping for work. As you walk by, the owner shouts at you, "How'd you like a job?"

51-53 A group of guards stands outside of a warehouse and shouts, "Time to come out! If not, we're coming in!" They bang on the door.

54-56 A crowd gathers around a man speaking. "Don't mourn! Organize! We have nothing to lose but our chains!" The crowd cheers.

62-63 A pack of 2d6 wild dogs waits outside of the Old Rendering House.

64-66 d6 street toughs stop at each workshop to demand their fee.

Religious Area POI

11-13 A small shrine sits nestled out of the way near an alley entrance, candles kept burning day and night. Loose coins litter the foot of a strange statue.

14-16 A small pathway leads to a hidden grotto that serves as a shrine for an ancient cult said to be making a resurgence in the region.

21-23 A graveyard that appears to be no longer maintained. A path can be seen leading through the overgrown grass to a lone mausoleum.

24-26 A small, squat stone building serves as a temple for a local deity. An old seer sits by the door, offering their insight.

31-33 A simple inn catering to pilgrims offers room and board. The proprietor claims to use their earnings for the upkeep of a shrine in the countryside.

34-36 A circular, stone temple dominates the area, it's priests known as warriors who serve a martial god. It's built upon and old temple to an evil god.

41-43 An ornate cathedral serving the wealthiest nobles stands four stories high and detailed sculptures decorate every inch of its walls.

44-46 A statue of a local deity serves as a meeting place for priests, acolytes, cultists, and pilgrims to argue religion and trade rumors.

51-53 A crowd of pilgrims is waiting to enter the temple that serves as their final stop on their journey. Street vendors crowd the area,

54-56 The Lord's Blessing is a cozy tavern where followers of a variety of faiths drink, mingle, argue, and sometimes fight.

61-63 Scholars young and old spend their day among the dusty shelves of a great library. It is rumored that the forbidden tomes are under lock and key.

64-66 A temple and hospital devoted to serving the poor operates on the edge of the temple district. The acolytes are some of the most knowledgeable around.

Religious Area Encounter

11-13 A procession of 3d6 silent flagellants. One makes eye contact and passes a note. See Adventures.

14-16 A man wearing strange clothes stands along the road, preaching about the coming judgment of his strange god.

21-23 A priest grips the arm of a young man and pushes him through the streets, muttering, "The Lords will not be lenient with you this time...."

24-26 A group of pilgrims seem to be having trouble with d6 street toughs.

31-33 A group of d6 warrior-priests stride down the road, attempting to convert members of other faiths by force.

34-36 Two scholars stumble out of the Lord's Blessing, bumping into you.

41-43 A group of d6 robed figures appear to be watching who comes and goes from the library. Are they waiting for someone?

44-46 A lone cultist stands alone in the street, arms raised to the sky, invoking their strange god to reveal itself.

51-53 A patrol of 2d6 guards move through the area. 1-3: they're on the lookout for pickpockets. 3-6: they're shaking down pilgrims.

54-56 Two d6 groups of priests have begun brawling in the street.

61-63 d6 cultists stand on the corner and perform a foul rite.

64-66 A pickpocket works the area. 1-3: they're working pilgrims. 4-6: they try you.

Rich Area POI

11-13 You smell it before you see it, but these elegant stables appear to house some of the finest horses you've laid eyes on. The rich sure love their horses.

14-16 A low wall separates the dilapidated manor house from the street. An unguarded gate, covered in vines is the only entrance you see.

21-23 A small shrine, tucked out of the way, offers blessings (for a price).

24-26 A traveling carnival has recently set up in the area 1-3: provides cover for a heist. 4-6: the workers provide information about the surrounding region.

31-33 A statue to a local of note stands in a small square which serves as a meeting place for local elites to trade **rumors**.

34-36 A small shop that trades in expensive fabrics from distant lands.

41-43 A gaudy mansion, still under construction, sits among the other, more refined homes. Workers are taking orders from a flamboyantly dressed noble.

44-46 A shop catering to the high-fashion senses of the local residents who can afford to pay. The shopkeeper's accent sounds familiar, but strange.

51-53 A tavern serves the well-heeled of the area. 1-2: front for organized crime.

3-4: local official conducting secret meetings. 5-6: what's *really* in this pie?

54-56 An inconspicuous gambling hall. 1-3: a place to rub elbows with the debauched elites; 4-6: run by a noble known to drug and blackmail patrons.

61-63 An exclusive club for the settlement's wealthiest has stood on this corner for centuries, the steps leading up to it worn down by time.

64-66 An ornate garden maze, perfect for peaceful strolls in the afternoon, private business meetings, nighttime rendezvous, and pickpockets.

Rich Area Encounter

11-13 A tarp-covered wagon stops in front of a manor house. All at once the tarp is thrown back and 2d6 armed men climb out and run towards the home.

14-16 A girl slips out from the side door of a large home with a bag and an sword over his shoulder. She steps out into the street, directly in your path. See **Adventures**.

21-23 A crowd of youths are gathered around an old man in robes. "He'll corrupt the youth. Someone should do something," you hear a passerby say.

24-26 A bodyguard has caught a pickpocket rifling through his boss' pockets. He holds the thief by the wrists and asks, "What'll we do with him?"

31-33 You notice a woman going from person to person, and she eventually approaches you. "How would you like to kill my husband?"

34-36 A hooded figure darts out of an alley, bumps into you, and then runs off.

41-43 A small crowd forms as a small group of guards puzzle over a corpse.

44-46 Two nobles begin to shove each other, and one draws their sword.

51-53 A drunken nobleman stumbles through the streets. "Tha' bashtard ripped me off..." He mistakes you for the "bashtard".

54-56 A child stands on the corner, begging for alms. Passersby sneer and shake their heads. "Children just don't want to work, these days."

61-63 25 d6 guards approach you, hands on their weapons. "We regret that we must detain you for questioning. We apologize for the inconvenience."

64-66 31 A street vendor hawks tickets to a gladiator match. She eyes you up and down and suggests that "you're just the type they're looking for."

Administrative Area POI

11-13 A statue of a recently deceased ruler who was 1-3: hated. 4-6: respected.

14-16 A table has been set up in the settlement center and a lone Imperial officer sits, attempting to recruit for the Second Empire's army.

21-23 The guildhall serves as a meeting place for skilled trades people to make decisions regarding their business locally, and the guilds can be quite powerful.

24-26 An elevated scaffold stands in the center of an open area. 1-2: it is empty. 3-4: fresh blood stains the wooden planks. 5-6: an execution is about to occur.

31-33 A fine home sits back from the street, the residence of a powerful official.

34-36 An opening in the settlement serves as a gathering place for locals, officials, travelers, and anyone else to talk and trade **rumors**.

41-43 A courthouse. 1-2: always open. 2-4: open as needed. 5-6: closed for good.

44-46 The castle looms and projects authority over the settlement. Guards and officials move all about and it is clear this is a seat of power.

51-53 A guard tower stands watch over the surrounding settlement. Inside are 2d6 guards awaiting the call.

54-46 The townhall sits just off of the city center, serving as an administrative hub for the settlement, namely providing office space and collecting taxes.

61-63 A fine building serves as a college of learning for the region's elites

64-66 The settlement's walls 1-2: provide a wall-walk patrolled by guards; 3-4: are littered at their base by hovels and stalls; 5-6: are crumbling in places.

Administrative Area Encounter

11-13 Residents are gathered around the townhall where a local official is giving a speech to quell rumors about 1-3: approaching army. 4-6: a string of murders.

14-16 A bent old man stands in the settlement center and shouts about the coming storm that will destroy this place. See **Adventures**.

21-23 A crowd has gathered to witness an execution.

24-26 A band of guards rushes through the settlement center, a lone figure who's head is covered by a sack is being carried between them.

31-33 Plump, well-fed officials sit in the settlement center laughing and drinking. Bodyguards scan the streets, looking for danger.

34-36 Guards accost you, demanding 1-3: your name and business. 4-6: a "tax" for passing through their patrol area.

41-43 A shout is heard and a figure runs out from behind the townhall, their hands covered in blood.,

44-46 A wagon laden with goods approaches the castle gates, but the guard questions the driver. "This shipment isn't due until next week."

51-53 "Riders on the horizon!" You look up toward the walls and guards are rushing to the edge, trying to see who approaches.

54-56 Guard getting off patrol, talking about 1-2: a corrupt official. 3-4: a secret gambling den. 5: changes to their patrol route. 6: a recent heist.

61-63 You see a short figure making their way toward an official building, looking back over their shoulder. Something strange about this one...

64-66 Young scholars stand outside of the college, arguing about local politics.



William T.
Kortog.

Adventures

Use the tables below to generate potential adventure hooks, quests, missions, or other tasks. Rolling on all six tables will generate a rough sentence that can be fleshed out to create your adventure hook.

The results of rolls on these tables should always be interpreted in the context of the broader story, meaning you may not need to roll on every table.

Action
11-13 Defeat
14-16 Destroy
21-23 Negotiation
24-26 Explore
31-33 Slay
34-36 Aid
41-43 Break
44-46 Find
51-53 Defend
54-56 Secure
61-63 Deliver
64-66 Retrieve

Objective
11-13 Merchant
14-16 Monster
21-23 Enemy
24-26 Settlement
31-33 Official
34-36 Secret
41-43 Mystic
44-46 Message
51-53 Cult
54-56 Allies
61-63 Structure
64-66 Artifact

Locations
11-13 Sanctuary
14-16 Island
21-23 Wasteland
24-26 Cave
31-33 Castle
34-36 Battlefield
41-43 Ruins
44-46 Swamp
51-53 Settlement
54-56 Mountain
61-63 Graveyard
64-66 Tavern

Complication
11-13 Rivals
14-16 Hazard
21-23 Gear
24-26 Resources
31-33 Traps
34-36 Injury
41-43 War
44-46 Time
51-53 Ambush
54-56 Sickness
61-63 History
64-66 Authorities

Opposition
11-13 Cult
14-16 Rivals
21-23 Soldiers
24-26 Outlaws
31-33 Monsters
34-36 Authorities
41-43 Religion
44-46 Merchants
51-53 Nature
54-56 Gangs
61-63 Nobles
64-66 Raiders

Reward
11-13 Wealth
14-16 Reputation
21-23 Information
24-26 Access
31-33 Weapon
34-36 Armor
41-43 Gear
44-46 Support
51-53 Artifact
54-56 Favor
61-63 Land
64-66 Retainer



Horton

Dungeon Crawl

1. Drop the indicated number of dice onto a sheet of paper, mark where each die lands, and make connections between each node.
 - Small dungeon - drop 6 die
 - Medium dungeon - drop 12 die
 - Large dungeon - drop 18 die
2. Choose an entry point into the dungeon.
3. Roll on the **Dungeon Area**, **Dungeon Area Description**, and **Dungeon Area Contents** tables. (pg. 28-29) in each new area.
4. Roll on the **Dungeon Area Contents** table (pg. 29).
 - Entries 11-24 are “empty” areas.
 - Entries 25 and 26 use the **Verb** and **Topic oracle tables** (pg. 3) to generate room contents that are either mysterious or horrific. Use these rooms to build tension in the dungeon.
 - Entries 31-46 direct to the **Encounter table** (pg. 30), and the value in parentheses indicates the chance of treasure (pg. 31) appearing in addition to the encounter.
 - Check for surprise by rolling 1d6 for each side, with 1-2 resulting in surprise and the loss of the turn.
 - Use the **Reaction**, **Distance**, and **Combat Method tables** (pg. 30) to determine how an encounter proceeds. Not every encounter has to end in combat. If you aren’t sure why an NPC is present in the dungeon, roll on the **Reason for Appearing...** table (pg. 31) for inspiration.
 - Entries 51-56 are “special rooms” which can also be used to make the dungeon unique or fit into the broader story context. Or they can just be cool dungeon rooms! Roll on the **Verb** and **Topic tables** (pg. 3) to generate room contents. The value in parentheses indicates the chance of treasure *and* the chance of an encounter appearing in the special room. These are two separate rolls.
 - Entries 61-65 are traps. Roll 1d6. The trap is triggered on a result of 1-3 if the PC moves into the room. The value in parentheses indicates the chance of treasure appearing in the area, which is likely why the room is trapped in the first place.

Dungeon area, description, and contents

Dungeon Area	
11 Library	41 Natural
12 Workshop	42 Laboratory
13 Shrine	43 Altar
14 Prison cells	44 Forge
15 Lodging	45 Kitchen
16 Pool	46 Larder
21 Chamber	51 Storage
22 Chamber	52 Storage
23 Chamber	53 Storage
24 Crypt	54 Storage
25 Engravings	55 Office
26 Cavern	56 Office
31 Cavern	61 Well
32 Lair	62 Statuary
33 Lair	63 Seat of a duchy
34 Great Hall	64 Machine
35 Kitchen	65 Personal quarters
36 Natural	66 Abattoir

Dungeon Area Descriptions	
11 Damp	41 Hazy
12 Grotesque	42 Precarious
13 Ancient	43 Silent
14 Cursed	44 Toxic
15 Gloomy	45 Flooded
16 Dark	46 Ornate
21 Dirty	51 Deceptive
22 Fetid	52 Cramped
23 Musty	53 Cavernous
24 Ritualistic	54 Cold
25 Magical	55 Warm
26 Unnerving	56 Fungal
31 Abandoned	61 Stone
32 Cryptic	62 Wooden
33 Extravagant	63 Burned
34 Deteriorated	64 Growing
35 Twisted	65 Collapsing
36 Neglected	66 Monolithic

Dungeon Area contents

- 11 Voices**
- 12 Rumbling**
- 13 Odor**
- 14 Scat**
- 15 Blood**
- 16 Markings**
- 21 Corpse**
- 22 Strange sound**
- 23 Banging**
- 24 Tracks**
- 25 Something mysterious (roll on **Verb + Topic**)**
- 26 Something horrifying (roll on **Verb + Topic**)**
- 31 Encounter (25%)**
- 32 Encounter (25%)**
- 33 Encounter (25%)**
- 34 Encounter (25%)**
- 35 Encounter (25%)**
- 36 Encounter (25%)**
- 41 Encounter (50%)**
- 42 Encounter (50%)**
- 43 Encounter (50%)**
- 44 Encounter (50%)**
- 45 Encounter (50%)**
- 46 Encounter (50%)**
- 51 Special room (roll on **Verb + Topic** for contents; 25%*)**
- 52 Special room (roll on **Verb + Topic** for contents; 25%*)**
- 53 Special room (roll on **Verb + Topic** for contents; 25%*)**
- 54 Special room (roll on **Verb + Topic** for contents; 50%*)**
- 55 Special room (roll on **Verb + Topic** for contents; 50%*)**
- 56 Special room (roll on **Verb + Topic** for contents; 50%*)**
- 61 Material falls from above (1d10 dmg; 33%)**
- 62 Hidden darts shoot from the walls (1d6 darts for 1d4 dmg; 33%)**
- 63 A hidden pit in the room (1d6 dmg; 33%)**
- 64 Large, rusty swinging blades (1d8 dmg; 33%)**
- 65 Blinding flash of light (blinded for 1d8 turns; 33%)**
- 66 Deathly gas (dead in 1d6 turns; 33%)**

***Percentage is chance of treasure (pg.31) and chance of encounter**

Encounters

Encounters
11-13 Wolf
14-16 Giant beetle
21-23 Outlaw
24-26 Cave bear
31-33 Undead
34-36 Orc
41-43 Cultists
44-46 Outcast
51-53 Miner
54-56 Other NPC
61-63 Goblin
64-66 Guard

Distance
1 At hand
2 Nearby
3 Middle
4 Middle
5 Range
6 Horizon

Reaction
2 Attack!
3-5 Hostile, ready to fight
6-8 Unsure, confused
9-11 Not hostile
12 Friendly

Combat method
11 Keep distance
12 Wait for help
13 Intimidate
14 Prepare for attack
15 Retreat to better position
16 Disoriented and confused
21 Retreat to safety
22 Close In
23 Sweep leg
24 Headbutt
25 Reveal information
26 Telegraph next move
31 Use environment to advantage
32 Rush in blindly swinging
33 Timed precision attack
34 Change target
35 Overwhelmed
36 Fearful of PC
41 Confident in their odds
42 Change weapon
43 Use an unexpected weapon
44 Ask a question
45 Tell a lie
46 Grapple
51 Disarm
52 Reckless attack
53 Test will
54 Challenge
55 Shit talk
56 Tells a joke and then attacks
61 Try to end the fight decisively
62 Take a risk
63 Seize advantage
64 Relinquish advantage
65 Throw an object
66 Drop an object

Reasons for Appearing for Other NPCs to be in the dungeon

- 1** Traveled to the dungeon only to realize they are wholly unprepared and they wish to *1-3*: be escorted out; *4-6*: join the PC and delve deeper.
- 2** Are acting as bait to draw the PC further into the dungeon for an ambush. INT or appropriate attribute check of DC 16 and the PC knows something is up.
- 3** Were held prisoner in the dungeon but have escaped. *1-3*: their captors are aware of their escape; *4-6*: their captors are unaware of their escape.
- 4** Looking for a friend or item that is *1-2*: rumored to be in the dungeon; *3-4*: known to have disappeared in the dungeon; *5-6*: held prisoner in the dungeon.
- 5** Running away from a battle that recently occurred, and their enemy *1-2*: is giving chase; *3-4*: was defeated; *5-6*: lies in wait.
- 6** They're the last of their party of d6 adventurers.

Treasure

11 Ring of protection +1 AC	41 d4 poison vials
12 A pouch of 2d10 gold	42 A map of the surrounding area
13 Curved otherworldly dagger +1	43 Potion of silence d4 turns
14 A cracked, leather-bound ledger	44 Oil flask d6 when lit
15 Small lockbox with 4d6 gold	45 Chainmail armor
16 Ancient longsword d8+1	46 A warm, mysterious egg
21 Mechanical device	51 An ornate mask
22 Musical instrument	52 A small gold puzzle box
23 Healing potion d6+1 hp	53 Scroll of +1 STR for 2d6 turns
24 Strong healing potion d6+2 hp	54 Scroll of water d20 x gal H2O
25 Potion of invisibility d4 turns	55 Jewelry worth d4 x 100 gold
26 Ebony wood bow d6	56 Small cedar box of mushrooms
31 A locket with a lifelike image	61 Book in an unknown language
32 d6 x 10 gold in pouches	62 Carved wooden figurine
33 Beautiful gems that draw the eye	63 Burned effigy, d6 x 20 gold
34 Scroll of +1 CHA for d4 turns	64 d4 worship fruit
35 Required elements for a ritual	65 Ancient engraved bones
36 Chalice of an unknown material	66 Night vision glasses

Foes

The following list of foes provides basic stats and descriptions for who and what you may find in the wilds, in the dungeons, and in the streets. Don't hesitate to supplement with monsters and NPCs from other systems or create your own. Stat blocks present ascending AC with descending AC in brackets. Hit dice are d6, and are presented as number of hit dice + hit points.

Bear

AC:13 [6]

Hit dice: 7

Damage: d6/d8

Morale: 8

Number appearing: d2

Attacks: claws/bite

Bears can be found in a variety of habitats and situations. They may be hibernating, defending their young, or for some reason out for the blood of humans. Sometimes they may enter human settlements in search of food. Stumbling upon one is dangerous.

Cultist

AC: 12 [7]

Hit dice: 1+1

Damage: weapon based (default d6)

Morale: 10

Number appearing: 2d6

Attacks: weapon based/may have access to magic

Cultists are followers of a particular god. Which one? Just ask, I'm sure they'd love to tell you! They often are found performing some type of ritual and have been known to live in dungeons, caves, and ruins. Cultists may be armed with daggers or other simple weapons, and may have access to magic.



Giant beetle

AC:15 [4]

Hit dice: 1+2

Damage: d6

Morale: 7

Number appearing: d6

Attacks: bite

A three foot long, giant beetle found in caverns, ruins, dungeons and underground. Their carapace has three bioluminescent orbs protruding which continue to glow for 2d6 days after harvest. It is said these orbs can be used in herbal remedies and tinctures.

Goblin

AC:13 [6]

Hit dice: 1+1

Damage: d6/weapon damage (default d6)

Morale: 7

Number appearing: 2d6

Attacks: claw/weapon based

Goblins are short, gray-skinned, red-eyed, underground-dwelling humanoids that hate the light and therefore suffer -1 to hit in the daylight. Goblins are known to train wolves for war (20% chance of d6 wolves occurring), exhibit social and familial cohesion, and are a non-hierarchical society. Goblins are often armed with daggers, spears, and improvised weapons (-1 damage).



Guard

AC: 12 [7]

Hit dice: 1

Damage: weapon based (default d6)

Morale: 8

Number appearing: d6

Attacks: weapon based

Guards often serve as the city watch, village defense, or bodyguards for the rich and powerful. Guards are may be led by a Captain of the Guard (50% chance of appearing) who has ± 1 AC and +1 damage. If the Captain is killed, morale for all remaining guards drops to 6. Weapons wielded vary and can include daggers, swords, maces, spears, axes, and bows.

Miner

AC: 11 [8]

Hit dice: 1-1

Damage: d6/weapon based

Morale: 10

Number appearing: 2d6

Attacks: fists/weapon based

Miners are workers who delve underground to extract resources such as metals, ores, salt, and gemstones. The work is dangerous and attracts those who can hold their own in a hostile environment. Miners often will stick together and are hesitant to abandon a rich vein. Miners often elect a steward (20% chance of appearing) who has ± 1 AC and +1 damage, and their presence gives miners +4 morale. Miners are often found wielding daggers, hammers, axes, and their mining implements (-1 damage).



Orc

AC: 13 [6]

Hit dice: 1

Damage: weapon based (default d6)

Morale: 8

Number appearing: 2d6

Attacks: weapon based/fists

Orcs are a humanoid that look like a human-animal mix and are found living mostly underground, but can occasionally be found on the surface, where they suffer a -1 to hit in the daylight. A band of orcs may be led by a Captain (50% chance of appearing) who has 8 hit points and has a +1 to damage. If the Captain is killed, morale for all remaining orcs drops to 6. Orc society is hierarchical and highly social, with large groups of Orcs being led by a Boss, who has 15 hit points and does +2 damage. Orcs can be found armed with daggers, swords, maces, spears, axes, and bows.



Outcast

AC: 10 [9]

Hit dice: 1-1

Damage: d6-2/weapon based

Morale: 6

Number appearing: d6

Attacks: fists/weapon based

Outcasts are those who have been cast out from the rest of human society for political, religious, criminal, or social reasons and are therefore suspicious of outsiders. Outcasts sometimes have a leader (20% chance of appearing) who may be the reason for their exile, but gives outcasts +4 morale. Outcasts are mostly armed with daggers, spears, axes, and improvised weapons (-1 damage).

Outlaw

AC: 13 [6]

Hit dice: 1

Damage: weapon based (default d6)

Morale: 8

Number appearing: 2d6+2

Attacks: weapon based

An outlaw is simply someone “outside of the law”, meaning the law no longer can protect them and they can be killed on sight without any legal repercussions. While outlaws can be pushed to life on the edge of society by a variety of factors, nearly all of them operate as bandits and use violence to survive. Outlaws often form gangs and can be lead by a gang boss (50% chance of appearing) who has 2 hit dice and does +1 damage. If the gang boss is killed, morale for all remaining outlaws drops to 6. Outlaws can be found armed with a variety of weapons, including daggers, swords, maces, spears, axes, and bows.



Street Tough

AC: 12 [7]

Hit dice: 1

Damage: weapon based

Morale: 6

Number appearing: 2d6

Attacks: weapon based

A ruffian. A cutthroat. A ne'er -do-well. Street toughs are like the outlaws of the streets and use crime and violence to make their way through the world. Street toughs are often part of a gang and sometimes have a leader (50% chance) who has 1+3 hit dice and does d6 damage, with a minimum of 3 damage each time. If the Leader is killed, morale for all remaining street toughs drops to 5. Street toughs can be found armed with a variety of weapons, including daggers, maces, spears, axes, and clubs.

Undead

AC: 12 [7]

Hit dice: 1

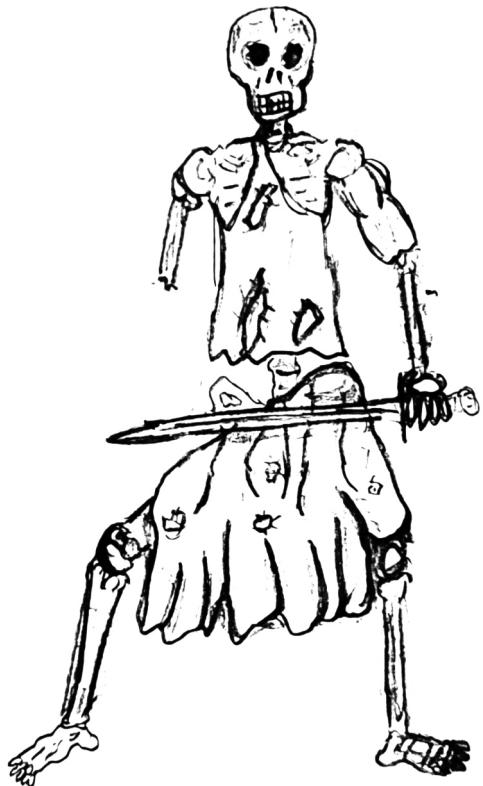
Damage: weapon based (default d6)

Morale: fight to the death

Number appearing: 2d6+2

Attacks: weapon based

The undead are found in dungeons and other dark places. They are turned away by clerics and others who channel such powers. The undead are in thrall to someone (or some thing), and only that someone or something's death will release the undead from their undying duty to service their master. The fell sorcery that creates these abominations is feared by nearly all of human society. The undead are silent and are tasked with defending places like shrines, temples, treasure hordes, or other dungeon-like locations.



Wolf

AC: 12 [7]

Hit dice: 2+2

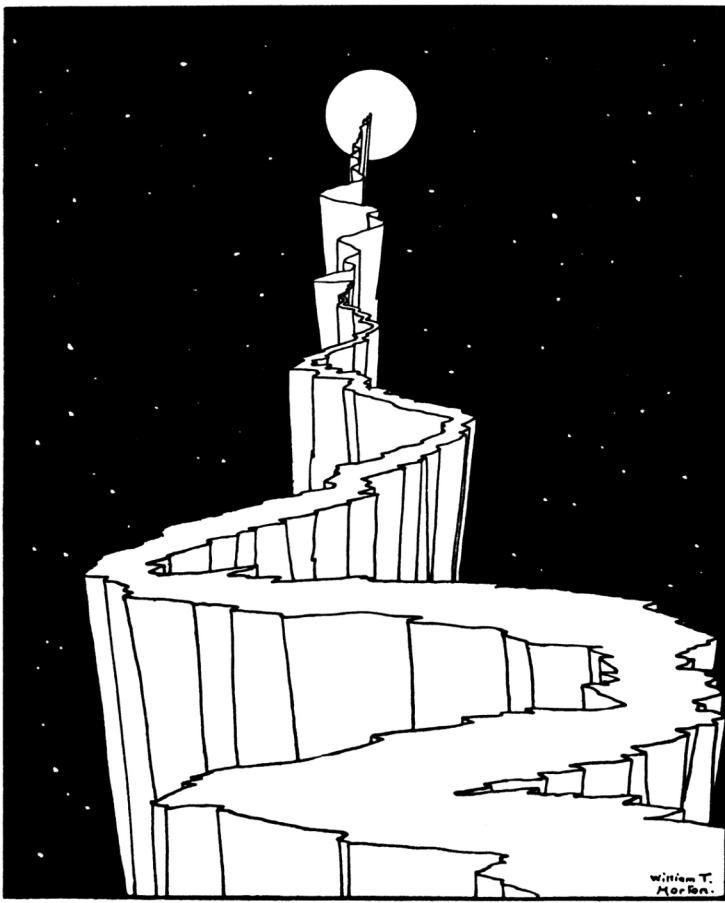
Damage: d6

Morale: 8 (6)

Number appearing: 2d6+1, up to 4d6

Attacks: bite

The common wolf roams the untamed lands, traveling and hunting in a packs up to 4d6 in size. Their ferocity depends on their condition (feeding/fear/fealty). Wolf cubs have been captured by both goblins and humans, and trained. Larger specimens have been referred to as "dire wolves", but these wolves are rare. Old tales mention humans sharing their shape with wolves, but this is not widely believed anymore.



William T.
Morton.