OGME

Open Game Master Emulator

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OGME: Open Game Master Emulator

Version 1.1.3

You can see all projects of Henrique Matheus in his website https://hmslima.com.br/

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INTRODUCTION

OGME is a free and open game master emulator that provides mechanics and tables that allow players to play any TTRPG (Tabletop Role-Playing Game) without a GM (Game Master), in other words, you can play TTRPG alone or in co-op.

Why play solo? People may have different reasons: you have no friends interested in playing TTRPG, you want to test some new system or module, or you simply want to have a private gameplay.

Although the focus of this material is for medieval fantasy, the mechanics and tables can be reinterpreted for any setting, like science fiction, cyberpunk, horror, etc.; for example, let's say you're playing with a cyberpunk setting, and got the result that the character is suffering from a curse, you can interpret it as the character has a computer virus.

It's not the objective of this book to replace the TTRPG system, but to generate maps, contexts, situations, backgrounds, and choices of alternatives that would require a GM. You won't find here rules for combat, skill tests, exploration, survival in the wilderness, and other mechanics; for example, you can create a map with this Game Master Emulator, but it doesn't tell you how to explore this very map, this is the job of the TTRPG system of your choice.

You can create an entire scenario and adventures with this Game Master Emulator. It has tools to generate an entire world populated with different NPCs (Non-Playable Characters), and it also has tools to help you to make the PC (Player Character) interact with people and their environment without the help of a GM.

The most important rule is that there are no rules. The mechanics and tables presented in this manual are just tools to be used when they are really necessary, you may use only some of these tools, and if the result of an action is obvious, you do not need to roll a die to know the result. For example: the PC is hosted in a palace, and then, for some reason, decides to attack the prince; it's obvious that the king will order the soldiers to bring the head of the PC. Another case is when you desire a certain result, if you want action, you can simply decide that behind the door there is an orc waiting to attack the PC, there is no need to roll a die, the PC is not you, **the PC has not the same knowledge that you as a player have**. There are people that can have a fun solo role-play with just a Yes/No die, with no need of tables, there are other that need a whole set of mechanics and tables, each person is different.

The die that needs to be used is represented by the required number of dice and the type of the die, so 1d6 means one six-sided die, 1d20 means one twenty-sided die, 2d10 means two ten-sided dice, and so on, if there is no number before the "d", it's assumed that it's only one die. The d100 can be emulated by 2d10, in which one ten-sided die represent the tens and the other one represents the units. The d2 can be emulated through the d4, in which you divide the result by 2 rounded up, and the d3 can be emulated through the d6, in

which you divide the result by 2 rounded up. When you see a table, it will indicate the required die.

Other important point is the measure system, since the metric system is the most used in the world, it is the standard one, but there are conversions for the United States customary units. Since it's unproductive to make exact conversions, the measures are converted to more rounded numbers, for example, instead of converting 9 meters to 29.53 feet, 9 meters are converted to 30 feet, the same goes to 3.50 kilometers that are converted to 2 miles instead of 2.17 miles.

Tips

Every person is different, so there are no universal truths about the best way of playing a TTRPG in solo mode. But there are certain counsels that may be useful for the majority of people.

Recover the child inside you

Remember when you were a child playing with your toys, in which you imagined that they were characters living in the most diverse scenarios? Try to rescue this ability of traveling to other worlds with your mind, playing TTRPG is an exercise of imagination.

Lone wolf or pack

When playing solo, the player may play with only one character or a party. In adventures of TTRPG, it's normally expected that there is a party to face the adversities, a level 1 PC alone cannot last much longer, so you have three choices:

- You play with an adventure designed for one PC: You basically play an adventure made for solo role-playing, specially one made for one character
- You play with one stronger PC: Create a PC with higher level than expected by the adventure. For example, you're playing a type adventure that would require level 1 PCs, so you can create a PC whose level is something between 2 and 4.
- You control a whole party: instead of playing with only one character as habitual, you create more characters; you can elect one character as the main protagonist, while the others would function more like "NPCs", although they are playable characters too. You can create four or more characters, or

you can create fewer characters, but with higher level.

Less crunchy TTRPG systems may be better for you

In a context of TTRPG, "crunchy" means a TTRPG system heavy in mechanics, in other words, you as a player need to do more actions (like dice rollings, calculations, consult of tables, etc.) to perform an action.

Everybody has their favorite TTRPG system, and has a lot of fun when playing with this system with their group of friends, but will it work when playing solo?

When playing in a group, everybody handles their own sheet, while the Game Master takes care of the rest. But when playing solo, it's you that is managing everything (different character sheets, monsters, events, etc.), so it can become tiresome for some people. Perhaps the crunch is justly what makes TTRPGs fun to you, but probably this is not the case for most people.

If managing too many things is inconvenient for you — or you are a beginner —, you have three choices:

- **Make your TTRPG uncomplicated:** ignore some rules, make some mechanics less complex, simplify some tables or even make the tables unnecessary.
- **Use a less crunchy TTRPG system:** instead of discarding the rules of a crunchy system, simply use another TTRPG system that is simpler.
- **Use a TTRPG system designed for solo play:** this option is actually a variation of the second choice; you simply use a system designed for solo role-playing

Sharing

Dealing with a lot of character sheets is complicated. You can simplify things, let's say you

have a party of four characters, you can simplify the system in a way that you are able to write all information of the four characters in a single paper.

In regard to the equipment and money, you can put everything in one place, all the items are shared. In this way, you don't need to be analyzing what items each character has, you just need to look at only one place, it's much easier to manage resources.

YOU SHOULD HAVE A DIARY FOR THE PC

No matter whether you're playing with only one character or a party, probably you have a main character. Make a diary for this special character, you can buy a notebook or create a digital text file to write the annotations.

The idea is to increase the immersion in the adventure, and you can also write other things in the diary: how much of HP left the enemies have, maps of places, results given by the Game Master Emulator, etc.

You simply narrate the adventure from the point of view of the PC, you write in the present tense because you don't know whether the PC will be alive in the next moment, so it's you as a player that is keeping the diary. Pretend that you're writing a novel narrated in the first person!

"I, and my friends are in a tavern drinking a good ale, but suddenly a villager appears at the door saying that the village's mage was kidnapped".

FINAL WORDS

These were just tips, perhaps it's justly the crunchy that attracts you to TTRPGs, you may like to deal with many papers of character sheets or tables, each person is different. The goal is that you have fun playing solo.

MECHANICS AND SPECIFIC RANDOM TABLES

THE ANSWERING DICE ☆

These are the most important mechanics, the stars of this manual, and the mechanics that can complement all the other mechanics and tables.

THE YES/NO DIE

In situations whose answer is yes or no, you roll a 1d6, the "Yes/No die". Is there a secret dungeon behind this door? Will that NPC say to me how to reach my goal? Is there a trap inside the treasure chest?

1   No, and there is an aggravating factor
2   No
3   No, but...
4   Yes, but...
5   Yes
6   Yes, and there is an aggravating factor

Always formulate your question in a way that the Yes answer leads to adventure or a more dramatic situation, don't ask whether the cabin is safe, but whether there are monsters inside it.

Let's use this example of the cabin for each of our answers. It's night, your party is approaching a cabin in the middle of the woods, *do you hear something coming inside the cabin?* You roll the die:

1 – No, actually the whole wood is silent
2 – No, simple as that
3 – No, but your party has the feeling that something is wrong, it can be their imagination or not
4 – Yes, but nothing alarming, just sounds that could come from an empty cabin, like the wind moving an open window panel or a rat running over the mobiles
5 – Yes, there is something there
6 – Yes, and you can clearly say what may be inside.

You got 2, and you decide to enter the silent cabin. Here comes the second question, *is there any danger inside the cabin?*

1 – No, despite it's dark, everyone can see that there is no space for an enemy to hide, it's safe with no doubt
2 – No, you see no imminent danger
3 – No, but the cabin is dark, there is a chance that something may be hiding
4 – Yes, but what is there is outnumbered, hurt, or does not attack at first, maybe you can solve the situation without a combat
5 – Yes, you see creatures that can harm you
6 – Yes, and they have success in ambushing you, an attack happens with advantage for them; or they do not ambush you, but they outnumber your party and they are well-equipped

Modifiers for the Yes/No die

Sometimes, you want to roll the Yes/No die, however you are in a situation that tends to a side. For example, you are in a forest that may contain some kind of monster, however you are near the capital that has too much activity, soldiers patrol the area regularly, and the place has a history of being safe. You can add a −1 or −2 modifier to favor a No answer. If you get a Yes result, you'll have an opportunity to create an interesting situation to justify the presence of a dangerous foe there. Another example, there is an NPC that is not happy with the PC for any reason, the PC asks the NPC for a favor, this is a situation that a modifier can be applied.

The modifiers can range from −2 to +2, if you get a result that is 0 or lower, it will count as 1, and if you get 7 or more, it will count as 6. You may ask: "why not a −3 or +3 modifier? I already know that the answer is Yes or No, I just want to know the intensity". If you already sure about the alternative, perhaps you should make another question... but you are free to do what you want, if you want to follow this path, you can say that 1-2 results is the "weak Yes/No", 3-4 for the "normal Yes/No", and 5-6 for the "aggravating Yes/No".

The alternative-chooser dice

Sometimes the question demands an answer that doesn't admit a gradation of yes or no, but the choice of between different possibilities. *Is the new character a man or a woman? Will the general choose to cross the mountains, sail on the river, or take the shortcut in the caves? Who is hiding the magic collar, the father, the mother, the grandmother, the son, or the daughter?*

You can create mental tables (or write them) and define some criteria to choose the options. Between two options, you can use 1d6, and say that 1, 2, and 3 chooses Option A, and 4, 5, and 6 chooses Option B. Or I can define that even numbers select the Option A, and odd numbers select the Option B.

Another example: for three choices, you can still use 1d6, and define that 1 and 2 favor Option A, 3 and 4 favor Option B, and the rest favors Option C.

You can use other types of dice (d8, d10, d12d, d20, d100, etc.) to help you to choose different alternatives.

Getting numbers

Some questions involve, numbers. *The Yes/No die determined that the PC will be surprised by enemies when the door is open, and the alternative-chooser die said that the enemies are orcs. But there are how many of them?* You can determine the number by using any die that makes sense for the context, you can choose 1d4 if you want to make the game easy, or use 1d6, 1d10, or die of higher number if you want more thrill.

Mathematical operations and conditions may be used. A treasure was found, but how many of gold or silver you'll get? The Yes/No die may answer the question *"There is gold in the chest, but is it in great quantity?"* with a 4 (Yes, but...), so to define the amount of gold you can multiply the results of 1d4 and 1d100, and accept the result only if it's higher than 200 (there is the possibility that you may get a ridiculously low value with the 1d100 that wouldn't make sense given the answer of the Yes/No die, that's why there is the condition too);

this was just an example, maybe 200 gold is a fortune in the Setting you're playing, it's you that must analyze the parameters.

Hexcrawl

Hexcrawl is a way of exploring outdoor scenarios through hex maps, the hex maps are formed by hexagonal polygons (called "hex"!), each hex representing an area of a certain type and size. These maps exist to help players to explore the fictional world

All hexes from a map must represent the same size, that is defined by the scale of the map. The size of a hex can be defined by the distance from a flat/edge to another, it can represent 3.5 km (or 2 miles), 10 km (6 miles), etc.

Each hex represents a biome or other type of area, like forest, desert, marsh, grassland, hills, mountains, etc. A hex can also have an interesting place or event, for example, there can be a castle in a forest hex, or an encounter with enemies that may happen if the character goes to a certain marsh hex.

It's not the purpose of this manual to teach about RPG elements, if you want to learn more about hex maps, you can do your research. It's a good idea to search for images of fantasy hex maps, specially the ones that contain rivers.

* * *

In order to generate a hex map, you start with one hex.

You can define yourself the type of terrain or biome of the current hex. But if you don't have one in mind, here is a table:

d10	Biomes
1	Forest or Woodlands
2	Grassland
3	Grassland or Forest/Woodlands
4	Hills
5	Hot desert or cold desert
6	Marsh, wetlands, swamp or bog
7	Mountains
8	Savanna
9	Taiga or Tundra
10	*Body of water*

Now you add a new hex always starting from the initial hex.
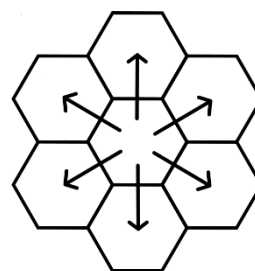
The created hexes can become initial hexes for new ones.
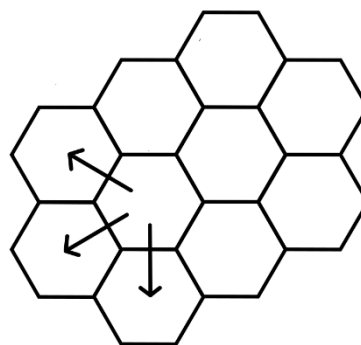
During the process of hex creation, for each new created hex, the biome must be defined. There is a probability that the adjacent hex has the same biome from the initial hex, so you define a probability for this to happen, the standard is 5 (you can change it!), so if you get this number or less in the die, you use the same biome, otherwise you roll the biome table again using the table presented before.

Of course, you don't need to infinitely expand the map, you create more hexes as many as necessary.

It's you who must define in what hex your character will start their adventure.

Bodies of water

If you get "body of water", it can mean a river, lake or sea/ocean. You can roll 1d6 to decide:

d6	Bodies of water
1–2	River
3–4	Lake
5–6	Sea / Ocean

Besides rivers, all bodies of water occupy a hex, and they follow the same rules of biomes; rivers exist between hexes. *However, if the scale of the map is big, each part of the river occupies a full hex too, remember, on a map, a larger scale shows more details but covers a smaller area, while a smaller scale map*

shows fewer details but covers a larger area, for example, the map of a city has bigger scale than the map of its country.

By the way, if your character starts the game in a body of water, it may mean that the PC is in a boat, ship, or even swimming. But if you don't like this, you can re-roll the die.

For the case of rivers that are between hexes, they must "move" between hexes as a curvaceous line. The next hex does not gain a biome because you draw a river between it and the initial hex, so you must roll the die again to get an actual biome for the new hex (if you get body of water again, just ignore it, and re-roll the die).

It's not interesting to complicate things with more rules. Insert the neighbor hexes with terrestrial terrains, and then start drawing the river between the hexes. If you want to use the die to decide the path of the river, you can define that 1, 2, and 3 means that the river goes left, and 4, 5, and 6 means that the river goes right; if one of these directions leads to a part of the river (in other words, the river makes a circle and falls in on itself), you must follow the other side. If you don't want to define the path of the river by yourself, but abuse the use of the die, I still recommend you to define the path yourself sometimes because there is the risk of the river go in an inconvenient direction. It's your decision.

In the case the scale of the map is big, so even a river can occupy a full hex, you do the same process of defining a new biome, but you elevate the probability for a river from the standard 5 to 9. For the next neighbor hex from this initial hex, you still apply the probability of 9, in order that the river hex has two neighbor river hexes, because remember, a river is going to a direction, but it's also coming from somewhere. For the third neighbor hex, all results of biomes are accepted, except bodies of water.

If you are in a situation in which the die created a river that doesn't make sense, you can correct it manually.

INTERESTING PLACES

You can use 1d6 to define whether a hex has a place to explore beyond the wilderness, the standard is 3, if you get 3 or less, there is something, and you use the next table; if the result is 4 or higher, there is nothing to see beyond the wildlife.

d6	PLACES
1	Castle or Fortress
2	Cave
3	Dungeon
4	Encampment
5	*Landmark* (SEE PAGE 53)
6	*Settlement*

d6	SETTLEMENTS	d6	
1	Abbey	4	Hamlet
2	City	5	Village
3	Farmstead	6	Town

If you want more options, there are the random tables.

In the Appendix (pages 69 and 70) there are two blank hex maps, one with no details, and the other one that has coordinates.

PATHCRAWL

An alternative to hexcrawl is **pathcrawl**. The difference between pathcrawl and hexcrawl is that, while in hexcrawl the characters travel from a hex to another, in pathcrawl the characters travel between points of interest.

It's important to note that pathcrawl itself is a variation of pointcrawl. Pointcrawl usually only marks really relevant points (so pointcrawl maps are usually simpler). Pathcrawl, in other hand, has more points, with intermediate points between relevant locations, points with their own ramifications, etc. In resume, pointcrawl favors the destinations, while pathcrawl favors the journey to these destinations.

Here is an example why pathcrawl is interesting: imagine that the party must go to the Tower of the Ancient Lord that is behind the mountains; in a hexcrawl, the party may simply opt to follow to the Tower in a straight line, what mean crossing the mountains (the TTRPG system you use may have rules to make the party get lost in a hex map for making the exploration more interesting), but this is not how it works in fantasy stories or even in real life.

What people do, when they must go to a destination, is to choose a path. Let's reuse the previous example; in order to go to the Tower of the Ancient Lord, there are three known paths: go around the mountains in a prohibitively long way, cross the mountains in a specific passable path that is too dangerous, or enter into an insecure cave that will lead to the other side.

Pathcrawl is not meant to be used as "fast travel", to reach any point is necessary to travel some distances that will take parts of the day, and events (like encounters) may occur not only in the points, but in the paths as well.

A point has at least one path leading to other point — what basically is a connection —, the maximum amount of different connections is defined by the amount of possibilities of directions you want to have in your map: you may opt for only North, East, South, and West (four possible directions); you can add directions like Northeast and Southwest too (eight possible directions); or even more directions like North-northeast and South-southwest (sixteen possible directions).

The process of making a pathcrawl map involves two phases: in the first one we just create the points with their respective paths, in the second phase we add some personality to this map, like type of terrain, what each point may have, etc.

FIRST PHASE

There are four steps to be followed for each point created:

In the **first step**, you starting giving a generic name to the point, the suggestion are names like A0, A1, A2..., B0, B1, B2,..., Z7, Z8, and Z9. After that, you define the maximum number of paths that a point can have. Keep in mind that even if you admit sixteen possibilities of directions in your map, you can determine — for example — that each point has at most four directions, it's up to you!

The second step is to define the directions for each path. Of course, you discard the results for directions that already exist.

d4	DIRECTION
1	North
2	East
3	South
4	West

d8	DIRECTION
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Use the answering dice to choose one of the two columns:

d8	DIRECTION	
1	North	South
2	North-northeast	South-southwest
3	Northeast	Southwest
4	East-northeast	West-southwest
5	East	West
6	East-southeast	West-northwest
7	Southeast	Northwest
8	South-southeast	North-northwest

The **third step** defines the length of the path. The following table presents different types of results (there is a version for 1d6 and other for 1d12), in which the first columns privilege long distances, while the last ones favor shorter distances, you choose the one that matches the style of map you want to create.

d6	d6	d6	d6	DISTANCE
1	1	1–3	1–4	9 km or 6 miles
2	2–3	4–5	5	18 km or 12 miles
3–6	4–6	6	6	36 km or 24 miles

d12	d12	d12	d12	DISTANCE
1	1	1–9	1–10	9 km or 6 miles
2	2–3	10–11	11	18 km or 12 miles
3–12	4–12	12	12	36 km or 24 miles

The **fourth step** defines the difficulty of the path, whether it is passable, difficult, or impassable.

Passable: a path that a character can pass with no problem, like a normal road, a trail in the forest, etc.

d20	IMPASSABLE TERRAIN		
1	Chasm	6	Full of enemies
2	Collapsing floor	7	Gas
3	Cursed barrier	8	Illusions
4	Explosive traps	9	Locked gate
5	Fog maze	10	Magic seal
11	Movable terrain	16	River
12	Poison	17	Rotting bridge
13	Powerful creature	18	Strongly guarded
14	Puzzle mechanism	19	Swarm
15	Quicksand	20	Wall of thorns

You must create all the points with their respective paths before going to the next phase.

Be careful in connecting both sides of an impassable path, if the character can go to the other side by crossing other short routes, they will have no incentive to solve the challenging of the impassable path, so you have two solutions:

Difficult: it's the terrain that presents some challenging to be crossed, some examples are climbable parts of a mountain, irregular surface, shallow rivers that can be crossed by foot, etc. It's your TTRPG that tells how to deal with such terrains.

Impassable: this one is special, it's a possible route, however the character must have something (or have done something) to cross this path, here are some examples: a river that can be crossed or navigated if the PC has access to a boat, a very resistant door that can only be open by a key, or a chasm that can be crossed if the character pays a high value to use the zip-line route.

d12	d12	d12	d12	TERRAIN DIFFICULTY
1	1	1	1–2	Impassable
2	2–3	2–4	3–6	Difficult
3–12	4–12	5–12	7–12	Passable

d20	d20	d20	d20	TERRAIN DIFFICULTY
1	1	1	1–2	Impassable
2	2–4	2–6	3–8	Difficult
3–20	5–20	7–20	9–20	Passable

Once the impassable path is crossed, it can lose its status of impassable path depending on the context.

When you finally create a path, you must make a point in the new end, where you'll repeat the process. If the previous point still has directions to be created, come back to the previous point to generate the new paths.

- Simply make the area after the impassable path to be isolated from the rest of the paths.
- The character can go around to reach the other side; however, they will need to walk an insanely long way...

Second phase

Between the paths there will be empty spaces, you can fill them with biomes. You start with one side of the path.

d10	Biomes
1	Forest or Woodlands
2	Grassland
3	Grassland or Forest/Woodlands
4	Hills
5	Hot desert or cold desert
6	Marsh, wetlands, swamp or bog
7	Mountains
8	Savanna
9	Taiga or Tundra
10	*Body of water*

The other side much likely will have the same biome, so you define a number (the standard is 9) and roll a d10, if the result is from 1 to the standard number, you repeat the same biome. Obviously that you can change the standard number if you want more variation.

It doesn't take too much time to reach the moment when you go to a path and it already has a biome in its side that was created when dealing with other previous path. In this case, you don't make a second biome for the side that already has one, you only focus on the side of the path that doesn't have a biome.

You can use the answering dice to determine whether there is something else in the point. If there is something:

d6	Places
1	Castle or Fortress
2	Cave
3	Dungeon
4	Encampment
5	*Landmark* (See page 53)
6	*Settlement*

d6	Settlements		
1	Abbey	4	Hamlet
2	City	5	Village
3	Farmstead	6	Town

If you want more options, there are the random tables.

In the case that there is nothing in the point, the character is in the wild. If you want, you can try to roll an encounter.

In regard to the nature of the paths, whether they are roads (paved or not), traversable spaces in a forest, bridges, tunnels, or anything else, you choose what makes more sense, otherwise you use the answering dice.

Final considerations

The process of making a pathcrawl map is divided in two phases because when you reach the second phase, you already have the big picture, so it's easier to make a scenario that makes more sense to the available web of routes.

If you want to be surprised alongside your PC, you can combine both phases, in the sense that while you're creating points and their paths, you create the details of the environment. You only create more elements when you travel to new directions, the map increases on demand!

DEPTHCRAWL

This is a mechanic inspired by the works of Emmy "Cavegirl" Allen, in which you combine the tables of **locations**, **details**, **events**, and sometimes **encounters**.

The tables require a die of certain size, but they present more possibilities that can only be selected if the variable **Depth,** whose default value is 0, has a value high enough. For example, a location table requires a d20, but has 32 locations, so the only way of getting the entries from 21 to 32 is having the variable Depth with a value bigger than 0; let's say that you got 18 in the die and has the Depth value of 5, so you'll select the location 23.

The deeper you delve in an area, the higher the value of Depth's will be, in other words, when you go to a new area (go to a deeper level), you increment +1 to the variable Depth. What is a deeper level? It can be anything, the lower level of a dungeon or higher floor of a tower, the inner part of a big forest, or it can be something more abstract, like the advancement in the adventure.

The entries within the range of the die are common, so from the previous example, the locations from 1 to 20 are considered common, while the ones from 21 to 32 have something more special.

This chapter will present tables for locations, details, and events, but for encounters you can use tables from other chapters that deal with it.

d20	LOCATION						
1	*Nothing*	9	Cave entrance	17	Nest	25	Cemetery
2	Grove of dead trees	10	Stairway	18	Door	26	Temple
3	Garden	11	Sinkhole	19	Big table	27	Dungeon entrance
4	Simple house	12	Natural bridge	20	Simple tower	28	Large ruins
5	Den	13	Mound	21	Encampment	29	Circus or Theater
6	Small ruins	14	Orchard or Farm	22	Settlement	30	Mansion
7	Pond or pool	15	Obelisk	23	Throne or Cauldron	31	Giant's skull
8	Big rocks	16	Well	24	Giant tree	32	Pyramid

d20	DETAILS						
1	*Nothing*	9	Frozen	17	Spiral	25	Inverted
2	Strange alphabet	10	Man-made lighting	18	Paintings	26	Translucid
3	Burned	11	Dead bodies	19	Noble	27	Spectral
4	Flooded	12	Apotropaic objects	20	Treasure	28	Disturbing images
5	Fungal	13	Skeletons	21	Floating	29	Whispers
6	Mechanical parts	14	Statues	22	One-way portal	30	Singing
7	Glass	15	Enchanted	23	Fairy Ring	31	Alien architecture
8	Idols	16	Mirror	24	Dreamlike	32	Living parts

d20	EVENTS						
1	*Nothing*	9	Accident	17	Demolition	25	Enchantment
2	Funeral	10	Research	18	Restoration	26	Rescue or Escape
3	Birth or Hatching	11	Exhibition	19	Meditation	27	Conjunction
4	Crafting	12	*Phenomenon* (SEE PAGE 57)	20	Celebration	28	Blight
5	Wedding	13	Negotiation	21	Coronation	29	Apparition
6	Performance	14	Training	22	*Ritual* (SEE PAGE 46)	30	*Curse* (SEE PAGE 47)
7	Meeting	15	Pilgrimage	23	Resurrection	31	Rebirth
8	Harvest	16	Construction	24	Battle	32	Blessing

DISTRIBUTING ELEMENTS ON AN AREA

By element, it can mean anything: stones on the ground, columns, trees, statues, furniture, buildings, housing blocks, villages, cities, mountains, continents, etc., it can be applied even to people or other living beings when the PC meets them for the first time in a place.

You first define the initial number of possible elements; this initial value must be of the size of a die you have. If you want a table to help you to decide the initial amount:

d6	PLACES
1	d4
2	d6
3	d8
4	d10
5	d12
6	d20

Let's consider you choose the maximum amount to be d12. You can distribute 12 elements in rows, and enumerate them.

Then you roll the chosen die — 12 in the case of the example — to get the actual quantity of elements. Let's say you got 8, so you'll need to remove the difference, in other words, you'll delete 4 of the 12 elements.

You roll the chosen die the number of times of the elements you must discard, always ignoring the repeated results. Following the example, let's see the results of 4 rollings of d12: 9, 1, 12, and 7.

Depending on the type of the element, they

can be in different directions, like houses from a hamlet. For changing them, we can define that the initial direction is towards the "South". In the example of the following picture, the red bar shows the main side, that is pointing to "South".

Here is a table for defining the final

direction of each element:

d8	FINAL DIRECTION
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

You roll the 1d8 for each element, following their numbers, starting from the smaller number. Here are the results of our example: 2 (North), 3 (North), 4 (East), 5 (North), 6 (Northwest), 8 (Northwest), 10 (North), 11 (West).
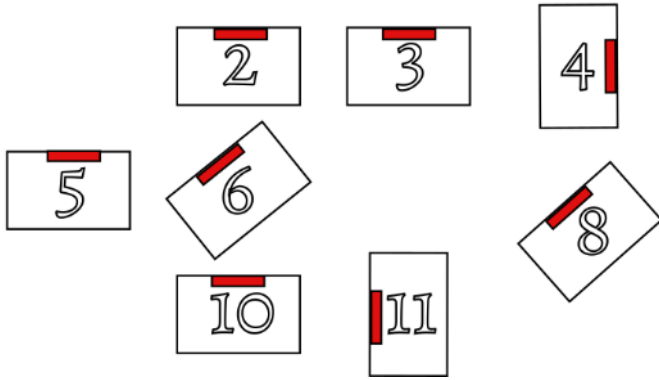
From now on, you can give more space between the elements in order to make something that makes sense. For example, they can be houses from a hamlet, and there are some streets separating them. If you want even more randomization, you can use the answering dice, especially the dice for numbers, go get the distance between element X from element Y.

If you want to add even more elements, you can use dice with higher numbers, or you can create blocks of d20 elements to join them later, like building housing blocks for making a neighborhood or even an entire city.

ENCOUNTERS IN OPEN AREAS

d20	INITIALLY FRIENDLY ENCOUNTER
1	Naturalist, archaeologist or other scholar(s) doing their research
2	Apparently non-hostile slave who is running away
3	Member(s) of local or ally army in patrol or going to defend some place
4	Hunter, miner, lumberjack, or other worker doing their job
5	Encampment of friendly people
6	Merchant in trouble (e.g., their wagon has broken or horse fled)
7	Scout, explorer, pilgrim, or hermit
8	Lost noble separated from their guard
9	Druid(s) communing with nature
10	Ally soldiers looking for one or more deserters
11	Docile animal(s)
12	Paladin with a sacred mission
13	Apparently good witch who offers magical services (e.g., cure, enchantments, etc.)
14	Lost child(ren) wanting their parents
15	Friendly magical creature (can provide shelter, repair something, etc.)
16	Deity's messenger appears to test the PC's or party's virtue
17	Mercenary group resting, open to hiring or trading
18	Attractive person who is lost or in a mission; a potential love interest
19	Cheerful necromancer looking for bones (harmless, but seems to be crazy)
20	Relatively large group of common people that want to join with others for protection

d20	INITIALLY UNFRIENDLY ENCOUNTER
1	Bandit(s) bragging about the last robbery
2	Outlaw who escaped from prison
3	Member(s) of enemy army
4	Gloomy person or group with weapons in hand
5	Encampment of mean-looking people
6	Trapped person who has marks (e.g. tattoos) informing that they are an assassin
7	Sinister person looking for something, they interrogate whoever they encounter
8	Noble person with their guard who is rumored to hunt people for fun
9	Cultist(s) performing sinister ritual
10	Deserter who'll kill to avoid capture
11	Dangerous animal(s)
12	Possessed traveler attacking indiscriminately
13	Charismatic old woman inviting people to enter her house for a little chat
14	Demon-possessed child (initially doesn't attack, but clearly has a sinister aura)
15	Werewolf mid-transformation
16	Magical person who can grant a wish for a supposedly low price
17	Mercenary group bored, they may want to play perverse games with who appears
18	Very attractive person who wants to take the PC to a private place
19	Necromancer with armed undead soldiers wanting to increase his small army
20	Powerful hostile monster (much more powerful than PC's party)

ENCOUNTERS WITH ENEMIES

In this sub-chapter, there is a series of tables for encounters with potential enemies in the most diverse environments.

It's not specified the number of enemies for each encounter, you can choose a die to determine the number of enemies that can be a challenge for the PC without being certain death, or you can use the following table:

d4	DIE FOR THE NUMBER OF ENEMIES
1	d2
2	d4
3	d6
4	d8

d12	ENEMIES IN DUNGEONS OR HAUNTED HOUSES						
1	Bandit	4	Hobgoblin	7	Rat or Spider, giant	10	Vampire
2	Ghoul	5	Living statue	8	Skeleton	11	Wight
3	Goblin	6	Mummy	9	Specter	12	Zombie

d12	ENEMIES IN FORESTS OR RUINS						
1	Animal	4	Dragon	7	Goblin	10	Ogre
2	Bandit	5	Dryad	8	Golem	11	Sprite
3	Blink Dog	6	Gnome	9	Hobgoblin	12	Troglodyte

d12	ENEMIES IN FORESTS OR RUINS SPECIFICALLY AT NIGHT						
1	Ghost	4	Hellhound	7	Orc	10	Troll
2	Ghoul	5	Kobold	8	Owlbear	11	Vampire
3	Gnoll	6	Lycanthrope	9	Rhagodessa	12	Wraith

d12	ENEMIES IN CAVES						
1	Basilisk	4	Insect, giant	7	Rhagodessa	10	Skeleton
2	Bear	5	Kobold	8	Scorpion	11	Slime or Jelly
3	Dragon	6	Rat, giant	9	Shrieker	12	Troglodyte

d12	ENEMIES IN MOUNTAINS OR HILLS						
1	Chimera	4	Griffon	7	Lycanthrope	10	Pegasus
2	Dragon	5	Hawk	8	Manticore	11	Wolf
3	Giant	6	Hippogriff	9	Orc	12	Wyvern

d12	ENEMIES IN HOT DESERTS OR BARRENS						
1	Bandit	4	Efreeti	7	Hawk	10	Purple Worm
2	Djinni	5	Gnoll	8	Hellhound	11	Rhagodessa
3	Dragon	6	Griffon	9	Ogre	12	Scorpion

d12	ENEMIES IN GRASSLANDS AND SAVANNAS						
1	Bandit	4	Giant	7	Insect Swarm	10	Titanothere
2	Boar	5	Gnoll	8	Lion	11	Troll
3	Dragon	6	Goblin	9	Scorpion	12	Wolf

d12	ENEMIES IN SWAMPS						
1	Basilisk	4	Giant	7	Lizard man	10	Skeleton
2	Crocodile	5	Hag or Witch	8	Orc	11	Stirge
3	Dragon	6	Leech	9	Shadow	12	Troll

d12	ENEMIES IN COLD ENVIRONMENTS (TAIGA, TUNDRA, COLD DESERT)						
1	Bandit	4	Dragon	7	Mastodon	10	Troll
2	Bear	5	Frost Salamander	8	Rhinoceros	11	Wolf
3	Boar	6	Giant	9	Shadow	12	Wraith

d12	ENEMIES IN BODIES OF WATER						
1	Crab	4	Mermaid	7	Roc	10	Shark
2	Crocodile	5	Nixie	8	Sea dragon	11	Water Termite
3	Hydra	6	Octopus	9	Sea serpent	12	Whale

Another alternative of selecting enemies is using the "book of monsters" you have. For example, if the list of monsters in the TTRPG book starts at the page 74 and ends at the page 198 (therefore, 124 pages of enemies), you can roll 2d10, 1d20, and 1d6 to select a page. Let's say you got 32, you can sum this number with 73 (just one page before the chapter of monsters) in order to select the page 105, that's the page that contains the monster the emulator chose for you. If the result of the dice is higher than the number of pages dedicated for monsters, you use only the exceeding number; for example, with a result of 125, you subtract 125 from 124, you get 1, then you sum this number with 73, getting 74, so you select the monster from page 74.

If the page has more than one enemy, roll a die to select the monster.

PLACES AND THEIR INTERIORS

The adventure may happen in a closed space, like a building, cave, dungeon, or any place in which the character is not free to go to any direction; this also applies to supposedly open spaces that don't allow free movement, like a dense forest that has some narrow free paths.

In this sub-chapter, you'll see a lot of area measurements; if you don't feel comfortable in dealing with such numbers, you can only consider their qualitative descriptions, like "Small", "Medium", "Big", "Enormous", etc.

You can use the die to define the size of the place, that can be a building, a dungeon, or anything else:

d6	PLACE'S SIZES	PTS
1	Small (10–100 m²) 100–1,000 ft²	3–30
2	Medium-sized (100–1,000 m²) 1,000–10,000 ft²	30–300
3	Big (1,000–10,000 m²) 10,000–100,000 ft²	300–3,000
4	Enormous (10,000–50,000 m²) 100,000–500,000 ft²	3,000–16,000
5	Gigantic (50,000–200,000 m²) 500,000–2,000,000 ft²	16,000–66,000
6	Colossal (200,000+ m²) 2,000,000 ft²	66

The sizes of buildings allow some variation; a small building can have the size of 15 m² (160 ft²) if you want. You use your own criterion to define that.

If you want something more down-to-earth:

d6	PLACE'S SIZES	PTS
1	Small (10–100 m²) 100–1,000 ft²	3–30
2	Medium-sized (100–1,000 m²) 1,000–10,000 ft²	30–300
3	Big (1,000–10,000 m²) 10,000–100,000 ft²	300–3,000

In regard to the rooms, they can be of any size. Here is a table of sizes for rooms:

d10	ROOM'S SIZES
1	1,5–3 m² *like a pantry* 15–30 ft²
2	3–7 m² *like a bathroom* 30–75 ft²
3	7–12 m² *like a bedroom* 75–125 ft²
4	12–18 m² *like a kitchen* 125–190 ft²
5	18–25 m² *like a master bedroom* 190–270 ft²
6	25–35 m² *like a living room* 270–375 ft²
7	35–50 m² *like a dining hall* 375–540 ft²
8	50–75 m² *like a home theater* 540–800 ft²
9	75–110 m² *like a ballroom* 800–1,180 ft²
10	110–200+ m² *like a palace hall* 1,180–2,150+ ft²

The names of types of rooms are only illustrative, you can have a 35–50 m² kitchen or a 1,5–3 m² bedroom. If you want an option with only the sizes of smaller rooms:

d6	ROOM'S SIZES
1	1,5–3 m² (15–30 ft²) *like a pantry*
2	3–7 m² (30–75 ft²) *like a bathroom*
3	7–12 m² (75–125 ft²) *like a bedroom*
4	12–18 m² (125–190 ft²) *like a kitchen*
5	18–25 m² (190–270 ft²) *like a master bedroom*
6	25–35 m² (270–375 ft²) *like a living room*

It's inconvenient to calculate how many rooms fit in a big construction by the size of the rooms in square meters or square feet, that's why there is the system of points.

For example, a small building of 10 m² (100 ft²) has 3 points of space, or if it is 15 m² (160 ft²), it has 5 points of space. It's easy to know how many points an area is equivalent to, you just need to divide the area in square meters by 3 (or divide the area in square feet by 30) and round the result.

The number of points of space of a room is simply defined by the die result that selected it.

Most rooms have a rectangular format, but there are variations, so here is a table to decide:

d6	FORMAT OF THE ROOM
1	Elongated like a corridor
2	Square
3–6	Rectangle

For defining the number of doors or free passages a room have, you can roll 1d4, or other die of higher number if the room is bigger. In order to determine whether there is a free passage or door, and if a door is locked or unlocked, you can use the Yes/No Die with modifiers.

If it's a dungeon or cave, the rooms probably are connected by corridors, roll the 1d6 to define the format of the corridor.

d6	FORMAT OF THE CORRIDOR
1	In format of Π
2–3	In format of L, Γ, or any variant
4–6	Straight-lined

Let's simulate the generation of a building: you roll the die and get 4, since you're using the smaller table, you get a small building that you decided to be the size of 20 m² (215 ft²), so 7 points of space. Since the building is small, it's better to use the table of smaller rooms, you roll the die and get 4, it means that there is only 3 points of space left; you roll the die again and get 6, you must discard this option because this room requires more space than what is available; you roll the die again and get 2; since there is only 1 of space left now, you don't need to roll the die again, you already know that your third room will have the space of 1. You have three rooms, you can use the answering dice to determine what kind of rooms they are, if there are doors and windows, how many doors and windows, if there are different floors, where are the stairs connecting the floors, etc. For places like dungeons, caves, and any other kind of disperse places, you can create only the rooms without worrying about the space they are occupying; you can connect the rooms by corridors.

d6	SMALLER BUILDINGS	BIGGER BUILDINGS
1	House	Administrative building
2	Inn	Hospital
3	Medical post	Mansion
4	Shop	Castle or Palace
5	Small temple	Prison
6	Workshop	Temple

For more options, see the random table "Buildings and places"

d20	SHOPS	WORKSHOPS	d10	ADMINISTRATIVE BUILDINGS
1	Apothecary	Alchemist's Lab	1	Almshouse
2	Armorer's shop	Bakery	2	Armory
3	Barber	Blacksmith's Forge	3	Bailiff's Office
4	Bookshop	Brewery	4	Castle Keep (Donjon)
5	Butcher	Carpentry Workshop	5	Court of Piepowders
6	Chandler	Clockmaker	6	Courthouse
7	Clothes shop	Cooperage	7	Customs House
8	Fishmonger	Distillery	8	Exchequer
9	Furrier	Dye Works	9	Guildhall
10	Grocer	Foundry	10	Town Hall
11	Haberdasher	Glasshouse		
12	Herbalist	Jeweler's Atelier		
13	Locksmith	Mill		
14	Mercer	Mint		
15	Pawnbroker	Paper Mill		
16	Poulterer	Pottery		
17	Scribe's Stall	Scriptorium		
18	Spicer	Shipwright's Yard		
19	Toymaker's Stall	Tannery		
20	Vintner	Weavery		

FILLING THE ROOMS

Now you have the floor plans of the buildings, or the maps of the dungeons, but what are in their rooms?

If you don't have the answers and the answering dice cannot help, you can use the following table:

d6	INITIALLY UNFRIENDLY ENCOUNTER
1	Animal or person guarding the place (friendly or not)
2–6	Just some basic furniture

Since the place doesn't necessarily need to be dangerous, the following tables don't determine encounters with enemies, so you must use the answering dice. If the place has different floors, you must use the answering dice to see whether the room has stairs or hatches leading to other floors.

d12	WHAT IS IN THE UNLOCKED ROOM
1	It has something unusual (e.g. swimming pool, statue, indoor garden)
2	Shelves with ordinary items
3	Depot of supplies, or bathroom
4	Dining table
5	Place for resting; a bedroom or dormitory
6	Place for food preparing; a kitchen
7	Place for study; a library or office
8	Place for training or administration
9	Place for socialization; living room
10	Place for important reunions, perhaps has a relatively big table or even a stage
11	Place dedicated to religion; chapel or shrine
12	*A new NPC*

d12	WHAT IS IN THE LOCKED ROOM
1	A trap that will catch the curious ones
2	Shelves with items that may be useful
3	A laboratory
4	Normal bedroom (perhaps there are interesting personal items here)
5	Detention cell
6	Relatively comfortable bedroom for special prisoners
7	Armory
8	It has furniture and other items for simple rituals
9	A big piece of art depicting a sinister scene
10	An office with sensitive information
11	*A new NPC*
12	A treasure chest (it may contain small or medium amount of riches, or a trap...)

d12	WHAT IS IN THE UNLOCKED ROOM OF A DUNGEON, CAVE, OR ABANDONED BUILDING
1–6	*Nothing, the room is empty, or have basic furniture*
7	One or more dead bodies
8	A warning for the PC (note in the wall or board, body with clues, etc.)
9	A sinkhole if cave or dungeon / dark hole if abandoned building
10	It has furniture and other items for rituals of medium complexity
11	*A new NPC*
12	Small amount of wealth, or useful items that were abandoned or left unprotected

d12	WHAT IS IN THE SECRET ROOM
1	A chained monster
2	An arsenal of special weapons
3	One or more sarcophagi
4	A highly decorated bedroom
5	It has furniture and other items for highly complex rituals
6	A laboratory in which something much more sinister is being tested or created
7	The altar for a god from a prohibited religion
8	A portal to somewhere else
9	A magical mirror or communication device
10	Cure for something, or item that can harm the enemy
11	A treasure chest with high amount of wealth and special items
12	Magical creature trapped, it promises to grant a wish if freed

Factions

Factions can be any type of group: a clan, a private or governmental organization, a religious group, a gang, a tribe, a guild, whatever, a faction can also be a region or entire nation. If there is a group of people, no matter the size, that can affect the journey of the PC, it's a faction.

Factions are useful because they facilitate the job of giving purpose to NPCs, and making the world more alive. It helps to make the narrative more dynamic.

If the TTRPG you're using has rules for creating and running factions, even better.

d12 Types of factions

1	Clan or Tribe	5	Ideological group	9	Private organization
2	Criminal gang	6	Military sector	10	Rebel group
3	Government organization	7	Militia	11	Religious group
4	Guild	8	Political group	12	Secret organization

You can give names for these factions, what kind of people participate in them, their relations to other factions, and what are their purpose.

d20 Faction's goal

1	Increase the political influence of their members
2	Spread a religion or ideology
3	Destroy or defend from other faction
4	Acquire wealth
5	Conquer territories or at least put them under the influence of the faction
6	Gain monopoly (e.g., selling of goods, offer of services, toll)
7	Promote dramatic change in the society
8	Subjugate or eliminate certain undesired group(s)
9	Gathering of certain artifacts or resources
10	Give protection for a place or group of people
11	Simply offer their services (e.g. hospitals, guilds)
12	Facilitate the rise to power of a figure or party
13	Promote terrorism
14	Maintain status quo against change
15	Establish utopic society
16	Breed superior beings, or perfect current individuals
17	Enforce racial/class superiority
18	Create or manipulate prophecies
19	Free oppressed population
20	Prepare world, or at least a region, for prophesied apocalypse

FACTION GENERATOR

Clan

d4	TYPE
1	Bilateral
2	Matrilineal
3	Patrilineal
4	Totemic

d6	SPECIALTY
1	Assassination
2	Mercenaries
3	Monster-hunters
4	Priests
5	Robbery
6	Worshipers

d6	PECULIARITY
1	Affinity with magic
2	Extra body part
3	High physical capability
4	Isolationism
5	Tattoos
6	Unusual appearance

Cult

d12	TYPE
1	Alliance
2	Breathen
3	Brotherhood
4	Clan
5	Coalition
6	Company
7	Court
8	Fellowship
9	Guild
10	Knights
11	Order
12	Temple

d20	THEME
1	Animals
2	Apocalypse
3	Body
4	Celestial body
5	Chaos
6	Death
7	Dragons
8	Energy
9	Nature
10	Order
11	Phenomenon
12	Power
13	Prophecy
14	Purification
15	Shadows
16	Society
17	Soul / Mind
18	Spirit, dark
19	Spirit, light
20	Void

d6	WORSHIP, FOLLOW
1	Animal
2	Idea
3	Inanimate object
4	Monster
5	Person (any race)
6	Spirit

d20	GOAL
1	Anti-magic
2	Anti-monsters
3	Climate
4	Control
5	Creation
6	Destruction
7	Evolution
8	Experimentation
9	Free will
10	Genocide
11	Immortality
12	Interdimensional
13	Invocation
14	Knowledge
15	Mayhem
16	Reconstruction
17	Resurrection
18	Supremacy
19	Time
20	Transformation

CHARACTER GENERATOR

You are not obliged to use all the tables of this chapter, in fact some of them even overlaps others.

For defining the gender and other similar questions, use the answering dice.

d10	RACES OR HUMANOID SPECIES
1	Beastfolk
2	Dwarf
3	Elf
4	Gnome
5	Half-elf
6	Half-orc
7	Halfling
8	Human
9	Orc
10	*Other*

d20	CLASSES
1	Alchemist
2	Artificer
3	Barbarian
4	Bard
5	Cleric
6	Druid
7	Fighter
8	Mage
9	Magic user
10	Monk
11	Necromancer
12	Paladin
13	Ranger
14	Rogue
15	Sorcerer
16	Spellblade
17	Warlock
18	Warrior
19	Witch
20	Wizard

For the professions, just check the random table "Medieval professions". But if you want something focused on professions of combatant characters, here is a stricter table

d20	PROFESSIONALS INVOLVED IN WARFARE
1	Archer
2	Captain, Constable, or Marshal
3	Courier
4	Crossbowman
5	Drummer
6	Engineer or Surgeon
7	Foot Soldier
8	Herald
9	Knight
10	Man-at-Arms
11	Mariner
12	Mercenary
13	Pikeman
14	Sapper
15	Scout
16	Sergeant-at-Arms
17	Slinger
18	Spearman
19	Squire
20	Watchman

d10	GENERAL PHYSICAL CHARACTERISTICS
1	Androgynous
2	Beautiful / Handsome
3	Disabled
4	Fat
5	Frail
6	Muscular
7	Short
8	Tall
9	Thin
10	Ugly
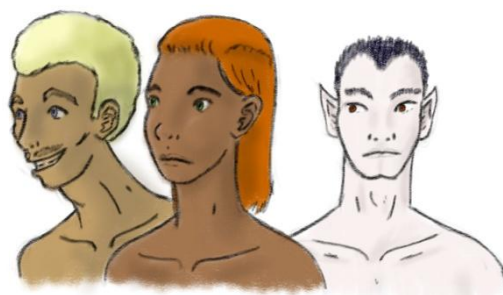
d20	BACKGROUNDS
1	Barbarian
2	Courtesan
3	Criminal
4	Hero or Villain
5	Hunter
6	Laborer, Artisan or Carter
7	Merchant
8	Noble or Rich
9	Nomad or Outlander
10	Peasant
11	Performer or Entertainer
12	Physician
13	Priest
14	Sailor
15	Scholar or Sage
16	Slave
17	Soldier
18	Street Rat or Mendicant
19	Thug or Charlatan
20	Wanderer or Hermit

d12	HUMAN ETHNICITIES
1	African
2	Austronesian
3	Central Asian
4	East or Southeast Asian
5	Indigenous American
6	Indigenous Australasian
7	Pacific Islander
8	Siberian/Northeast Asian
9	South Asian
10	West Eurasian (European)
11	West Eurasian (Middle Eastern)
12	West Eurasian (North African)

d6	SKIN COLORS
1	Black
2	Brown, dark brown
3	Medium white, light brown
4	Olive, moderate brown
5	Pale white
6	White, fair

d6	EYE COLORS
1	Amber
2	Blue
3	Brown
4	Gray
5	Green
6	Hazel

d10	HAIR COLORS
1	*Other...*
2	Auburn
3	Black
4	Blond
5	Dark blond
6	Dark brown
7	Gray
8	Medium brown
9	Red
10	White

d4	HAIR TEXTURES
1	Curly
2	Kinky
3	Straight
4	Wavy

d8	EYE SHAPES
1	Deep-set
2	Double eyelid
3	Downturned
4	Hooded eyelids
5	Monolid
6	Protruding
7	Round
8	Upturned (almond eyes)

d8	NOSE SHAPES
1	Bulbous
2	East Asian
3	Flat (Button)
4	Hawk or Eagle
5	Nubian
6	Roman/Aquiline
7	Snub (Turned-Up)
8	Straight or Columnar (Greek Nose)

d8	LIP SHAPES
1	Bow-Shaped (Cupid's Bow)
2	Downturned
3	Full
4	Heart-Shaped
5	Thin
6	Top-Heavy
7	Wide
8	*Re-roll the die*

d8	FACE SHAPES
1	Diamond
2	Heart
3	Oblong
4	Oval
5	Round
6	Square
7	Triangle
8	*Re-roll the die*

d6	CHIN CONTOURS
1	Cleft
2	Double
3	Pointed (V-Shaped)
4	Round
5	Square
6	*Re-roll the die*

d6	CHIN PROJECTIONS
1–2	Orthognathic (Balanced)
3–4	Prognathic
5–6	Retrognathic

d6	CHEEKBONES
1–2	Flat
3–4	High
5–6	Prominent

d10	ALIGNMENTS
1	Lawful good
2	Lawful neutral
3	Lawful evil
4	Neutral good
5	Neutral
6	Neutral
7	Neutral evil
8	Chaotic good
9	Chaotic neutral
10	Chaotic evil

These were the basic tables, most for appearance, if you want more, there are more tables at the "General Random Tables" chapter; and remember that there are also the answering dice to help to select more characteristics.

For the stats and other attributes, you must use the ones that the TTRPG system you use offer to you.

As an extra, in the following two pages there is a list of names for characters.

d100 MASCULINE NAMES

1	Abel	26	George	51	Martin	76	Sylvester
2	Abraham	27	Gerald	52	Matthew	77	Terence
3	Albert	28	Gilbert	53	Miles	78	Theodore
4	Alfred	29	Harold	54	Nathaniel	79	Thomas
5	Barnabas	30	Henry	55	Neville	80	Timothy
6	Bartholomew	31	Herbert	56	Nicholas	81	Ulysses
7	Benedict	32	Horace	57	Noel	82	Urban
8	Bertram	33	Hugh	58	Oliver	83	Uriah
9	Caleb	34	Ignatius	59	Oscar	84	Vernon
10	Cedric	35	Ira	60	Oswald	85	Victor
11	Charles	36	Irving	61	Owen	86	Vincent
12	Christopher	37	Isaac	62	Patrick	87	Virgil
13	Daniel	38	Jacob	63	Paul	88	Walter
14	David	39	James	64	Percival	89	Wilfred
15	Denis	40	John	65	Peter	90	William
16	Douglas	41	Joseph	66	Quentin	91	Winston
17	Edgar	42	Kenneth	67	Quincy	92	Xavier
18	Edmund	43	Kevin	68	Quintin	93	Xenos
19	Edward	44	Kingsley	69	Ralph	94	Xerxes
20	Elias	45	Kirk	70	Raymond	95	Yardley
21	Ferdinand	46	Lawrence	71	Reginald	96	Yates
22	Francis	47	Leonard	72	Richard	97	Yorick
23	Franklin	48	Lionel	73	Samuel	98	Zachary
24	Frederick	49	Louis	74	Simon	99	Zedekiah
25	Geoffrey	50	Malcolm	75	Stephen	100	Zenas

d100 Feminine names

1	Abigail	26	Georgina	51	Maude	76	Teresa
2	Ada	27	Grace	52	Naomi	77	Thelma
3	Agnes	28	Hannah	53	Nell	78	Ursula
4	Alice	29	Harriet	54	Nora	79	Una
5	Barbara	30	Hazel	55	Norah	80	Unity
6	Beatrice	31	Helen	56	Octavia	81	Ulrica
7	Bertha	32	Hester	57	Olive	82	Valerie
8	Betsy	33	Ida	58	Ophelia	83	Vera
9	Catherine	34	Irene	59	Ottilie	84	Victoria
10	Cecilia	35	Isabel	60	Patience	85	Viola
11	Charlotte	36	Ivy	61	Pauline	86	Wanda
12	Clara	37	Jane	62	Penelope	87	Winifred
13	Daisy	38	Janet	63	Phyllis	88	Wilhelmina
14	Deborah	39	Joan	64	Queenie	89	Wendy
15	Dinah	40	Judith	65	Quilla	90	Xanthe
16	Dorothy	41	Katherine	66	Quintina	91	Xenia
17	Edith	42	Kathleen	67	Rachel	92	Xaveria
18	Eleanor	43	Laura	68	Rebecca	93	Xena
19	Elizabeth	44	Lavinia	69	Rhoda	94	Yvette
20	Ellen	45	Lilian	70	Rose	95	Yvonne
21	Fanny	46	Louisa	71	Sarah	96	Yolanda
22	Florence	47	Mabel	72	Selina	97	Yesenia
23	Frances	48	Margaret	73	Sophia	98	Zara
24	Freda	49	Martha	74	Susan	99	Zelda
25	Geraldine	50	Mary	75	Tabitha	100	Zillah

d100 Surnames

1	Adams	26	Cox	51	James	76	Rogers
2	Allen	27	Davies	52	Johnson	77	Rose
3	Andrews	28	Dawson	53	Jones	78	Russell
4	Archer	29	Dean	54	King	79	Sanders
5	Arnold	30	Dixon	55	Knight	80	Scott
6	Baker	31	Edwards	56	Lane	81	Shepherd
7	Ball	32	Ellis	57	Lee	82	Simpson
8	Barber	33	Evans	58	Lewis	83	Smith
9	Barker	34	Finch	59	Mason	84	Spencer
10	Barnes	35	Fisher	60	Miller	85	Stevens
11	Bennett	36	Ford	61	Mitchell	86	Stewart
12	Bishop	37	Foster	62	Moore	87	Stone
13	Black	38	Fox	63	Morgan	88	Taylor
14	Booth	39	Gardner	64	Morris	89	Thomas
15	Brooks	40	Gibson	65	Neal	90	Thompson
16	Brown	41	Green	66	Newman	91	Turner
17	Burton	42	Harris	67	Owen	92	Walker
18	Butler	43	Harrison	68	Parker	93	Watson
19	Campbell	44	Hart	69	Pearce	94	Webb
20	Carter	45	Harvey	70	Perry	95	White
21	Chambers	46	Hill	71	Phillips	96	Wilkinson
22	Clark	47	Holmes	72	Reynolds	97	Williams
23	Cole	48	Howard	73	Richards	98	Wilson
24	Collins	49	Hughes	74	Roberts	99	Wright
25	Cooper	50	Jackson	75	Robinson	100	Young

CIVILIZATION GENERATOR

This may apply not only to entire nations, but also to small populations like a tribe.

For the appearance of the majority of the population, just use the tables from the Character generator related to race and physical traits.

For the rest of the features, you can use the following tables.

d6	CLOTHING AND ADORNMENTS
1	Bodies are completely painted
2	Adornment in unusual part of the body
3	Always naked, but bodies may be covered with some substance
4	Faces are always covered with masks
5	Feathers and scales are prominent in their clothes
6	Everyone has a tattoo in their faces that defines their role in society

d20	VALUES AND NORMS
1	The ones with great physical strength must rule the rest
2	Scars and mutilations are valorized as proof of bravery
3	The capacity of using magic defines a person's hierarchy
4	Consumption of food of vegetal/animal origin is prohibited
5	Slavery is permitted, and the patriarch can legally kill his wife and children
6	A woman can have multiple partners, and only women with grandchildren can rule
7	The job, spouse, etc. of an individual are all defined by oracles
8	People that don't archive a desired standard at certain age are sacrificed
9	Population has strong sense of cooperation. Competition is a strange notion
10	Corpses are periodically unearthed for a ceremonial walk
11	The most pious individual is chosen to rule society for a year, and the is sacrificed
12	Marriage is not practiced; the children are raised by community
13	Writing is forbidden; knowledge must be passed orally
14	Elders and the chronically sick are sacrificed in a mountain
15	People must be nomad, permanent housing in a place is forbidden
16	Children at very young age must survive a year alone in the wild
17	Only one gender is allowed, people reproduce with kidnapped foreigners
18	People spend most of their lives in foreign lands as mercenaries to bring back riches
19	Most of the art and architecture depicts skeletons and corpses as main theme
20	Every individual has an animal magically connected to them as a familiar

SOCIAL INTERACTIONS

The interactions between your character with the NPCs and factions is something that can enrich the experience with solo-playing if done well.

It's not the objective of this chapter to tell you how to do persuasion tests because this is the job of the TTRPG you're using, but to make social interactions more dynamic and organic.

Before anything, it's important to know that when dealing with characters or even factions, there is **known information** and **unknown information**. They are self-explanatory, it's a matter of perspective, the very same piece of information can be known to a character and unknown to another, and *it may be true or false*. For example, the PC may have the piece of known information that a given character is a loyal soldier, but the unknown information is that he is a spy from a foreign nation. Another example involving factions is that missionaries only come to a nation to convert the pagans (known information), but their actual objective is to promote a coup d'état (unknown information). A piece of unknown information may be known by everybody except the PC, like in a case when the PC ends up on an isolated island, and everybody is keeping a secret from your character. An information that is publicly widespread can be already considered known information even if the character doesn't know it yet, because once the character enters the region and interacts with the community, this character will get the information with little or no effort.

When a character or faction is constructed, it's only given the known information about them plus a number of relevant unknown information that even the player doesn't know. The amount of unknown information can vary from 0 to 4, you can define it at your will, or you can let the die decide.

If you prefer to use the die, roll 3d4 and use the lower value, the result is the amount of **perceived unknown information**, in other words, the PC do know that the NPC or faction is hiding something relevant, the question is whether the

unknown information may become a problem to the PC. A normal person or faction has no more than 1 of perceived unknown information; if the value of perceived unknown information is 2, the NPC or faction is *acknowledged by the PC (and maybe also by the general public)* as mysterious, but if the value is 3 or higher, the NPC or faction much probably is untrustful. Any value of perceived unknown information, even 1, "narratively" allows the PC to be suspicious, but you as a player must manage well the level of distrust according to the discussed variable.

The unknown information must be relevant, perhaps the fact that the NPC stole a cake ten years ago may not be relevant enough to be counted as unknown information.

In certain moments of the journey, you can try to extract unknown information. For doing this, you make a test with the answering dice. It must be something that narratively makes sense to the flow of the story at the moment. For example, if the NPC has a perfect opportunity to betray the PC, you can use the answering dice; no matter whether the NPC will betray the NPC or not, you'll get an answer, a supposed confirmation, and the PC will supposedly know a bit more of the NPC, so you reduce in one point the value of perceived unknown information

PERCEIVED UNKNOWN INFORMATION		PERCEIVED UNKNOWN INFORMATION
2	⇒	1

Let's say the PC confronted the NPC — perhaps making use of violence—, and the NPC gave an explanation why they didn't share a crucial fact. The PC got a piece of known information from that NPC (thus, it's one less piece of unknown information). It still can be a lie, but narratively your PC is not allowed to sustain the level of distrust it had before.

I know I am being repetitive, but some things must be clear. A character with 0 of perceived unknown information may be a walking pile of untruths. The opposite is also possible, an NPC with 4 of perceived unknown information may be a good person to the PC, maybe they are a recluse person that doesn't want to share details of

their life, like a dear person they couldn't save, a dishonor they caused to their family, a medical condition, etc.

When an NPC or faction has 0 of perceived unknown information, the PC is no more allowed to be suspicious, not in a narrative sense, the PC

will have a good level of trust in relation to the NPC or faction, it doesn't need to be 100% of trust, but still a high level of trust. Remember, *the PC has not the knowledge of the player*.

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D10	**SUGGESTIONS OF WHAT THE NPC OR FACTION IS HIDING**
1	They're working to the enemy
2	They have a different reputation in another place
3	They have a serious disease, or they're cursed / The faction is rotted by corruption
4	Willingly or not, they participated in the murder of someone
5	They're being blackmailed, or they're blackmailing someone or faction
6	They are on the same side of the PC, but fight for a different reason
7	A certain plan they're working with
8	A connection with another important NPC or faction
9	An impressive ability / An impressive resource
10	An act (or lack of act…) from their past that is cause of regret or shame

The best way to allow good interactions is making three-dimensional characters, and places.

A character is part of a place, what is their relation with this place? Maybe they are part of a faction, what is their role in the faction? What they do, what is their class or profession, and how they contribute with their community or faction with their abilities? Or are they a lone wolf?

How is the place where this character is located? What are the conflicts happening there? What is the reach of the factions' influence in this territory?

In the appendix (pages 71, 72, and 73), there are sheets that you can use to write down these details.

Only think about the character and place's known information; the unknown information is meant to be unveiled during the adventure!

In regard to the dialogues between characters: there is not a definitive way of how doing it, each player is different, a method that works with one person may not work with another.

If you find it difficult to elaborate dialogues, you can try narrating in third person, so instead of saying *"Good morning, Miss Cornwell, I heard that Ethan is missing, can you tell me what happened? I am a friend of him"*, you can simply say *"The PC approached Miss Cornwell, greeted her, and asked her where is her brother Ethan, because he is the PC's friend"*.

PRE-MADE ADVENTURES

You can use adventures already written that were not made for solo role-playing.

There are three important elements to consider: **conditions**, **connections** and **objectives**.

The **condition** is the state of a character, faction, or even a place in a given moment. What's their role in the community or faction? Where are them? How is their health? How is their financial situation? What are their needs? Here is an example: *Sir Lancelot is a knight, some of his duties include...*

The conditions change over the course of the story. From the same example, *in other moment Sir Lancelot may not be a knight anymore for some reason; actually, he's being hunted because of a serious accusation of treason.*

A condition may be also an action in a given moment, what the character or faction is doing. It is an action that will trigger an event that the player knows, but the PC still doesn't, and they are usually at the beginning of the adventure, so they aren't actual spoilers. *A good example is when an NPC enters in the tavern to alert that the town's mage has disappeared, what will start the adventure.*

In regard to **connections**, it's about the relations of characters and factions with each other. Is it a friendly connection? Is there any sense of hierarchy? Does it involve a special bond? The two parts are involved in a temporary alliance? They have a common objective? *Lancelot is a member of the Round Table, he is a dear friend of Arthur, and he also is very close to Arthur's wife Guinevere.* Places can have connections too, although usually it's a one-sided relation from a character or faction, like the place is where a great soldier died, or it's where the headquarters of an organization is located; it's possible that place have connection of their own, like a place is the creation of a god.

The **objectives** are self-explanatory. What the character or faction wants? What they need to do? They desire to change something, or to keep the status quo? Objectives can be of two types: **long-term**, and **short-term**. *Morgan le Fay wants more magical power, and seeks to destroy the kingdom of Arthur (long-term objectives); at the beginning of the story, she is planning to kidnap Guinevere through the help of bandits (short-term objectives).* Places don't have objectives, so don't confuse places with factions; for example: a city usually is a place, but if it itself has an active role in the adventure, maybe it's rather a faction.

Imagine the conditions, connections, and objectives as a *photography* of a given time, you start the adventure of your character at this moment. I used the example of the well-known Arthurian legends, so you know some things like <<<alert of spoilers!>>> *Lancelot and Guinevere are lovers, and Arthur dies at the end in most stories.* **All of this can change**, this is the point! You're going to submit the story to the actions of your character, to the answering dice, and to the random tables, so anything can happen, the story can change to something unrecognizable, **you are not obliged to follow a script**, that's why you do not need to fear spoilers. *Maybe, at the end, the dice and tables reveal that Arthur has a continuous and incestuous affair with Morgan, and they want to allow Mordred to be prince and legitimate heir.*

Notice that a sentence like *"he is a knight of the Round Table that protects the realm"* shows the condition (*"he is a knight..."*), the connection (*"...of the Round Table..."*), and the objective (*"...that protects the realm"*).

In a solo game, you're assuming the place of the Game Master. The dice and the tables will generate the randomness of the adventure, but sometimes you as a player will have to take control of the NPCs. How to control them without "cheating". The characters have their conditions, connections, and objectives, *let's go back to the example of the town's mage who disappeared, the tavern's owner has the condition of being a caring man, and has the connection with the mage of a whole historic of respect and services provided; it's expected that the tavern's owner will give the objective of searching the mage (he cannot do the job himself because he is not a combatant and has a physical disability), this is the moment the PC can start the adventure.*

When you record the conditions, connections, and objectives, you only register the **known information** (we talked about it in the chapter "Social interactions" at the page 32). It's highly recommended to write the information on a paper or a digital file, you will always update it; it will be like your save game! At the page 74, you can find a model for writing the conditions, connections, and objectives.

How it works: you read the whole adventure only to know who are the characters, the factions involved, and the places, then you write the *initial* conditions, connections, and objectives of all of these agents. For example, if a character is going to die at the end, or it's going to be revealed as a traitor, you don't record this, because your actions and the dice can change all of these outcomes, you can save the character from the fated death, and the dice may point other character as the traitor. Obviously that we're assuming you going to start the game at the beginning of the story, you have the option of starting the game after these events occurred, so the death status and the act of treason will be the initial information.

For the big revelations, like a character that is going to be a traitor or another one that is going to be revealed as the child of someone important, you can rewrite the conditions, connections, and objectives in a way that they allow some diversification, so even you as a player will not know how the story will end. It requires a bit more of preparation, but at least you will have a game able to surprise to you.

Other resource is the **mirror character**. If a big event is really important to the progression of the adventure, you can split the character or faction in two or more agents, and let the die or tables define which one will assume the fated role. For example: the villain must appear at the beginning of the adventure, but the PC is not supposed to know their identity (because the villain is in disguise or because their appearance is unknown), you can use mirror characters for hiding the villain. You create more than one

mirror character, in this way even you as the player will be caught by surprise. The other mirror characters don't necessarily need to be good guys; they can have their own agendas that may be a challenge to the PC. In resume, you get an adventure, break it in parts, and then combine everything in a list or diagram of NPCs and factions with their respective conditions, connections, and objectives. All of these ideas can be applied to other types of media too, like the story from a novel, although you'll have more work to do because novels usually don't provide RPG stats for their characters, but there is still the possibility.

Generating Adventures

This chapter deals with the task of generating adventures for your PCs. It's highly recommended that you **generate a map** before creating the mission, not merely the terrain, but a map with settlements and other points of interest as well.

The first table ("Initial context of a character") defines how is the PC at the beginning of the story, if you don't have anything in mind.

The tables from the Quest Generator subchapter (page 37) are the ones that will actually generate the quest (both main quest and sidequests).

The entries of the tables were written in a generic way, so you'll need to "glue" the selected entries to something that makes sense. That's why it's important to have a map with some points of interest, it will give some context to work on. You can also use other tables present in this book to help you elaborate something.

The last table is about the villain's motivations, what is auto-explicative.

Let's see an example: your character *is accused of a crime*, he or she will need to *recover something or rescue someone (the answering dice chose "rescue someone")* in *a distant place*, but — before that — the PC will need to *find or rescue another NPC*. Since it doesn't help a lot, you also use the table of "Vilain's motivation", and you got that the villain wants *revenge someone who died because of hero's action*. **What we can make from this?** The PC was in the wrong place at the wrong time, he witnessed the daughter of a lord being kidnaped by the Order of The Purple Eye — because *the lord* (YES, THIS IS A SLIGHT CHANGE FROM WHAT WAS SELECT FROM THE TABLE) was a hero who killed their master —, and somehow people thought the PC was involved. He managed to escape, but he must rescue the girl to prove his innocence, so in order to do this, he must rescue Zolgut from prison, a thief who knows how to enter the dungeon where the Order is located.

d20	Initial context of a character
1	Inside or near their home doing ordinary stuff
2	Traveling
3	Being transported as a prisoner, or already in prison
4	In hiding (from law, from a group, or from a powerful enemy)
5	Marooned, shipwrecked
6	With amnesia, and apparently nobody around you is an acquaintance
7	Lost in an unknown place
8	In a military campaign
9	Escorting someone or a group
10	In a persecution (you are the persecutor or the persecuted)
11	Bound by a magical artifact, marked by a prophecy, or suffering from a curse
12	In a societal disorder, there is a civil war, violent protest, coup or revolution
13	Participating in a festival or any other kind of public event
14	Sick or hurt away from home
15	Refugee in a foreign country
16	In an expedition or exploration
17	As hostage under the custody of someone
18	Resurrected with no idea how you got yourself in this situation
19	In disguise for some reason
20	In the middle of a natural disaster or invasion by enemy army

QUEST GENERATOR

This is a collection of some tables that you can combine: how your character gets the task, what is the task, where the task must be done, and what are the obstacles or requirements. Obviously that you can ignore one of the tables or use only one, and you also can choose as many missions you want, you can reuse the tables for generating both the main quest as the sidequest.

d20	Your character...
1	is approached by a person or a group
2	sees someone or group in danger (not being attacked, just in danger)
3	sees someone or group being attacked
4	approaches a raving person who shares serious information
5	sees a message (in a piece of paper inside bottle, craved in a stone, in a letter...)
6	receives a mission from a wounded person that cannot continue with it
7	hears a rumor
8	has a strange dream saying that a task must be done
9	finds a mysterious object
10	is accused of a crime
11	finds out secret information or secret society
12	witness a supernatural event and receives a task because of it
13	is directly or indirectly attacked by someone (this enemy is alone or with a group)
14	witness a serious crime
15	is recruited for unwanted mission, the PC is obliged because of circumstances
16	discovers a conspiracy
17	lost something or someone important (object is robed, dear person is killed, etc.)
18	is cursed or poisoned
19	receives an inheritance, or a genetic/magic heritage awakens inside the PC
20	is challenged

d20	Your character will need to...
1	protect a person or group (escort a caravan, protect a witness, be a bodyguard, etc.)
2	chase a person or group (hunt a creature, eliminate bandits, silence a witness, etc.)
3	check whether certain NPC is well; save someone's life; find someone who is missing
4	check the result of a task (for example, whether a mission as successful or failed)
5	smuggle something or someone
6	break a curse or find antidote of poison (for you or another person)
7	sabotage (or guarantee) that something happens (a ritual, a plan, an execution, a deal, etc.)
8	craft a complex item; prepare a potion whose ingredients a forbidden
9	investigate something; decipher an item; uncover a forgotten language's meaning
10	steal something; kidnap someone
11	recover something; rescue someone
12	defend a place (protect a village, guard a bridge passage, etc.)
13	attack a place (clear a cave, recover a fortress, etc.)
14	infiltrate a place
15	blackmail a powerful figure
16	win a duel
17	bind or trap a spirit, demon or god into an item, specific place or living creature
18	sacrifice one innocent life to save many others
19	something social: host someone, prepare an event, negotiate something, etc
20	do a strange thing: clone someone; swap souls; give power to someone; tame a monster; ...

d20 Your character will need to go to...

1	nowhere, the task happens in the current place
2–4	a certain NPC or faction
4–9	a nearby place
10–20	a distant place

d6 ..., and this place is...

1–2	Hostile
3–4	Neutral
5–6	Friendly

d8 But, before going to the main mission, the character will need to...

1	get a key item, or learn a key ability
2	find or rescue another NPC that's important for the mission
3	defeat a secondary, but powerful, antagonist
4	cross a dangerous place
5	gather more allies, because the mission is too dangerous for too few people to do alone
6	defeat *d4* minibosses
7	get the support of one or more factions (create sidequests for this one)
8	infiltrate or invade a place to get a key information

d20 Villain's motivations

1	Want revenge dear person that died because of hero's actions
2	Need to perform evil ritual
3	Command a group of bandits, unscrupulous mercenaries, or enemy army
4	Seek to slave people
5	Want to commit genocide against certain race or nationality
6	Persecute people who follow certain religion or ideology
7	Kill people because of biological need or curse (it's a vampire, a werewolf, etc.)
8	Prejudice an innocent character or group of people because of envy
9	Seek immortality or great power, no matter the cost
10	Want to burn the world because of people that wronged them
11	Obsessed with lost love, and will doom the world to reclaim this person
12	Corrupted by curse or possessed by demon
13	Believe existence is meaningless and wants to end it all
14	Mad scientist or magic user who do unspeakable experiments on people
15	Wage war purely for wealth and dominance
16	Need to reclaim magic object, no matter the cost
17	Support tyrannical government and it's an important figure of the regime
18	Driven by prophecy, and must fulfill dark destiny, even if it destroys others
19	Want to create perfect society by eliminating the weak and unworthy
20	Test humanity limits by putting people in cruel games

GENERAL RANDOM TABLES

The random tables were built in the most generic way possible, so you can adapt the results for the context of your adventure.

There are no rules, the tables are just a source of inspiration, you can interpret the result in the way you want, the text can clearly say something, but you can interpret it in other way if it makes the game more fun. Didn't you like the result? You can roll the die again, but try to stick to the result, you can reinterpret the result in the most interesting way, the fun part of a Game Master Emulator is the randomness of the results. There is also the possibility of not rolling the die, if there is an option that you find interesting, just go ahead and choose this option. The objective of this system is to help you to have fun, not to impose rigid rules.

Every element in the tables is meant to be as generic as possible, when it's said "person" or "group", it can be other kinds of beings too, like ghosts, robots, magical creatures, AIs, etc. A ghost of a human woman can approach your character to beg for saving her adopted half-orc son who is held as slave by alien robots.

Depending on the random table, you can use it more than once to combine the results if it makes sense. You also can use other tables, for example, a character got a curse, but which curse? There is a table of curses.

Some results may also present two or possibilities, in these cases you can choose what makes more sense for the context of your character and adventure, the one that pleases you the most, or simply use the answering dice.

CHARACTERS

d100 PSYCHOLOGICAL CHARACTERISTICS

1	Adaptable	26	Depressed	51	Indecisive	76	Perverse
2	Affectionate	27	Determined	52	Indifferent	77	Perverted
3	Aloof	28	Discreet	53	Insecure	78	Playful
4	Ambitious	29	Disloyal	54	Insightful	79	Prejudiced
5	Arrogant	30	Docile	55	Intelligent	80	Proud
6	Attentive	31	Dogmatic	56	Intolerant	81	Puritan
7	Atypical	32	Dumb	57	Irascible	82	Realistic
8	Authoritarian	33	Eccentric	58	Jealous	83	Rebel
9	Benevolent	34	Empathetic	59	Kind	84	Reckless
10	Calculating	35	Envious	60	Lazy	85	Recluse
11	Cautious	36	Exhibitionist	61	Liar	86	Reliable
12	Clever	37	Faithful	62	Liberal	87	Retarded
13	Cold	38	Fanatic	63	Lonely	88	Sadistic
14	Collaborative	39	Fatalist	64	Lustful	89	Sarcastic
15	Compulsive	40	Fearful	65	Masochistic	90	Scoundrel
16	Conflictual	41	Fickle	66	Melancholic	91	Sensual
17	Conservative	42	Flattery	67	Merciful	92	Slow
18	Courageous	43	Generous	68	Mysterious	93	Suspicious
19	Coward	44	Gregarious	69	Naive	94	Tolerant
20	Crazy	45	Gullible	70	Narcissistic	95	Treacherous
21	Cruel	46	Hedonistic	71	Obsessive	96	Tyrannic
22	Curious	47	Humble	72	Open-minded	97	Unfaithful
23	Cynical	48	Hypocritical	73	Opportunistic	98	Violent
24	Dark	49	Idealistic	74	Pacifistic	99	Vivacious
25	Decisive	50	Impulsive	75	Paranoid	100	Welcoming

d100 MOMENTARY EMOTIONAL STATES

1	Afraid	26	Depressed	51	Gloomy	76	Peaceful
2	Alienated	27	Desperate	52	Grateful	77	Proud
3	Amazed	28	Despondent	53	Guilty	78	Puzzled
4	Angry	29	Detached	54	Happy	79	Radiant
5	Anxious	30	Devastated	55	Helpless	80	Reflective
6	Apathetic	31	Disappointed	56	Hesitant	81	Regretful
7	Apprehensive	32	Disgusted	57	Hopeful	82	Relieved
8	Ashamed	33	Disillusioned	58	Horrified	83	Resentful
9	Astonished	34	Dismayed	59	Humiliated	84	Restless
10	Betrayed	35	Distressed	60	Hysterical	85	Sad
11	Bitter	36	Disturbed	61	Impatient	86	Scared
12	Blissful	37	Ecstatic	62	In awe	87	Serene
13	Bored	38	Elated	63	Indifferent	88	Stunned
14	Calm	39	Embarrassed	64	Infatuated	89	Suffering
15	Careless	40	Empty	65	Insecure	90	Suicidal
16	Cheerful	41	Enchanted	66	Inspired	91	Surprised
17	Compassionate	42	Enraptured	67	Jaded	92	Terrified
18	Confident	43	Enthusiastic	68	Jealous	93	Thrilled
19	Confused	44	Excited	69	Jubilant	94	Tired
20	Constrained	45	Fascinated	70	Lonely	95	Triumphant
21	Crazed	46	Fearful	71	Melancholic	96	Unhinged
22	Curious	47	Fearless	72	Moved	97	Vengeful
23	Dazzled	48	Frustrated	73	Nauseated	98	Vibrant
24	Defeated	49	Full	74	Nostalgic	99	Vulnerable
25	Delighted	50	Furious	75	Overwhelmed	100	Wistful

d100 PHYSIOLOGICAL STATES

1	Aged	26	Drugged	51	Intoxicated	76	Sick
2	Allergic	27	Drunk	52	Invulnerable	77	Sleepwalking
3	Amputee	28	Dying	53	Itchy	78	Slow
4	Anemic	29	Empty	54	Lethargic	79	Starving
5	Anesthetized	30	Enlightened	55	Lycanthropic	80	Static
6	Asleep	31	Epileptic	56	Magicked	81	Stiff
7	Astral	32	Ethereal	57	Malnourished	82	Suffocating
8	Bleeding	33	Excited (sexually)	58	Mutated	83	Sweating
9	Blind	34	Exhausted	59	Mute	84	Swollen
10	Blood pressure, high	35	Famished	60	Nauseous	85	Tachycardia
11	Blood pressure, low	36	Feverish	61	Necrotic	86	Terrible
12	Burnt	37	Flu-ridden	62	Pain	87	Thirsty
13	Cold	38	Foaming	63	Pale	88	Tired
14	Comatose	39	Frozen	64	Paralyzed	89	Trance
15	Convulsing	40	Gaseous	65	Passed out	90	Trembling
16	Corrupted	41	Hallucinated	66	Petrified	91	Tubercular
17	Cursed	42	Hemorrhaging	67	Poisoned	92	Unconscious
18	Dazed	43	Hot	68	Possessed	93	Vampirized
19	Deaf	44	Hypnotized	69	Psychotic	94	Vigorous
20	Dehydrated	45	Hyponatremia	70	Pustulent	95	Vomiting
21	Delirious	46	Hypothermia	71	Queasy	96	Vulnerable
22	Diarrhea	47	Infected	72	Regenerating	97	Weakened
23	Dizzy	48	Inflamed	73	Rejuvenated	98	With fungi
24	Drooling	49	Injured	74	Resurrected	99	Withered
25	Drowsy	50	Insomniac	75	Rheumatic	100	Zombified

d100 MEDIEVAL PROFESSIONS

#		#		#		#	
1	Abbot	26	Constable	51	Herald	76	Reeve
2	Apothecary	27	Cook	52	Herbalist	77	Roofer
3	Archer	28	Cooper	53	Illuminator	78	Ropemaker
4	Armorer	29	Coppersmith	54	Innkeeper	79	Scavenger
5	Astrologer	30	Ditcher	55	Jester	80	Scribe
6	Astronomer	31	Dogkeeper	56	Knight	81	Serf / Servant
7	Bailiff	32	Drover	57	Lamp Lighter	82	Sergeant-at-Arms
8	Baker	33	Dyer	58	Laundress	83	Shepherd
9	Barber-Surgeon	34	Embroidere	59	Locksmith	84	Silversmith
10	Bard	35	Executioner	60	Mason	85	Soapmaker
11	Beekeeper	36	Falconer	61	Mercenary	86	Spicer
12	Bishop	37	Farmer	62	Mercer	87	Squire
13	Blacksmith	38	Farrier	63	Merchant	88	Steward
14	Boatman	39	Ferryman	64	Midwife	89	Tailor
15	Bookbinder	40	Fisherman	65	Miller	90	Tanner
16	Bowyer	41	Fishmonger	66	Minstrel	91	Tax Collector
17	Brewer	42	Fletcher	67	Monk	92	Town Crier
18	Butcher	43	Fuller	68	Notary	93	Troubadour
19	Candlemaker	44	Furrier	69	Ostler (Horse Keeper)	94	Watchman
20	Carpenter	45	Glassblower	70	Painter	95	Water Carrier
21	Carter	46	Goldsmith	71	Physician	96	Weaver
22	Chambermaid	47	Gongfarmer	72	Plasterer	97	Wheelwright
23	Chandler	48	Grave Digger	73	Potter	98	Winemaker
24	Chronicler	49	Grocer	74	Priest	99	Woodcutter
25	Cobbler	50	Haberdasher	75	Rat Catcher	100	Woodward

d20 FIGURES OF HIGH HIERARCHY

#		#		#		#	
1	Ambitious	6	Cruel	11	Gullible	16	Reckless
2	Arrogant	7	Cunning	12	Just	17	Respected
3	Benevolent	8	Despised	13	Majestic	18	Stern
4	Charismatic	9	Despotic	14	Oppressive	19	Visionary
5	Corrupt	10	Greedy	15	Proud	20	Wise

d10 REASONS WHY A HERO HAS FALLEN

#	
1	Could not sacrifice a dear person or something important to complete the mission
2	Hero no longer believes in the ideals of the mission; the defended system is corrupted
3	Changed to the other side because of enemy's values or love for an enemy
4	Betrayed by a trusted ally
5	Mortally wounded and left behind
6	Failed to do the mission, lost the will to fight
7	Mind broken by witnessing too much horror
8	Manipulated by a seer or prophecy into a doomed path
9	Incapacitated because of a curse or a wound
10	Became the very monster they swore to destroy

d100 ARMIES OR GROUPS OF COMBATANTS

1	Adaptive	26	Determined	51	Loyal	76	Ruthless
2	Aggressive	27	Disbanded	52	Mercenary	77	Savage
3	Agile	28	Disciplined	53	Merciless	78	Scattered
4	Ancient	29	Disorganized	54	Modern	79	Sickly
5	Authoritarian	30	Dominant	55	Mutinous	80	Skilled
6	Barbaric	31	Efficient	56	Noble	81	Small
7	Bloodthirsty	32	Elite	57	Offensive	82	Standing
8	Brave	33	Exhausted	58	Oppressed	83	Starving
9	Broken	34	Fearful	59	Oppressive	84	Stationary
10	Brutal	35	Fearless	60	Organized	85	Strong
11	Chaotic	36	Focused	61	Paramilitary	86	Tireless
12	Cohesive	37	Formidable	62	Patriotic	87	Trained
13	Conscripted	38	Fragile	63	Powerful	88	Unbreakable
14	Corrupt	39	Guerrilla	64	Prepared	89	Uncoordinated
15	Courageous	40	Heroic	65	Professional	90	Undisciplined
16	Cowardly	41	Hesitant	66	Proud	91	United
17	Decimated	42	Honorable	67	Rebellious	92	Unprepared
18	Defeated	43	Ill-equipped	68	Reckless	93	Unreliable
19	Defensive	44	Incompetent	69	Relentless	94	Unruly
20	Defiant	45	Inefficient	70	Reserve	95	Unshakable
21	Demoralized	46	Inexperienced	71	Resilient	96	Vengeful
22	Dependable	47	Inspiring	72	Resourceful	97	Victorious
23	Deserting	48	Invincible	73	Respected	98	Vigilant
24	Desperate	49	Irregular	74	Retreating	99	Weak
25	Destructive	50	Large	75	Robust	100	Well-armed

d12 WHAT ENEMIES WANT

1	Certain item	4	Find someone	7	Information	10	Territory
2	Complete mission	5	Food or water	8	Perverse leisure	11	Vengeance
3	Fame	6	Go to a place	9	Self-preservation	12	Wealth

d12 FOCUS OF AN NPC

1	Charity	4	Friends	7	Project	10	Vengeance
2	Community	5	Leisure	8	Religion	11	Wealth
3	Family	6	Personal growth	9	Security	12	Work

MAGIC

d6	ENCHANTMENTS APPLIED IN WEAPONS
1	Certain element is imbued to the weapon
2	Heals the wielder for a portion of the damage done to the enemy
3	Thrown weapon returns to wielder's hand
4	Dispels magical effects on target
5	Becomes bright and illuminates the area
6	Glow when certain type of creature is near

d6	ENCHANTMENTS APPLIED IN SHIELDS
1	Certain element is imbued to the shield
2	Return part of the damage to the attacker
3	Shields float on the air and protect the user autonomously
4	Dispels magical effects on weapon that touches the shield
5	Creates flashes that can temporarily blind who is near
6	Weight of the shield is reduced

d6	ENCHANTMENTS APPLIED IN ARMORS
1	Certain element is imbued to the armor
2	Once in the day negates a damage done to the wearer
3	Armor autonomously protects uncovered parts of the wearer's body
4	Wearer becomes invisible within shadows
5	When wearer's life is low, armor slightly changes to something that distracts the enemy
6	Weight of the armor is reduced

d20	RITUAL'S GOALS
1	Resurrect someone (dear person, ancient tyrant, evil master, powerful monster)
2	Invoke some entity (demon, evil god, indescribable being from another dimension)
3	Give new power, ability or augmentation to the performer or to other being
4	Harm someone by great distance
5	Free trapped evil being
6	Enslave a god or a spirit
7	Create magical object
8	Open portal
9	Perform a catastrophic attack against a certain area
10	Control the mind of people
11	Trap innocent people in an inhumane magical prison
12	Unmake historical event to rewrite present
13	Spread a sinister disease
14	Build doomsday weapon to hold world hostage
15	Steal life force of a huge amount of people
16	Create monster by the use of living bodies and souls of people and other creatures
17	Acquire immortality
18	Transfer consciousness into stronger/immortal vessel
19	Create permanent storm or eternal fire to isolate/terrorize region
20	Curse someone or an entire group

CURSE GENERATOR

d20	WHO DID	d20	WHY DID	d20	WHAT DID (EFFECT)
1	Acquaintance	1	Accident	1	Appearance
2	Animal	2	Anger	2	Body's state
3	Coworker	3	Boredom	3	Bond
4	Descendant	4	Contempt	4	Capacity
5	Grandparent	5	Defense	5	Contagiousness
6	Group	6	Fear	6	Death
7	Known enemy	7	Frustration	7	Feeling
8	Monster	8	Habit	8	Haunting
9	Object	9	Humor	9	Hunger or thirst
10	Own person	10	Jealousy	10	Interaction
11	Parent	11	Mockery	11	Mind's state
12	Partner, romantic	12	Pain	12	Monstrosity
13	Phenomenon	13	Rebellion	13	Pain or discomfort
14	Place	14	Sadness	14	Perception
15	Plant	15	Shock	15	Poison
16	Sibling	16	Stress	16	Senses
17	Sin, event or some action	17	Surprise	17	Spirits
18	Spirit	18	Teaching a lesson	18	Transformation
19	Uncle, aunt, or cousin	19	Unintentional or natural	19	Unsuccess
20	Unknown person	20	Vengeance	20	Word

d20 CURSE GENERATOR: BONUS ONE

d20		d20		d20		d20	
1	Animal(s)	6	Dear ones	11	Home	16	Sight
2	Body	7	Environment	12	Nutrition	17	Smell
3	Body Fluids	8	Friendship	13	Plant(s)	18	Taste
4	Collectivity	9	Geography	14	Possessions	19	Touch / Skin
5	Communication	10	Hearing	15	Presence	20	Weapon

d20 CURSE GENERATOR: BONUS TWO

d20		d20		d20		d20	
1	Build	6	Forget	11	Love	16	Sleep
2	Drain	7	Hate	12	Pass	17	Swallow
3	Dream	8	Hide	13	Pour	18	Swell
4	Drown	9	Laugh	14	Run	19	Wake up
5	Follow	10	Lose	15	Scare	20	Wither

d20	EXAMPLES OF CURSES ON PEOPLE
1	Vampirism, lycanthropy, or another transformative affliction
2	Programmed death
3	Constant pain, discomfort, hunger, thirst, or something else
4	Some sense is lost, like vision (blindness), hearing (deafness), etc.
5	Hideous appearance
6	Possession by an entity
7	Occasional shift of personality in the most inopportune moments
8	The touch of the character can hurt, kill, or transform in an inanimate thing
9	Body is rotten and emanates strong stench, but character remains healthy
10	The skin spreads diseases while the cursed character remains healthy
11	Transformation to an inconvenient form
12	Eternal sleep
13	Cannot leave an area or be separated from an object
14	Everyone automatically hates the cursed character
15	Can see indescribably frightening entities that are invisible for everyone else
16	Soul is trapped
17	Fragile form (even a child can kill the character by accident)
18	Will die if say a very common word ("the", "be", "to", "of", "and", "no", "yes", etc.)
19	Cannot lie, and neither refuse questions
20	Cannot interact with certain category of objects (clothes, metal, wood, etc.)

d20	EXAMPLES OF CURSES ON PLACES
1	All children start being born as monsters
2	Living fog harms people (instant kill, madness, mortal illusions, etc.)
3	It's now inhabited by sinister creatures
4	It makes people more violent
5	Inhabitants transformed into undead, specters, or other type of monster
6	It takes away people's will little by little
7	Who enters the place cannot leave (e.g. roads don't lead out of the place)
8	Newcomers are possessed by spirits of the ancient inhabitants of the place
9	Newcomers start being transformed into trees or stones little by little
10	Inhabitants in eternal sleep
11	Sounds don't cross the air, it's impossible to hear anything
12	Demons are free to physically manifest themselves in the place
13	Automatic subjugation by some powerful entity, disobedience is instant kill
14	All who enter the place forget their past
15	Every reflection shows twisted monsters instead the image of the person or animal
16	Animals speak about approaching doom, they have no past memory
17	No fire can be lit, and the place is very cold
18	All water that enters the place is turned into blood
19	Plants grow fruits and leaves with desperate faces
20	Time flows differently

PLACES

d100 AREAS

1	Alien place	26	Dunes	51	Jungle	76	Road
2	Abyss	27	Encampment	52	Knoll	77	Rock
3	Anomaly	28	Enemy territory	53	Lagoon	78	Ruins
4	Archipelago	29	Escarpment	54	Lair	79	Sacred place
5	Backlands	30	Estuary	55	Lake	80	Savannah
6	Badlands	31	Farm	56	Magical Place	81	Scrubland
7	Barren land	32	Field	57	Marsh	82	Sea
8	Battlefield	33	Floodplain	58	Mine	83	Settlement
9	Beach	34	Fjord	59	Moor	84	Steep Coast
10	Border	35	Ford	60	Mountain	85	Stone Circle
11	Burrow	36	Forest	61	Mountain pass	86	Swamp
12	Canyon	37	Garden, natural	62	Mountain Range	87	Tectonic Rift
13	Castle	38	Glacier	63	No man's land	88	Town
14	Cave	39	Glade	64	Oasis	89	Transition zone
15	Cliff	40	Gorge	65	Ocean	90	Tundra
16	City	41	Grassland	66	Outcrop	91	Underground
17	Coastline	42	Grotto	67	Peninsula	92	Valley
18	Confluence	43	Grove	68	Plain	93	Village
19	Coral Reef	44	Gulch	69	Plateau	94	Volcano
20	Crater	45	Hamlet	70	Prairie	95	Wall, natural
21	Crevice	46	Hill	71	Promotory	96	Wasteland
22	Crossroads	47	Hillside	72	Quagmire	97	Waterfall
23	Deathland	48	Hinterland	73	Quarry	98	Wetland
24	Depression	49	Hot Spring	74	Ravine	99	Wilderness
25	Desert	50	Island	75	River	100	Woods

d100 BUILDINGS AND PLACES

1	Abbey	26	Courtyard	51	Library	76	Shrine
2	Alley	27	Crypt	52	Lyceum	77	Silo
3	Armory	28	Dam	53	Mansion	78	Slaughterhouse
4	Asylum	29	Docks	54	Market	79	Smithy
5	Bakery	30	Dungeon	55	Mausoleum	80	Square
6	Barn	31	Elevator	56	Mill	81	Stable
7	Barracks	32	Establishment	57	Moat	82	Staircase
8	Bathhouse	33	Factory	58	Monastery	83	Statue
9	Bedroom	34	Farm	59	Monument	84	Street
10	Brewery	35	Fort	60	Nursery	85	Tavern
11	Bridge	36	Fountain	61	Obelisk	86	Temple
12	Brothel	37	Gallery	62	Orphanage	87	Tent
13	Cabin	38	Garden	63	Palace	88	Theater
14	Castle	39	Gate	64	Pier	89	Tomb
15	Catacombs	40	Guesthouse	65	Pit (prison)	90	Tower
16	Cemetery	41	Guild	66	Portal	91	Trading Post
17	Chamber	42	Hall	67	Prison	92	Tree
18	Chapel	43	Headquarters	68	Pyramid	93	Tunnel
19	Church	44	Hideout	69	Refectory	94	Wall
20	Cistern	45	Hospice	70	Road	95	Warehouse
21	Cloister	46	Hospital	71	Rock	96	Watchtower
22	Coliseum	47	Hostel	72	Ruin	97	Watermill
23	Convent	48	House	73	Shack	98	Well
24	Corral	49	Industry	74	Shipyard	99	Winery
25	Cottage	50	Inn	75	Shop	100	Workshop

d100 CHARACTERISTICS OF PLACES

#		#		#		#	
1	Abandoned	26	Empty	51	Invaded	76	Rich
2	Alive	27	Enchanted	52	Isolated	77	Ruins
3	Ancient	28	Fetid	53	Legendary	78	Sacred
4	Anomalous	29	Flourishing	54	Locked	79	Safe
5	Attacked	30	Forbidden	55	Lurid	80	Sealed
6	Beautiful	31	Forgotten	56	Luxurious	81	Secret
7	Blessed	32	Frozen	57	Metamorphic	82	Shrouded
8	Bloody	33	Full	58	Misty	83	Silt-up
9	Bright	34	Fungal	59	Monolithic	84	Stagnate
10	Buried	35	Gloomy	60	Mysterious	85	Stonishing
11	Burnt	36	Guarded	61	Mystical	86	Strange
12	Civilized	37	Harmonious	62	New	87	Submerged
13	Corrupted	38	Haunted	63	Old	88	Subterranean
14	Crystallized	39	Heavenly	64	Open	89	Sunken
15	Cursed	40	Hibernal	65	Peaceful	90	Torrid
16	Damned	41	Hidden	66	Plagued	91	Toxic
17	Dangerous	42	Humble	67	Plundered	92	Ugly
18	Dark	43	Icy	68	Poor	93	Unfinished
19	Deadly	44	Illuminated	69	Putrid	94	Uninhabitable
20	Decadent	45	Imbued of...	70	Ravaged	95	Unique
21	Defensive	46	Infected	71	Rebuilt	96	Untouched
22	Dense	47	Infernal	72	Reclusive	97	Waterlogged
23	Desecrated	48	Infested	73	Refugee(s)	98	Wild
24	Desolate	49	Inhabited	74	Resounding	99	Wooden
25	Empowered	50	Inhospitable	75	Revered	100	Worn

d100 CITIES, TOWNS, AND VILLAGES

1	Artificial	26	Enchanting	51	Modern	76	Shabby
2	Artistic	27	Fashionable	52	Monotonous	77	Smoggy
3	Backward	28	Festive	53	Neat	78	Sophisticated
4	Bustling	29	Forgotten	54	Noisy	79	Soulless
5	Chaotic	30	Foul	55	Nostalgic	80	Spacious
6	Charming	31	Friendly	56	Noxious	81	Sparkling
7	Claustrophobic	32	Gloomy	57	Oppressive	82	Stagnant
8	Clean	33	Godforsaken	58	Organized	83	Stale
9	Cozy	34	Grimy	59	Overdeveloped	84	Sterile
10	Crowded	35	Harmonious	60	Overpopulated	85	Stifling
11	Crumbling	36	Harsh	61	Peaceful	86	Thriving
12	Cultured	37	Historic	62	Polluted	87	Traditional
13	Dangerous	38	Homey	63	Pristine	88	Treacherous
14	Decaying	39	Hospitable	64	Progressive	89	Unhealthy
15	Decrepit	40	Hostile	65	Prosperous	90	Uninspiring
16	Depressing	41	Idyllic	66	Quaint	91	Unkempt
17	Derelict	42	Impoverished	67	Ramshackle	92	Unpleasant
18	Dilapidated	43	Innovative	68	Refined	93	Upbeat
19	Dingy	44	Inviting	69	Repulsive	94	Vibrant
20	Dirty	45	Isolated	70	Rotten	95	Welcoming
21	Disorganized	46	Lawless	71	Rundown	96	Well-connected
22	Diverse	47	Leafy	72	Safe	97	Well-lit
23	Dull	48	Littered	73	Scenic	98	Well-planned
24	Dynamic	49	Lively	74	Secure	99	Wholesome
25	Elegant	50	Miserable	75	Seedy	100	Wretched

d100 LANDMARKS

1	Abyss	26	Danger sign	51	Meteorite impact site	76	Ruins, city
2	Altar	27	Druid stone	52	Mill	77	Ruins, fortress
3	Animal boneyard	28	Field	53	Mine	78	Ruins, house
4	Anthill	29	Figures made of wood	54	Mine, abandoned	79	Ruins, mansion
5	Aqueduct	30	Force field	55	Monastery	80	Ruins, monument
6	Barn	31	Gallows	56	Monastery, abandoned	81	Ruins, village
7	Battlefield	32	Glyphs	57	Monument	82	Shack
8	Bazaar	33	Grave	58	Monument, neolithic	83	Shrine
9	Bazaar, abandoned	34	Grove, crystal	59	Obelisk	84	Signboard
10	Bazaar, illegal	35	Hanging bones	60	Offering pile	85	Sinkhole
11	Bridge	36	Hanging symbols	61	Outpost	86	Spring
12	Building, ancient	37	Heads on spikes	62	Palisade	87	Statue
13	Burnt area	38	Hermitage	63	Petrified animals	88	Straw man
14	Cabin	39	Hotspring	64	Petrified people	89	Temple
15	Cairn	40	House, abandoned	65	Petrified trees	90	Temple, desecrated
16	Cave	41	Hut	66	Pile of rubble	91	Tomb
17	Chasm	42	Idol	67	Pit	92	Tower
18	Circle of fungi	43	Inn	68	Pond or lake	93	Tree, burnt
19	Circle of monuments	44	Labor camp	69	Pool, bioluminescent	94	Tree, fallen
20	Circle of plants	45	Lair	70	Pyramid	95	Tree, hollow
21	Cistern	46	Lighthouse	71	Remains of a person	96	Tree, sinister
22	Cistern, dried up	47	Lumber camp	72	Remains of giant animal	97	Watchtower
23	Cistern, suspicious	48	Mansion	73	Rock, big	98	Waterfall
24	Cottage	49	Meadow	74	Ruins, aqueduct	99	Well
25	Crystals	50	Megalith	75	Ruins, castle	100	Wreckage, mysterious

d20 FORESTS

1	Ancient	6	Dense	11	Mystical	16	Tranquil
2	Barren	7	Enchanted	12	Pristine	17	Treacherous
3	Bountiful	8	Haunted	13	Serene	18	Unforgiving
4	Dark	9	Lush	14	Silent	19	Verdant
5	Decaying	10	Majestic	15	Sinister	20	Vibrant

d20 CAVES

1	Ancient	6	Dark	11	Labyrinthine	16	Sheltering
2	Claustrophobic	7	Deep	12	Mystical	17	Silent
3	Cool	8	Echoing	13	Oppressive	18	Spacious
4	Crystal-filled	9	Haunted	14	Secluded	19	Treacherous
5	Damp	10	Hidden	15	Serene	20	Unstable

d20 DESERTS

1	Alive	6	Golden	11	Mystical	16	Silent
2	Barren	7	Harsh	12	Open	17	Stony
3	Bleak	8	Lonely	13	Phantasmagorical	18	Timeless
4	Desolate	9	Majestic	14	Sepulchral	19	Unforgiving
5	Endless	10	Merciless	15	Serene	20	Wind-swept

d20	RUINS: WHY A CITY HAS FALLEN
1	Abandoned because of unknown reason
2	Cataclysm resulted by catastrophic natural event (earthquake, drought, meteor, etc.)
3	Cataclysm resulted by powerful magic (big bomb, immense fire, killer specters, etc.)
4	Destroyed by indescribable creatures from another plane
5	It was conquered, and its population was taken as slaves
6	Plundered by conquerors who also exterminated its inhabitants
7	Rotted by corruption caused by demonic influence
8	Under a curse
9	Disease or plague wiped out the population
10	Economic collapse due to failed trade or resource depletion
11	Civil war or rebellion
12	Religious or ideological fanaticism led city to self-destruction
13	Its people ascended into some state of being, and then left the city
14	An interdimensional portal opened and threw the dragged city into the PC's world
15	A prophecy foretold its fall, and it became self-fulfilling
16	Its people willingly abandoned it for a promised land
17	Chosen by an ancient power as a sacrifice
18	Its rulers made a pact with dark forces that later came to collect what was due
19	The city was a living entity, and it died
20	A sleeping elder god awoke beneath it

d20 EVENTS FOR POPULATED PLACES

1	A troupe of artists appears
2	The place is attacked
3	A person goes crazy out of nowhere
4	A fight starts
5	Someone new approaches your PC for a mission
6	Someone tries to rob your PC
7	Someone offers to guide your PC
8	Someone is killed in the middle of the crowd
9	People start accusing your PC or someone else of something
10	A person starts being lynched for some reason
11	A person or group wants to assassinate your PC
12	A serious accident happens
13	An experiment goes out of control
14	An unexpected celebration begins
15	Someone makes a shocking announcement
16	Signs of the spread of a disease become clear and crowd get panicked
17	A treasure is exposed in the middle of the crowd
18	A cult or conspiracy is exposed
19	An important figure arrives
20	An important character reveals himself to be an impostor

d20 EVENTS FOR UNPOPULATED PLACES

1	Someone from outside appears
2	Someone from that place reveals themself to your PC
3	A group of people appear out of nowhere
4	The place is invaded by enemies
5	A strange phenomenon occurs
6	Your PC finds a single building
7	Your PC finds a passage to a secret place
8	A natural disaster begins
9	Your PC finds an interesting object
10	Your PC finds someone's remains
11	Your PC finds someone in hiding who has a dark past
12	Your PC finds someone trapped or deliberately left to die
13	Your PC discover an encampment
14	Your PC finds an ancient curse or plague
15	A disturbing voice or sound echoes without origin
16	Your PC is followed by something non-human
17	The environment changes suddenly
18	An ancient entity manifests itself
19	Your PC fall into a trap
20	A special creature appears

d20 HOUSE IN THE MIDDLE OF NOWHERE

1	Sentient dangerous individuals with no hostages
2	Sentient dangerous individuals with one or more hostages
3	A trapped adventurer begging for rescue
4	A dangerous and big animal
5	A wounded monster
6	There are clear signs of a sinister ritual that was made in the house
7	A necromancer's abandoned lab
8	There are one or more corpses, all brutally murdered
9	Nothing, it's empty or has basic furniture
10	Signs of recent activity, perhaps someone lives here, maybe a hunter or hermit
11	Someone lost that took refuge inside the house
12	Travelers that are using the house as a temporary shelter
13	A poorly hidden trapdoor
14	A ghost that may give you a side-quest
15	A hidden stash of illegal goods (drugs, poisons, stolen items)
16	A scholar researching local legends (friendly or paranoid)
17	Small number of useful items left unprotected (food, ropes, candles, etc.)
18	A magic object floating in the air (is it a good idea to touch it?)
19	Small amount of wealth left unprotected
20	A magic user that may help the party

ENVIRONMENT

d100 PHENOMENA

1	Acid rain	26	Eclipse	51	Magical	76	Strange sky
2	Asperitas	27	Fire	52	Mammatus clouds	77	Sun dog
3	Aurora australis	28	Fire whirlwind	53	Meteor shower	78	Sunny
4	Aurora borealis	29	Flood	54	Meteorite impact	79	Superbolt
5	Black sky	30	Fog	55	Mist	80	Supercell
6	Blizzard	31	Fog bow	56	Moonbow	81	Temporal
7	Blood rain	32	Frost	57	Mystical	82	Thunder
8	Brinicle	33	Frostbite winds	58	Noctilucent clouds	83	Thunderbolt
9	Brocken spectre	34	Gale	59	Rain	84	Thunderstorm
10	Cloudburst	35	Globular lightning	60	Rain of animals	85	Tidal wave
11	Cloudy	36	Graupel	61	Rainbow	86	Tornado
12	Cold	37	Gray sky	62	Red moon	87	Torrid
13	Cold front	38	Green flash	63	Red sky	88	Tsunami
14	Cold waves	39	Haboob	64	Red tide	89	Typhoon
15	Cosmic event	40	Hailstorm	65	Sandstorm	90	Virga
16	Crepuscular rays	41	Haze	66	Sastrugi	91	Volcanic lightning
17	Cyclone	42	Heat inversion	67	Scorching	92	Volcanic winter
18	Deluge	43	Heat waves	68	Sea smoke	93	Warm front
19	Derecho	44	Hot	69	Shelf cloud	94	Waterspout
20	Dew	45	Hurricane	70	Shooting star	95	Whirlwind
21	Downburst	46	Ice	71	Snow	96	Whiteout
22	Drizzle	47	Ice pellets	72	Sprite	97	Will-o'-the-wisp
23	Drought	48	Lenticular clouds	73	St. Elmo's fire	98	Wind gust
24	Dust cosmic	49	Light pillar	74	Steam devil	99	Yellow moon
25	Earthquake	50	Lightning	75	Storm	100	Zud

d6 WEATHER

1	Clear/Sunny	4	Rainy
2	Cloudy	5	Stormy
3	Partly Cloudy	6	Windy

ACTIONS

d100 GENERAL ACTIONS

1	Achieve	26	Drop	51	Live	76	Slaughter
2	Attack	27	Eat	52	Look	77	Sleep
3	Bite	28	Fail	53	Mount	78	Smell
4	Break	29	Feed	54	Move	79	Sneeze
5	Breastfeed	30	Feel	55	Murder	80	Speak
6	Breathe	31	Fight	56	Neglect	81	Spit
7	Build	32	Flee	57	Negotiate	82	Start
8	Bury	33	Gather	58	Obey	83	Steal
9	Buy	34	Guide	59	Open	84	Stop
10	Celebrate	35	Harm	60	Pray	85	Surprise
11	Clean	36	Harvest	61	Protect	86	Swim
12	Close	37	Heal	62	Punish	87	Take
13	Command	38	Hear	63	Raise	88	Taste
14	Count	39	Hide	64	Read	89	Threaten
15	Create	40	Hunt	65	Recruit	90	Touch
16	Cut	41	Hurry	66	Repair	91	Trust
17	Dance	42	Inform	67	Reward	92	Use
18	Defend	43	Join	68	Ride	93	Violate
19	Delay	44	Jump	69	Rob	94	Vomit
20	Destroy	45	Kill	70	Run	95	Wake
21	Die	46	Kiss	71	Savor	96	Walk
22	Dig	47	Lay	72	Search	97	Wash
23	Dirty	48	Lick	73	See	98	Wet
24	Drink	49	Lie	74	Sell	99	Work
25	Drive	50	Listen	75	Separate	100	Write

d20 ACTIONS: ENCOUNTER

1	Attack	6	Frown	11	Observe	16	Smile
2	Come closer	7	Greet	12	Relax	17	Snub
3	Defend	8	Ignore	13	Run away	18	Step away
4	Dislike	9	Laugh	14	Run toward	19	Tense up
5	Examine	10	Like	15	Shout	20	Weep

d20 ACTIONS: DOING AT THE MOMENT

1	Chat	6	Eat	11	Play (fun)	16	Sing or Play
2	Clean	7	Fight	12	Pray	17	Sleep
3	Contemplate	8	Hurt	13	Rest	18	Wake up
4	Do art	9	Look for	14	Repair	19	Work
5	Drink	10	Love	15	Run	20	Write or Read

d20 ACTIONS: COMBATANT(S)

1	Attack	**6**	Defend	**11**	Increase	**16**	Repair
2	Build	**7**	Destroy	**12**	Kidnap	**17**	Rescue
3	Capture	**8**	Fight	**13**	Provoke	**18**	Rest
4	Cross	**9**	Flee	**14**	Punish	**19**	Sneak
5	Decrease	**10**	Heal	**15**	Pursue	**20**	Torture

ENCOUNTERS

d100 ANIMALS

1	Alligator	26	Dolphin	51	Jellyfish	76	Rabbit
2	Alpaca	27	Donkey	52	Kangaroo	77	Rat
3	Ant	28	Dragonfly	53	Koala	78	Ray
4	Anteater	29	Duck	54	Leopard	79	Rhinoceros
5	Aphid	30	Eagle	55	Lion	80	Salamander
6	Armadillo	31	Echidna	56	Lizard	81	Scorpion
7	Bat	32	Elephant	57	Llama	82	Seal
8	Bear	33	Fish	58	Lobster	83	Shark
9	Bee	34	Flamingo	59	Manatee	84	Sheep
10	Beetle	35	Fly	60	Moose or Elk	85	Sloth
11	Bison	36	Fox	61	Mosquito	86	Snake
12	Buffalo	37	Frog	62	Mouse	87	Spider
13	Butterfly or Moth	38	Gecko	63	Octopus or Squid	88	Squirrel
14	Camel	39	Giraffe	64	Orangutan	89	Stork
15	Cassowary	40	Goat	65	Ostrich or Emu	90	Swan
16	Chameleon	41	Goose	66	Otter or Beaver	91	Tiger
17	Cheetah	42	Gorilla	67	Owl	92	Toad
18	Chicken or Rooster	43	Hare	68	Parrot	93	Turkey
19	Chimpanzee	44	Hawk or Falcon	69	Peacock	94	Turtle or Tortoise
20	Cicada	45	Hedgehog	70	Pelican	95	Vulture
21	Cockroach	46	Heron	71	Penguin	96	Walrus
22	Cow	47	Hippopotamus	72	Pig	97	Wasp
23	Crab	48	Horse	73	Pigeon or Dove	98	Whale
24	Crocodile	49	Hyena	74	Platypus	99	Wolf
25	Deer	50	Iguana	75	Porcupine	100	Zebra

d20 MONSTERS (LIST 1)

1	*Animal, Common*	6	Ghoul	11	Mimic	16	Troll
2	*Animal, Giant*	7	Goblin	12	Mythological	17	Vampire
3	Bandit	8	Golem	13	Ogre	18	Werewolf
4	Dragon	9	Kobold	14	Orc	19	Wight
5	Elemental	10	Lich	15	Skeleton	20	Zombie

d20 MONSTERS (LIST 2)

1	Basilisk	6	Gnoll	11	Hobgoblin	16	Stirge
2	Bugbear	7	Gnome	12	Owlbear	17	Troglodyte
3	Cockatrice	8	Gorgon	13	Rust Monster	18	Unicorn
4	Gargoyle	9	Hellhound	14	Shrieker	19	Wraith
5	Gelatinous Cube	10	Hippogriff	15	Specter	20	Wyvern

d12 MONSTERS (MYTHOLOGICAL)

1	Centaur	**4**	Dryad	**7**	Medusa	**10**	Nixie
2	Chimera	**5**	Harpy	**8**	Mermaid	**11**	Pegasus
3	Djinni	**6**	Manticore	**9**	Minotaur	**12**	Pixie

Items

d100 Varied items

The elements of this table are presented in the most generic way possible, and can be interpreted in the most varied ways. I eye found in a strange box may be made of magical glass; a sword found behind a dungeon door may be just decorative, but made of gold; a cape found amidst the jewelry of a dragon may be just an ordinary worn-out clothing.

1	Amphora	26	Crystal	51	Idol	76	Scale
2	Amulet	27	Cup	52	Instrument	77	Scroll
3	Armor	28	Dagger	53	Key	78	Seed
4	Artifact	29	Diary	54	Knowledge	79	Shell
5	Astrolabe	30	Dice	55	Lantern	80	Shield
6	Blade	31	Egg	56	Lute	81	Signed Pact
7	Board	32	Elixir	57	Mace	82	Skeleton
8	Bone	33	Essence of...	58	Map	83	Skin
9	Book	34	Eye	59	Mask	84	Spear
10	Bottle	35	Flail	60	Medallion	85	Spyglass
11	Box	36	Flask	61	Miniature of...	86	Staff
12	Bracelet	37	Formula	62	Mirror	87	Sword
13	Brazier	38	Fossil	63	None / Nothing	88	Tabard
14	Buckler	39	Fragment of...	64	Orb	89	Talisman
15	Candle	40	Gauntlet	65	Painting	90	Tapestry
16	Cape	41	Gemstones	66	Pendant	91	Tome
17	Cauldron	42	Globe	67	Pipe (musical)	92	Tooth
18	Chain	43	Grimoire	68	Portrait	93	Trap
19	Chalice	44	Harp	69	Potion	94	Trident
20	Clock	45	Heart	70	Powder	95	Tunic
21	Coin	46	Helmet	71	Precious metals	96	Urn
22	Compass	47	Herbs	72	Quill	97	Veil
23	Corpse	48	Holy thing	73	Relic	98	Vial
24	Crossbow	49	Horn	74	Ring	99	Weapon
25	Crown	50	Hourglass	75	Rope	100	Whetstone

d20 Jewelry and other treasures

1	Anklet	6	Crown	11	Gold	16	Pendant
2	Belly chain	7	Decorative weapon	12	Medallion	17	Precious stone/gem
3	Bracelet	8	Diamond	13	Necklace	18	Ring
4	Brooch	9	Earring	14	Ornament	19	Silver
5	Copper	10	Gemstone	15	Pearl	20	Toe ring

d100 CHARACTERISTICS OF OBJECTS

#		#		#		#	
1	Abandoned	26	Embarrassing	51	Ingenious	76	Ruined
2	Abstract	27	Empty	52	Invisible	77	Sacred
3	Advanced	28	Enchanted	53	Legendary	78	Sealed
4	Alive	29	Erotic	54	Lost	79	Sharp
5	Ancestral	30	Exotic	55	Luxurious	80	Small
6	Arcane	31	Extraordinary	56	Macabre	81	Smelly
7	Ardent	32	Familiar	57	Magical	82	Soul
8	Artistic	33	Forbidden	58	Monstrous	83	Sparkling
9	Beautiful	34	Foreign	59	Mysterious	84	Spectral
10	Blessed	35	Forgotten	60	Mystical	85	Strange
11	Bright	36	Fragile	61	New	86	Sublime
12	Burnt	37	Fragrant	62	Noisy	87	Tasty
13	Celestial	38	Frozen	63	Obscure	88	Technological
14	Childish	39	Full	64	Old	89	Tiny
15	Cold	40	Guarded	65	Ominous	90	Tough
16	Corrupted	41	Haunted	66	Oneiric	91	Toxic
17	Cursed	42	Horrible	67	Open	92	Transparent
18	Damaged	43	Hot	68	Perfect	93	Ugly
19	Damned	44	Huge	69	Poor	94	Unfinished
20	Dangerous	45	Icy	70	Power	95	Unique
21	Dark	46	Illuminated	71	Precarious	96	Untouched
22	Darkness	47	Imbued of...	72	Precious	97	Vicious
23	Desecrated	48	Indestructible	73	Putrid	98	Voices
24	Destroyed	49	Infected	74	Revered	99	Volatile
25	Divine	50	Infernal	75	Ritualistic	100	Worn

d20 FOOD

#		#		#		#	
1	Biscuit(s)	6	Dairy	11	Leaves, edible	16	Sandwich
2	Bread	7	Fish	12	Meat	17	Seafood
3	Cake	8	Fruit	13	Pork	18	Soup
4	Cereal(s)	9	Grain(s)	14	Porridge	19	Spice or salt
5	Chicken	10	Honey	15	Root(s)	20	Stem, edible

d20 FRUITS

#		#		#		#	
1	Apple or pear	6	Cherry	11	Mango	16	Pepper
2	Avocado	7	Coconut	12	Melon	17	Pumpkin
3	Banana	8	Cucumber	13	Orange or lemon	18	Strawberry
4	Blackberry	9	Grapes	14	Papaya	19	Tomato
5	Blueberry	10	Guava	15	Peach	20	Watermelon

d20	CONTAINER CONTENTS
1	Alcoholic beverage
2	Blood
3	Bone(s)
4	Cure
5	Curse
6	Elixir
7	Food
8	Knowledge (notes, books, etc.)
9	Magical
10	Message transmitted by magical means
11	Panacea
12	Piece of a body
13	Poison
14	Poisonous animal
15	Powder
16	Seemingly harmless animal
17	Sentient being
18	Unspecified
19	Water
20	Wealth

d20	BODY PARTS
1	Antenna(s), horn(s), crest(s) or plate(s)
2	Back, chest or torso
3	Buttocks, butt or anus
4	Ear(s)
5	Eye(s)
6	Finger(s)
7	Foot / Feet
8	(Fore)arm(s)
9	Genitals
10	Hair, fur
11	Hand(s)
12	Head
13	Internal organ(s)
14	Knee(s) or elbow(s)
15	Leg(s) or thigh(s)
16	Mouth, tooth/teeth or tongue
17	Neck
18	Nose
19	Skin
20	Wing(s) or tail

Miscellaneous

d100 Colors

1	Almond	26	Cherry	51	Gray	76	Mocha
2	Amaranth	27	Chestnut	52	Green	77	Moss
3	Amber	28	Chocolate	53	Honeydew	78	Mulberry
4	Amethyst	29	Cobalt	54	Hot Pink	79	Mustard
5	Apricot	30	Coral	55	Ice	80	Navy
6	Aquamarine	31	Cornflower	56	Indigo	81	Ochre
7	Ash	32	Cream	57	Ivory	82	Olive
8	Azure	33	Crimson	58	Jade	83	Orange
9	Baby Blue	34	Cyan	59	Jasmine	84	Orchid
10	Beige	35	Dandelion	60	Jet	85	Papaya
11	Berry	36	Denim	61	Kelly Green	86	Peach
12	Black	37	Dodger Blue	62	Khaki	87	Pear
13	Blue	38	Eggplant	63	Lapis	88	Periwinkle
14	Blush	39	Emerald	64	Lavender	89	Pink
15	Bronze	40	Erin	65	Lemon	90	Plum
16	Brown	41	Fern	66	Lilac	91	Pumpkin
17	Burgundy	42	Firebrick	67	Lime	92	Raspberry
18	Burnt Orange	43	Flame	68	Linen	93	Red
19	Canary	44	Flamingo	69	Magenta	94	Rose
20	Carmine	45	Flax	70	Mahogany	95	Ruby
21	Celadon	46	Forest	71	Maize	96	Rust
22	Cerise	47	Fuchsia	72	Malachite	97	Sapphire
23	Cerulean	48	Gamboge	73	Maroon	98	Silver
24	Champagne	49	Gold	74	Mauve	99	White
25	Chartreuse	50	Goldenrod	75	Mint	100	Zaffre

d12 Elements

1	Air or Wind	4	Fire	7	Lightning	10	Psychic or Mind
2	Dark or Shadow	5	Ice	8	Metal	11	Water
3	Earth	6	Light or Holy	9	Poison or Toxin	12	Wood or Plant

d10 LETHAL RESULT OF COMBAT

1	Relevant part of the body is cut off
2	Throat is cut
3	Belly is open
4	Bones of the legs or arms are broken
5	Internal organs are seriously damaged
6	Skin of the whole body is brutally damaged
7	Major artery is cut
8	Chest is crushed
9	Skull is crushed
10	Damage to the cervical region, victim is quadriplegic

d6 DEAD BODY FOUND IN GOOD STATE

1	Stabbed in the back
2	With a broken neck
3	Asphyxia
4	Manually strangled
5	Poisoned
6	Throat is cut

d10 DEUS EX MACHINA

1	Suddenly appear a group of allies, or at least foe's enemies
2	Someone with influence demands the PC to be left alive for some reason
3	Enemy will not kill the PC, they have other plans
4	Catastrophic phenomenon starts, distracting everybody
5	A sudden betrayal from the enemy's ally that benefits the PC
6	Sudden structural collapse, separating the PC from enemies
7	Enemy is called away for an urgent reason
8	A hidden escape route that nobody had noticed is noted by the PC
9	Wild animal attack
10	Enemy has a heart attack, convulsion, or any incapacitating medical condition

d20	TOPICS FOR CHATS
1	News about bandits or merchant caravans
2	Feast at the castle or mansion of a noble
3	A couple in a prohibited romance that fled
4	Levies are being raised, maybe a war is coming
5	Rebellion in some distant place
6	Sermon of the priest
7	Witch or any kind of ungodly person that is to be caught
8	The trade of someone
9	The high price of goods
10	The quality of food
11	The new spice brought by caravans
12	The weather
13	Background of an outsider
14	Tournament
15	Criminals that are going to be sentenced to death
16	Marriage of a noble
17	A miracle that happened in a distant place
18	The army in the town
19	Superstition and Omens
20	Magic activities in the woods

APPENDIX

00.00 02.00 04.00 06.00 08.00 10.00

01.00 03.00 05.00 07.00 09.00

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NPC's Social Sheet

«««« Write only known information here! »»»»»

> **Perceived Unknown Information**

NPC's name: _____

NPC's relation with their current place

_____
_____
_____

NPC's role in their faction or community

_____
_____
_____
_____

NPC's relation with the PC, other NPCs, and other factions

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Other notes

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FACTION'S SOCIAL SHEET
«««« Write only known information here! »»»»»

Perceived Unknown Information

Faction's name: _____

Faction's relation with its current place

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Faction's role in its community

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Faction's relation with the PC, other NPCs, and other factions

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Other notes

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PLACE'S SOCIAL SHEET

Place's name: _____

Brief description of the place

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Relevant people and factions, and their influence on the place

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Potential and current conflicts happening on the place

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INFORMATION

«««««« Write only known information here! »»»»»

Name: _____

Current conditions

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Current connections

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Current objectives
Long term objectives: _____
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Short term objectives: _____
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