

# OGME

Open Game Master Emulator



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Version 1.1.2

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I thank everyone from the subreddit [r/Solo\\_Roleplaying/](https://www.reddit.com/r/Solo_Roleplaying/) for their suggestions and for pointing out mistakes.

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. 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 measure unities used by Americans. Since it's unproductive to make direct 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 km 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.

\* \* \*

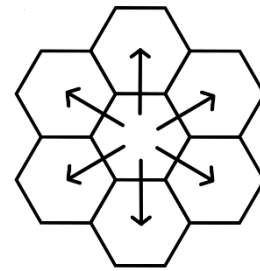
In order to generate a hex map, you start with one hex.

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:

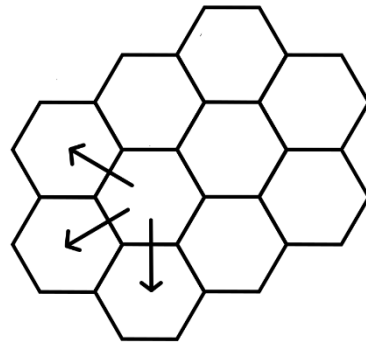
### **d10 BIOMES**

- |    |                               |
|----|-------------------------------|
| 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 <small>(SEE PAGE 53)</small> |
| 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 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 AO, A1, A2..., BO, 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	11	Movable terrain	16	River
2	Collapsing floor	7	Gas	12	Poison	17	Rotting bridge
3	Cursed barrier	8	Illusions	13	Powerful creature	18	Strongly guarded
4	Explosive traps	9	Locked gate	14	Puzzle mechanism	19	Swarm
5	Fog maze	10	Magic seal	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 <small>(SEE PAGE 53)</small> |
| 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 <small>(SEE PAGE 57)</small>	20	Celebration	28	Blight
5	Wedding	13	Negotiation	21	Coronation	29	Apparition
6	Performance	14	Training	22	Ritual <small>(SEE PAGE 46)</small>	30	Curse <small>(SEE PAGE 47)</small>
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.

1	2	3	4
5	6	7	8
9	10	11	12

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

2	3	4
5	6	8
10	11	

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".

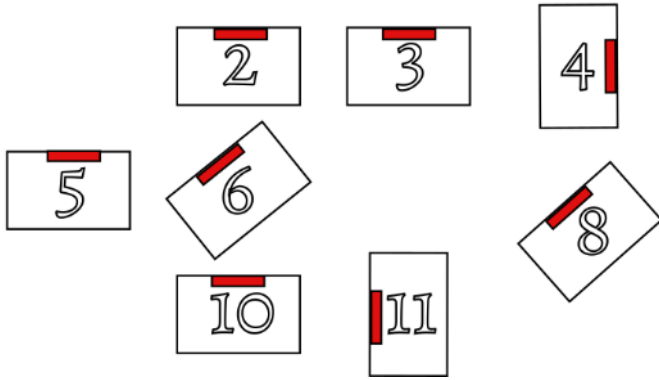
Here is a table for defining the final

2	3	4
5	6	8
10	11	

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	Titanotheres
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)**

<b>1</b> Bandit	<b>4</b> Dragon	<b>7</b> Mastodon	<b>10</b> Troll
<b>2</b> Bear	<b>5</b> Frost Salamander	<b>8</b> Rhinoceros	<b>11</b> Wolf
<b>3</b> Boar	<b>6</b> Giant	<b>9</b> Shadow	<b>12</b> Wraith

**d12 ENEMIES IN BODIES OF WATER**

<b>1</b> Crab	<b>4</b> Mermaid	<b>7</b> Roc	<b>10</b> Shark
<b>2</b> Crocodile	<b>5</b> Nixie	<b>8</b> Sea dragon	<b>11</b> Water Termite
<b>3</b> Hydra	<b>6</b> Octopus	<b>9</b> Sea serpent	<b>12</b> 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 m <sup>2</sup> ) 100–1,000 ft <sup>2</sup>	3–30
2	Medium-sized (100–1,000 m <sup>2</sup> ) 1,000–10,000 ft <sup>2</sup>	30–300
3	Big (1,000–10,000 m <sup>2</sup> ) 10,000–100,000 ft <sup>2</sup>	300–3,000
4	Enormous (10,000–50,000 m <sup>2</sup> ) 100,000–500,000 ft <sup>2</sup>	3,000–16,000
5	Gigantic (50,000–200,000 m <sup>2</sup> ) 500,000–2,000,000 ft <sup>2</sup>	16,000–66,000
6	Colossal (200,000+ m <sup>2</sup> ) 2,000,000 ft <sup>2</sup>	66

The sizes of buildings allow some variation; a small building can have the size of 15 m<sup>2</sup> (160 ft<sup>2</sup>) 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 m <sup>2</sup> ) 100–1,000 ft <sup>2</sup>	3–30
2	Medium-sized (100–1,000 m <sup>2</sup> ) 1,000–10,000 ft <sup>2</sup>	30–300
3	Big (1,000–10,000 m <sup>2</sup> ) 10,000–100,000 ft <sup>2</sup>	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 m <sup>2</sup> like a pantry 15–30 ft <sup>2</sup>
2	3–7 m <sup>2</sup> like a bathroom 30–75 ft <sup>2</sup>
3	7–12 m <sup>2</sup> like a bedroom 75–125 ft <sup>2</sup>
4	12–18 m <sup>2</sup> like a kitchen 125–190 ft <sup>2</sup>
5	18–25 m <sup>2</sup> like a master bedroom 190–270 ft <sup>2</sup>
6	25–35 m <sup>2</sup> like a living room 270–375 ft <sup>2</sup>
7	35–50 m <sup>2</sup> like a dining hall 375–540 ft <sup>2</sup>
8	50–75 m <sup>2</sup> like a home theater 540–800 ft <sup>2</sup>
9	75–110 m <sup>2</sup> like a ballroom 800–1,180 ft <sup>2</sup>
10	110–200+ m <sup>2</sup> like a palace hall 1,180–2,150+ ft <sup>2</sup>

The names of types of rooms are only illustrative, you can have a 35–50 m<sup>2</sup> kitchen or a 1,5–3 m<sup>2</sup> bedroom. If you want an option with only the sizes of smaller rooms:

d6	ROOM'S SIZES
1	1,5–3 m <sup>2</sup> (15–30 ft <sup>2</sup> ) like a pantry
2	3–7 m <sup>2</sup> (30–75 ft <sup>2</sup> ) like a bathroom
3	7–12 m <sup>2</sup> (75–125 ft <sup>2</sup> ) like a bedroom
4	12–18 m <sup>2</sup> (125–190 ft <sup>2</sup> ) like a kitchen
5	18–25 m <sup>2</sup> (190–270 ft <sup>2</sup> ) like a master bedroom
6	25–35 m <sup>2</sup> (270–375 ft <sup>2</sup> ) 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 m<sup>2</sup> (100 ft<sup>2</sup>) has 3 points of space, or if it is 15 m<sup>2</sup> (160 ft<sup>2</sup>), 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  $\Pi$ **2–3** In format of L, I, 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 m<sup>2</sup> (215 ft<sup>2</sup>), 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****1** House**2** Inn**3** Medical post**4** Shop**5** Small temple**6** Workshop**BIGGER BUILDINGS**

Administrative building

Hospital

Mansion

Castle or Palace

Prison

Temple

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

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

<b>d4 TYPE</b>	<b>d6 SPECIALTY</b>	<b>d6 PECULIARITY</b>
<b>1</b> Bilateral	<b>1</b> Assassination	<b>1</b> Affinity with magic
<b>2</b> Matrilineal	<b>2</b> Mercenaries	<b>2</b> Extra body part
<b>3</b> Patrilineal	<b>3</b> Monster-hunters	<b>3</b> High physical capability
<b>4</b> Totemic	<b>4</b> Priests	<b>4</b> Isolationism
	<b>5</b> Robbery	<b>5</b> Tattoos
	<b>6</b> Worshipers	<b>6</b> Unusual appearance

### Cult

<b>d12 TYPE</b>	<b>d20 THEME</b>	<b>d6 WORSHIP, FOLLOW</b>	<b>d20 GOAL</b>
<b>1</b> Alliance	<b>1</b> Animals	<b>1</b> Animal	<b>1</b> Anti-magic
<b>2</b> Breathe	<b>2</b> Apocalypse	<b>2</b> Idea	<b>2</b> Anti-monsters
<b>3</b> Brotherhood	<b>3</b> Body	<b>3</b> Inanimate object	<b>3</b> Climate
<b>4</b> Clan	<b>4</b> Celestial body	<b>4</b> Monster	<b>4</b> Control
<b>5</b> Coalition	<b>5</b> Chaos	<b>5</b> Person (any race)	<b>5</b> Creation
<b>6</b> Company	<b>6</b> Death	<b>6</b> Spirit	<b>6</b> Destruction
<b>7</b> Court	<b>7</b> Dragons		<b>7</b> Evolution
<b>8</b> Fellowship	<b>8</b> Energy		<b>8</b> Experimentation
<b>9</b> Guild	<b>9</b> Nature		<b>9</b> Free will
<b>10</b> Knights	<b>10</b> Order		<b>10</b> Genocide
<b>11</b> Order	<b>11</b> Phenomenon		<b>11</b> Immortality
<b>12</b> Temple	<b>12</b> Power		<b>12</b> Interdimensional
	<b>13</b> Prophecy		<b>13</b> Invocation
	<b>14</b> Purification		<b>14</b> Knowledge
	<b>15</b> Shadows		<b>15</b> Mayhem
	<b>16</b> Society		<b>16</b> Reconstruction
	<b>17</b> Soul / Mind		<b>17</b> Resurrection
	<b>18</b> Spirit, dark		<b>18</b> Supremacy
	<b>19</b> Spirit, light		<b>19</b> Time
	<b>20</b> Void		<b>20</b> 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

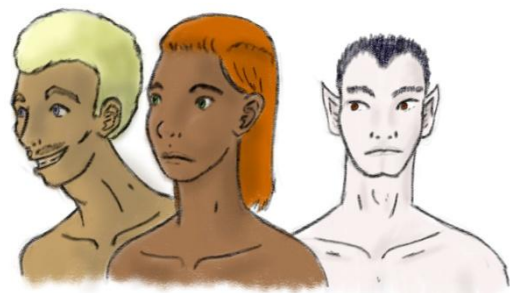
For the professions, just check the random table “Medieval professions”. But if you want something focused on professions of combatant characters, here is a stricter table

### 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.

**100 MASCULINE NAMES**

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

**d100 FEMININE NAMES**

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

**d100 SURNAMES**

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

#### **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!

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.*

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 two important elements to consider: **conditions** and **connections**.

The **condition** is the state of a character, faction, or even a place in a given moment. What is their objective? Where are they? What is their role? They desire to change something, or to keep the status quo? What are their needs?

Here is an example: *Sir Lancelot is a knight at the service of king Arthur, 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 is doing. It is an action that will trigger an event that the player know, but the PC 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 goal? *Lancelot is a member of the Round Table who is a dear friend of Arthur, and he also is very close to Arthur's wife Guinevere.*

Imagine the conditions and connections 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.*

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 and connections, *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 ask who can search 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.* Thanks to the conditions and connection, an NPC in the control of the player can do something that may not be favorable to the PC.

When you record the conditions and connections, you only register the **known information**. It's a 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!

How it works: you read the whole adventure only to know who are the characters, the factions involved, and where everybody is located, then you write the *initial* conditions and connections of all of these agents. All of this can also apply to stories that you write yourself.

You will start the game with the initial conditions and connections of each agent of the adventure, so you have room to allow the dice and tables to change them. Maybe you can save someone from a fated death, or you can change sides and help the villain.

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 and connections 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.

If the big revelation is really important the progression of the adventure, it cannot advance without this fact, you can split the treacherous NPC in two or more NPCs, and let the die or tables define which one will be the traitor.

Other resource is the **mirror character**. If the villain must appear at the beginning of the adventure, but the PC is not supposed to know his identity (because the villain is in disguise or because his appearance is unknown), you can use mirror characters for hiding the villain. You create more than one mirror character, in this way even you 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. This can be applied to factions too.

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 and connections. 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 "Villain'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 robbed, 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 are 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

## 100 PSYCHOLOGICAL CHARACTERISTICS

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

**d100** MOMENTARY EMOTIONAL STATES

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

**d100** PHYSIOLOGICAL STATES

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

## **d100** MEDIEVAL PROFESSIONS

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

## **d20** FIGURES OF HIGH HIERARCHY

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

## **d10** REASONS WHY A HERO HAS FALLEN

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

<b>d20 WHO DID</b>	<b>d20 WHY DID</b>	<b>d20 EFFECT</b>
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**

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**

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

### 100 AREAS

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

**d100 BUILDINGS AND PLACES**

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

**d100 CHARACTERISTICS OF PLACES**

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

**100 CITIES, TOWNS, AND VILLAGES**

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

## **d100 LANDMARKS**

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

## **d20 FORESTS**

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

## **d20 CAVES**

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

## **d20 DESERTS**

<b>1</b> Alive	<b>6</b> Golden	<b>11</b> Mystical	<b>16</b> Silent
<b>2</b> Barren	<b>7</b> Harsh	<b>12</b> Open	<b>17</b> Stony
<b>3</b> Bleak	<b>8</b> Lonely	<b>13</b> Phantasmagorical	<b>18</b> Timeless
<b>4</b> Desolate	<b>9</b> Majestic	<b>14</b> Sepulchral	<b>19</b> Unforgiving
<b>5</b> Endless	<b>10</b> Merciless	<b>15</b> Serene	<b>20</b> 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 themselves 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 discovers 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 falls 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)**

<b>1</b> Attack	<b>6</b> Defend	<b>11</b> Increase	<b>16</b> Repair
<b>2</b> Build	<b>7</b> Destroy	<b>12</b> Kidnap	<b>17</b> Rescue
<b>3</b> Capture	<b>8</b> Fight	<b>13</b> Provoke	<b>18</b> Rest
<b>4</b> Cross	<b>9</b> Flee	<b>14</b> Punish	<b>19</b> Sneak
<b>5</b> Decrease	<b>10</b> Heal	<b>15</b> Pursue	<b>20</b> 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	<i>Animal, Common</i>	6	Ghoul	11	Mimic	16	Troll
2	<i>Animal, Giant</i>	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)

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

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

**d20 FOOD**

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

**d20 FRUITS**

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

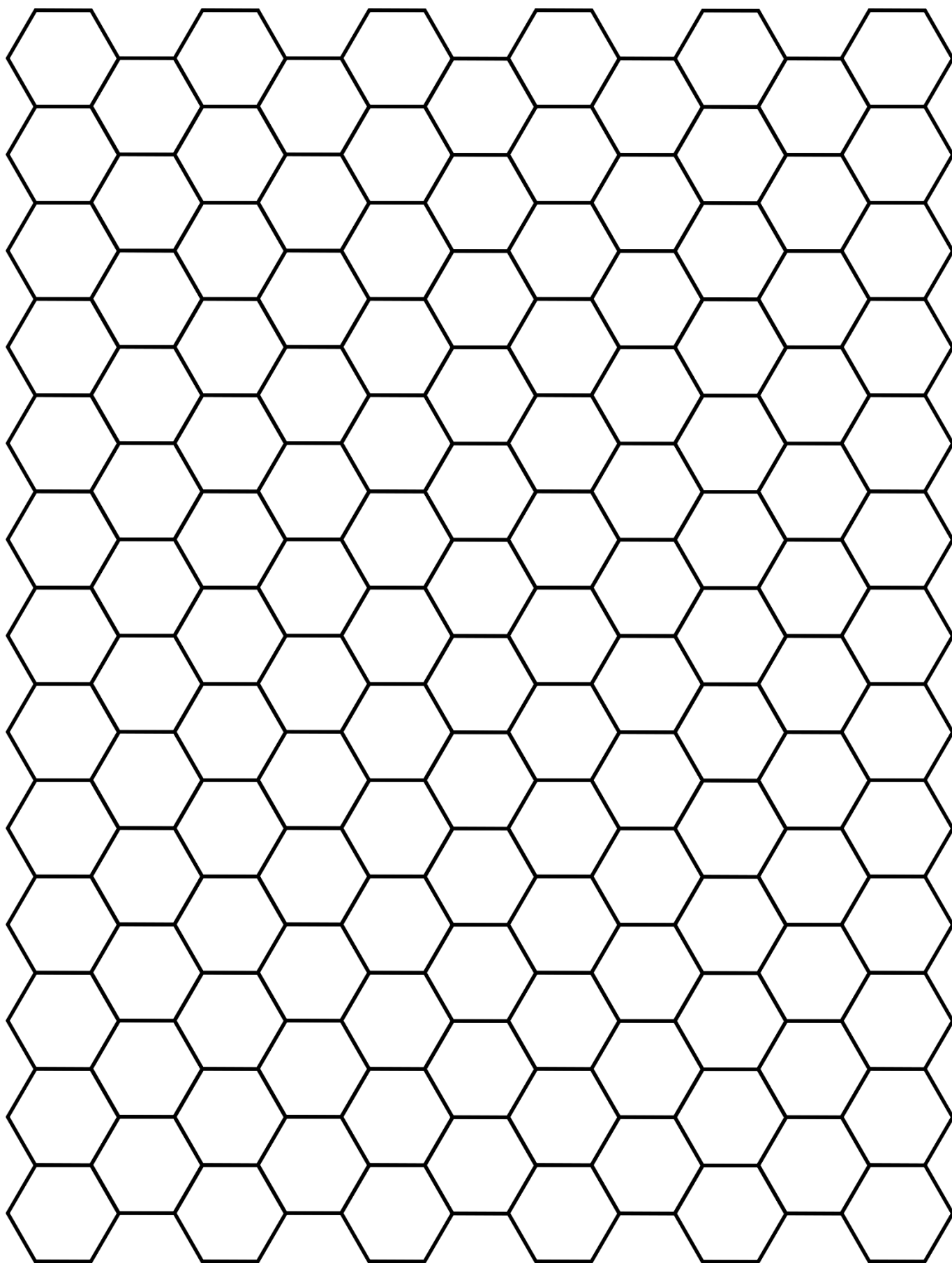
**d10 DEUS EX MACHINA**

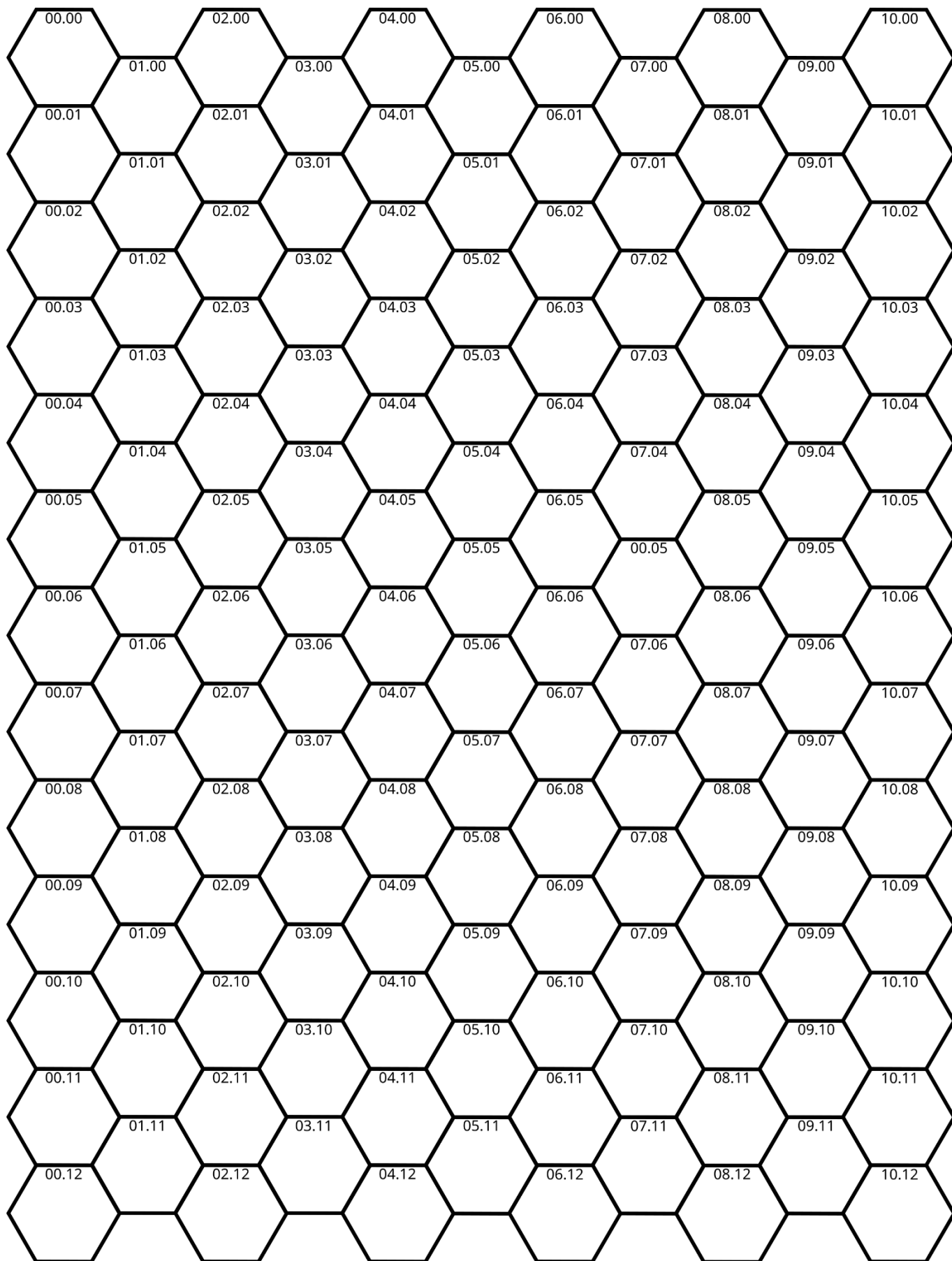
- 1 Suddenly appear a group of allies, or at least foe's enemies
- 2 Someone with influence demands the PC to be left alive for some reason
- 3 Enemy will not kill the PC, they have other plans
- 4 Catastrophic phenomenon starts, distracting everybody
- 5 A sudden betrayal from the enemy's ally that 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**





## NPC'S SOCIAL SHEET

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

PERCEIVED UNKNOWN INFORMATION

**NPC's name:** \_\_\_\_\_

### NPC's relation with their current place

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### **NPC's role in their faction or community**

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

[illegible]

## Other notes

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## FACTION'S SOCIAL SHEET

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

<p><b>PERCEIVED UNKNOWN INFORMATION</b></p>

**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

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.

## Other notes

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## PLACE'S SOCIAL SHEET

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

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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