

ALDERAC ENTERTAINMENT GROUP PRESENTS **ULTIMATE TOOLBOX**

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◀ INTRODUCTION ▶

Introduction

I don't work well in a void. Being an avid fantasy game master for nearly 30 years, I sometimes take my active imagination for granted. Indeed, we gamers all have the wonderful ability beyond the mundane to create worlds, stories and characters on par with authors and screenwriters.

And at other times... not.

I usually work at my best when my imagination is lit by a spark...just a little something to get me going. I've crafted entire adventures from a single piece of fantasy artwork. I've devised encounters and NPCs specifically off a good painted miniature that catches my eye. I've even crafted an entire campaign after listening to a song by Fleetwood Mac.

It was this need for *sparks* that initially inspired Dawn to write the articles known as "Miscellaneous Mishaps" for a certain magazine about Dragons. Being behind that screen is taxing enough, but adding in little details, description and unique trappings are part of the job, and expected by players. It was this logic that led to the development of the first *Toolbox* by our wise friends at AEG (and the lists we all knew we needed thanks to a book on the subject by Gary Gygax in 1979).

While the original *Toolbox* was designed for GMs, we found that players were mining it for character hooks to flesh out character backgrounds and histories. This book continues in that tradition and is even more valuable to both players and GMs like never before.

Here then — in development for nearly five years — is *Ultimate Toolbox*. At game conventions, email chats and online message boards, we've seen the original *Toolbox* appear again and again on favorite book lists and folks always asked if more lists were coming.

Here is that work.

Beleaguered game masters everywhere, rejoice. We think these tables complement the original but this tome alone should be enough to help add flavor and detail to any game session you run.

Enjoy!

— Jeff Ibach

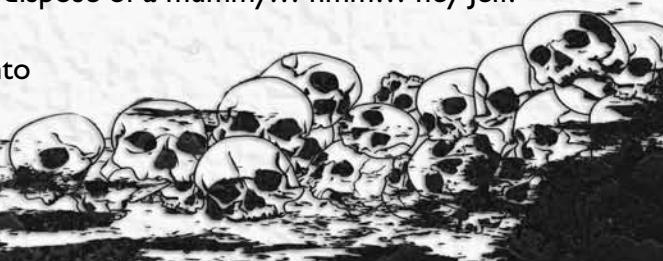
I can remember my fascination with charts and tables going back to high school gaming. Even before that I had a love affair with baseball statistics and numbers. Heck, I used to read encyclopedia entries for fun. When I saw the potential for a random name generator in my fantasy roleplaying (at the age of 12), I didn't let my lack of understanding about diphthongs and bilabial tones stop me from making the world's worst graph of syllables, consonants, and vowels.

My fascination with charts died when I got to college where I wrote stories, rather than spend time building complex game worlds. Certainly they would always be my mistress, as some of my past designs and campaigns would suggest, but I never loved them with the same enthusiasm... only turning to them before a game, never during.

All of that changed when I started working on the *7th Sea* and *Legend of the Five Rings* roleplaying games. All of a sudden, I found myself buying reference books again, pouring over foreign language dictionaries, and letting myself get inspired by something as simple as a song title or lyric. Inspiration was everywhere and once again I was a sponge, soaking up the data that would be used for great adventures.

This book is a culmination of years of not just gaming, but the inspiration for that gaming — both my side of the table as well as Jeff's and Dawn's. This book is packed with stuff. I wish there was more, to be honest. As I write this, I can't help but imagine that we left out a chart about how to cook a wyvern or where to dispose of a mummy... hmm... hey Jeff!

— jim pinto



◀ INTRODUCTION ▶



◀ INTRODUCTION ▶

USING ULTIMATE TOOLBOX

Generic lists are everywhere. Some give you 2,000 species of parrots; some provide 3,000 kinds of trees. You get the idea. And while we appreciate levels of detail, this book offers a wider variety of subjects we felt were more vital at the game table itself or in preparation for running a game, not preparing a lecture on biology or botany. This book doesn't pretend to be anything more than an adventure and persona builder, GM's tabletop companion and writer's-block buster.

Some folks like to read *Toolbox* before a game. While waiting for players to arrive, they enjoy just flipping through, making mental notes, or jotting down some ideas that strike their fancy to include in the session. Sometimes reading through a section is enough to get your creative juices flowing and allows you to feel better prepared for improvisational narrative.

If you know the party is coming to a city, or about to explore a forest or take a sea journey, turning to the pertinent sections and perusing the entries gives you tons of ideas to add flavor and detail. Better yet, an unexpected twist or confrontation to the story.

When creating a new character or bit part for a roleplaying game, there is plenty here from naming it, to determining personality, background, quirks, and appearance, either randomly or by picking your favorite entry.

Last but not least, with a healthy dose of sticky tabs and easy access to this tome's index, this book suddenly becomes vital when the players either go off the beaten path or do something unexpected. By letting your eye catch an entry or with a simple roll of a 20-sided die, you can determine what they see, hear, smell, encounter and what other possibilities present themselves.

OVERVIEW AND INDEX

It's not always obvious where a table might appear in this book. Some chapters have vague sweeping themes and it may not make immediate sense that Black Market (for instance) is in the Maritime chapter, but once you realize that smugglers and pirates are, well...

We've tried to be logical and still make the book useful. On the next two pages, you can find an overview of each chapter, with some hint as to what you might find inside. And of course, at the end of the book, there's an index to cross-reference all the meaty bits.

◀ INTRODUCTION ▶

CHAPTER ONE

Here we can help you visualize your game persona. A good character needs a name (actually these are in the appendix), a motivation, a good memorable quirk or two, and the details that make it stand out among the crowd. This chapter helps with all those things, and more; not just naming a character, but giving it a reason to adventure, helping flesh out a fear, and idiosyncratic details that make it come to life (even familiars, mounts, and pets). Keep an eye and marker here. Many times in different chapters the need for a name will arise, from a location, NPC or another special character from the past. These are just as useful for helping a GM prepare characters the players will meet as it is for players crafting memorable heroes.

CHAPTER TWO

This chapter helps you create worlds and flesh out campaign details. While it doesn't draw the map for you, it should trigger plenty of ideas and offer inspiration. If anything, it helps you realize some of the more overlooked features world builders sometimes leave behind. If you are about to cross over a mountain range to an unexplored area of your own home game or build a world from scratch, there are some valuable tools here to help in this endeavor.

Draw out an area shape on graph or hex paper using information in whatever game master book you're using. Don't forget the borders of nations. Name them, decide on their governments, and then fill them in with loads of choices from the various "map features" charts. Give each realm a personality based on some of the more flavorful entries of the campaign hooks, astrology, cataclysms, and years of importance, tailoring each decision to the realm to give it its own feel and history.

CHAPTER THREE

This chapter follows a distinct flow that may not readily be apparent. First, are tables that help a GM view and build a city. It answers the basic questions — how big is it, what is the population like, who rules (and who really rules). Next are descriptive tables that help the GM visualize and describe a city from a character's point of view, almost like a tour. This is a basic city description (perhaps as seen from a distance) and lore they may have heard, followed by the city gates and the initial architecture. There are sights, sounds and smells to help set the mood. Finally, the chapter delves into the different places the characters will explore and interact with — merchants, guilds, inns, taverns, and the like — and the various interests that naturally attract adventurers.

CHAPTER FOUR

This chapter collects all the information you'll need when the characters set sail for the high seas. The first part details various ports of call and dockside encounters and descriptions. This section is best used in conjunction with the cities chapter to build ports. The rest of the chapter delves into ships, maritime missions and interesting information and encounters while sailing. It's a grab-bag of nautical information, slang, treasure, and adventure hooks. Here you can name your ship, determine the wind and weather, use terms to liven up your role-playing and gather loads of lore to inspire seagoing PCs.

We realize the sea sometimes offers limited choices for characters and the types of encounters you can have. We also recognize that many game masters wish to inject something different or detailed in such a journey other than "you travel the high seas for three days and reach your destination." This chapter helps you explore the many game possibilities of high seas travel... with a healthy dose of pirates.

◀ INTRODUCTION ▶

CHAPTER FIVE

More than any other chapter, these entries may come in most handy for fleshing out an unprepared section of a dungeon. When the “impassable passage” suddenly becomes clear, or the characters wander down a corridor the text reveals as “please extrapolate on your own, we ran out of room here,” you’re all set. How do they get in, what are the walls like, what’s in the room, on the walls, in the chambers and how is it lit? What do they see hear and smell? How about the secret doors you know are there somewhere? It’s all here.

Alternatively, if you are preparing for an adventure in a small dungeon environment, this chapter helps you map it out, decide what types of rooms, chambers, corridors and special features to include and some of the special treasures to be unearthed.

CHAPTER SIX

Have plenty of feudal knights and wily rogues but need some mysterious magic to shake up the campaign and keep it fantastic? This is the chapter to use. Helping expand your horizons and imagination when it comes to magic in your game, this chapter provides different magical power sources, loads of evocative names for magic items and devices, and various rituals and the like. Magic item creation flavor helps explore the interesting side of forging enchanted items and we provide you with magical mishaps, command words for items, spell component ideas and magical concoctions made from alchemy and nature.

Finally, this chapter delves a bit into extraplanar travel and the possibilities of devising your campaign’s cosmos. From the portals, keys and hazards needed to travel the planes, to folk you might encounter there and the communities they live in, we try exploring a number of options for your design including alternative planes and planar factions.

CHAPTER SEVEN

We have already said that many treat *Ultimate Toolbox* as a cure for common writer’s block. If that’s the case, we hope this chapter will become vital in developing your own adventures, or better yet, tailoring premade adventures to your game group. There are literally thousands of ideas, sparks, and premade plots to steal from and make your own. We have tables allowing you to take a simple plot and diabolically twist it in new, surprising ways. Trying to avoid stereotypes and typical adventure fare when we can, we hope to liven up your stories with evocative locations, interesting encounters and developing and naming villains and henchmen. Recognizing the role religion plays in many campaigns, there is enough work in here to create pantheons, grand-scale plotlines and destinies to fulfill.

APPENDIX

At last we reach the extra GM goodies. Names, mostly, but we’ve thrown in a few random charts to flesh out places in the book where theme was more powerful than editing. And we put over 20 pages of names together (real and fantastic), all in one place.

And after that, there’s an extremely useful index as well. How’s that for door to door service?

Finally, we want to say thank you to some of the fans out there who loved *Toolbox* so much that you recommended new tables for this one. Your love of charts almost makes this worth it. But really, we do it for the millions of dollars and not the fame like so many people assume.



◀ CHAPTER ONE ▶

CHAPTER ONE

CHARACTER

◀ CHAPTER ONE ▶

BACKGROUNDS

Table 1–1: Character Beginnings

- 1 Abandoned by father
- 2 Abandoned by mother
- 3 Born at sea calling no land home
- 4 Born into a convent
- 5 Born into a mining camp
- 6 Born into slavery
- 7 Given over to a special school for raising
- 8 Grew up among nonhumans
- 9 Grew up an only child
- 10 Grew up an orphan
- 11 Grew up as a refugee with parents
- 12 Grew up in a large family—many siblings
- 13 Grew up in a small family—one/two siblings
- 14 Grew up into a guild or profession
- 15 Raised by a monstrous clan
- 16 Raised in the wild
- 17 Raised in poverty in a city or town
- 18 Raised in wealth in a city or town
- 19 Raised on a farm
- 20 Raised on a frontier homestead

Table 1–2: Family Composition

- 1 Both parents alive, 1 sibling
- 2 Both parents alive, 2 siblings
- 3 Both parents alive, 2d4 siblings
- 4 Both parents alive, 3 siblings
- 5 Both parents alive, 4 siblings
- 6 Both parents alive, no siblings
- 7 Neither parent alive, 1 sibling
- 8 Neither parent alive, 2 siblings
- 9 Neither parent alive, 2d8 siblings
- 10 Neither parent alive, 3 siblings
- 11 Neither parent alive, 4 siblings
- 12 Neither parent alive, no siblings
- 13 One parent alive, 1 sibling
- 14 One parent alive, 2 siblings
- 15 One parent alive, 2d6 siblings
- 16 One parent alive, 3 siblings
- 17 One parent alive, 4 siblings
- 18 One parent alive, no siblings
- 19 Orphaned
- 20 Unknown family and background

Table 1–3: Famous Ancestry

- 1 Artisan of amazing skill and precision
- 2 Created a potent magical weapon
- 3 Deeds were legendary but never proven
- 4 Discovered and named a great place
- 5 Exiled for crimes against the realm
- 6 Failed merchant or guild leader
- 7 Famous poet or entertainer
- 8 Fell in a titanic battle as the leader
- 9 Founded a cult to oppose local church
- 10 Founded a town or community
- 11 Great hero of the realm
- 12 Highly successful merchant or guild leader
- 13 Liar and cheat who died a pauper
- 14 Lost during a dangerous pilgrimage
- 15 Magical bloodline produced a powerful sorcerer
- 16 No ancestor of note
- 17 Political leader of note in city
- 18 Powerful cleric of a strange faith
- 19 Settled here from far away
- 20 Wizard who formed an academy

LET'S GET STARTED

You may notice that there are twenty items in every chart in this book. This makes using the *Ultimate Toolbox* that much easier. You can choose, roll, or blindly flip through the book and steal what you need from the hundreds and hundreds of ideas throughout. Along the way, you'll find sidebars like this one, giving helpful advice for alternative uses for even the most mundane charts. Just because it's a pickpocket chart doesn't mean it's not also a "for sale" chart or a list of items in a dead man's pockets. Don't let the titles of the charts dissuade you from years of happy gaming and writing inspiration. We're going to say this a lot, but there is no wrong way to use this book.

◀ CHAPTER ONE ▶

Table 1–4: Character Backgrounds/Concepts 1

- 1 Addict. You are addicted to drugs, alcohol, adrenaline, tobacco, or some combination.
- 2 Albino. Your body lacks pigmentation; this can affect hair, skin, and eyes or just your eyes.
- 3 Allergies. You are allergic to some form of creature, dust, mold, plant oils or even perfumes.
- 4 Animals. You have a soft spot for strays and often feed them or leave food behind.
- 5 Aquatic. You have a great love of the sea; you swim or sail whenever possible.
- 6 Attention. You make a spectacle of yourself with theatrical speeches, grand entrances, or odd behavior.
- 7 Betrayal. You've been betrayed by a specific race member, never trusting a word any of them say.
- 8 Black sheep. Your family members are all pillars of society, except you.
- 9 Blades. You are fascinated by bladed weapons of all sizes and shapes.
- 10 Bloodlust. You get irritable if too long a time passes between battles.
- 11 Bodyguard. You feel protective of another member of the group, whether you're paid to be or not.
- 12 Boring. You believe your childhood was completely uninteresting, changing facts to liven it up.
- 13 Bullies. You can't wait to gain power and show the bullies back home who is boss.
- 14 Carouser. You find your way into both public and private parties whenever possible.
- 15 Children. You adore children, hoping someday to have a family of your own.
- 16 Clotheshorse. You just have to buy new clothes; some of them you only wear once.
- 17 Color-blind. You can't see the difference between red and green or blue and yellow.
- 18 Connoisseur. You eat and drink only the very best beverages and foods, no trail rations for you.
- 19 Crafts. You are handy and can make just about anything; pass the time while traveling with crafts
- 20 Demigod. You believe divine blood runs in your veins.

Table 1–5: Character Backgrounds/Concepts 2

- 1 Envious. You wish you belonged to the race/nation that borders your own.
- 2 Evil. You believe agents of evil seek you out for an unknown purpose.
- 3 Family. Your family expected much from you, but you have your own plans.
- 4 Famous. You have the youthful drive to be famous and follow any chance to do so.
- 5 Fascinated. You are fascinated by a particular form of creature, studying and tracking it.
- 6 Favor. Someone or something owes you a favor.
- 7 Feast. You never order less than one of everything on the menu, the beverage list or both.
- 8 Fickle. You are never happy with a choice and often change your taste at whim.
- 9 Fleeing. You are hiding from your friends and family, who insist on an arranged marriage.
- 10 Flying. You have a desire to fly and once these means are acquired, you will use them all the time.
- 11 Fortune-teller. You carry a divining tool (tarot cards, rune stones, rune sticks, bones, etc.)
- 12 Gambling. You can't resist the lure of games of chance—which doesn't mean you're good at them.
- 13 Ghosts. You see the spirits of people who have not passed on yet.
- 14 Good. You believe agents of good seek you out for an unknown purpose.
- 15 Gourmet. You always make meals out of whatever is available, encouraging others to try some.
- 16 Guilty. You believe you are to blame for the death of someone close to you.
- 17 Half breed. You suspect there is unusual blood running in your veins...
- 18 Hatred. There is someone in your past whom you despise, whether or not that person is aware.
- 19 Heartbreaker. You love them and leave them, it's just your way.
- 20 Hero. Someone in your family is a hero; you are on a personal quest to outdo their exploits.

◀ CHAPTER ONE ▶

Table 1–6: Character Backgrounds/Concepts 3

- 1 History. You have a love of antiquities; history and ancient lore fascinate you.
- 2 Honest. You can't tell a believable lie—which could be at odds with your ambitions.
- 3 Horror. You love to be terrified; the spookier and scarier things are the better you like it.
- 4 Hurt. You've been hurt by members of the opposite sex and now you distrust them.
- 5 Husbandry. You see to the group's mounts' needs even more carefully than to your own.
- 6 Hygiene. You often make your companions wait while you freshen up at all hours of the day.
- 7 Illegitimate. You are the bastard child of someone of importance.
- 8 Indigestion. You have a very delicate stomach and must eat the blandest of foods or suffer greatly.
- 9 Insane. You are either suffering from a form of insanity or you pretend to be afflicted.
- 10 Joker. You like to play practical jokes on your companions.
- 11 Journal. You keep a detailed log of all your endeavors.
- 12 Kleptomaniac. You just can't resist putting trinkets and baubles into your pockets.
- 13 Liar. You can't seem to tell the truth—which could make life difficult if you intend to be honest.
- 14 Lightweight. You have no tolerance for alcohol of any type; even the smallest sip will affect you.
- 15 Link. You have a mental link to a villain; in your dreams you see his crimes being committed.
- 16 Loner. You abstain from physical contact and "interaction."
- 17 Luck. You carry a charm, going to extreme measures to avoid losing it.
- 18 Macabre. You find death of great interest, often watching for departing spirits of those recently slain.
- 19 Married. You are either happily or unhappily married, with or without children.
- 20 Military. You once belonged to the King's men, local militia, or a regimented mercenary company.

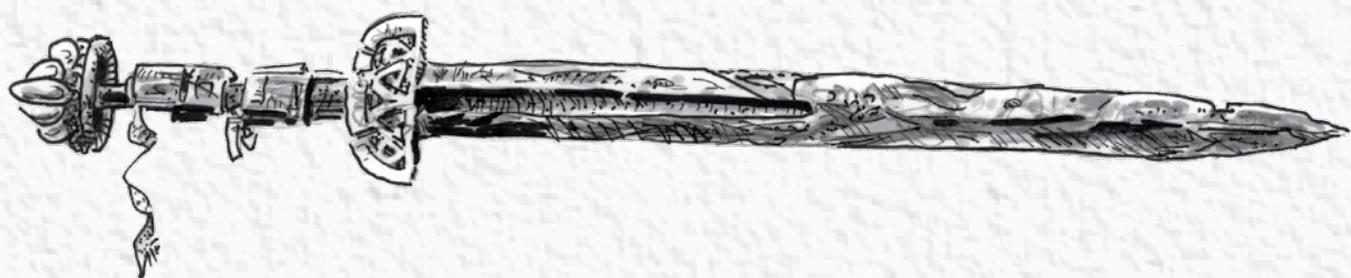
Table 1–7: Character Backgrounds/Concepts 4

- 1 Miser. You find it very difficult to spend money; you'd much rather save it.
- 2 Mount. You have bonded with a mount; this creature is your best friend.
- 3 Mute. You can't or won't speak; you may know some form of sign language.
- 4 Night owl. You sleep half the day, spending the night awake.
- 5 Nightmares. You are often plagued by bad dreams that you can barely remember.
- 6 Nobility. You are somehow from noble blood and prefer the company of aristocracy.
- 7 Obsessive. You look for meaning in everything, sometimes even in trivial matters.
- 8 Oracle. You have dreams that you believe foretell the future.
- 9 Ordinary. You believe you are nothing special.
- 10 Orphan. Your kin are a mystery. You either search for them or prefer to remain in the dark.
- 11 Outcast. You were raised by a race different from your own.
- 12 Outlandish. You wear odd clothes and often (unknowingly) dress in clashing colors.
- 13 Patriotic. You respect and admire the local government. You don't like seditious speech.
- 14 People. You are a people person and never forget a name, a face or both.
- 15 Pious. You are not a priest, but you are a devout follower of a deity, perhaps even fanatic.
- 16 Polygamy. You are married to more than one person. They may or may not know about each other.
- 17 Posing. You pretend to be a member of the opposite sex.
- 18 Prodigy. You are of another class, but have some wizard spells available to you.
- 19 Prophecy. You believe that either you or someone you know will fulfill a prophecy, for good or ill.
- 20 Pursued. You are pursued—crime, mistaken identity—which threatens your independence.

◀ CHAPTER ONE ▶

Table 1–8: Character Backgrounds/Concepts 5

- 1 Pyromaniac. You build bonfires instead of campfires. You enjoy tending a fire, making sure it stays lit.
- 2 Ravenous. You are always hungry, often eating in the saddle and sometimes even during battle.
- 3 Ringer. Someone who looks like you makes your life difficult, generally ruining your reputation.
- 4 Rival. You have a rival of the same class and general level; you are always trying to outdo each other.
- 5 Shill. You size up people quickly and work with others to earn their confidence for your own ends.
- 6 Single parent. You have children being raised by family members while you adventure.
- 7 Slander. Someone works to ruin your reputation, coloring your exploits with unflattering lies.
- 8 Sleepwalker. You walk in your sleep and often find yourself in strange places when you awake.
- 9 Sleepy. You never sleep enough. Once in a city you can spend the entire day and night in bed.
- 10 Superstitious. You are always on the watch for omens; you see portents in the simplest of events.
- 11 Sweettooth. You love sweet foods and drinks, and sometimes make a meal of sweets.
- 12 Tattoos. You can't get enough of them; you either pay someone or you do your own.
- 13 Teacher. You quote words of wisdom, story morals, or sayings intended to provoke introspection.
- 14 Trophy. You collect trophies, either from foes or animals.
- 15 Underdog. You favor the downtrodden and will often take their views and goals as your own.
- 16 Villainy. You are fascinated by villains or folks with bad reputations.
- 17 Voices. You hear voices that don't seem to come from the people around you.
- 18 White sheep. Your family members are all unsavory types; you are the only one who isn't.
- 19 Witness. You've witnessed a crime and the culprits are looking for you.
- 20 Xenophile. You find yourself exclusively interested in a race you weren't born into.



◀ CHAPTER ONE ▶

Table 1–9: Character Motivation 1

- 1 Access another dimension
- 2 Alleviate feelings of guilt
- 3 Amass an army
- 4 Assume another's identity
- 5 Attend an event
- 6 Attract a following
- 7 Attract another
- 8 Avoid responsibilities
- 9 Become a martyr
- 10 Become famous
- 11 Become happy
- 12 Become immortal
- 13 Become infamous
- 14 Become normal
- 15 Become sane
- 16 Become wealthy
- 17 Befriend another
- 18 Chronicle history
- 19 Complete a mission
- 20 Conquer a nation

Table 1–11: Character Motivation 3

- 1 End a war
- 2 End own life
- 3 End suffering
- 4 Enforce the law
- 5 Entertain
- 6 Escape someone's homeland
- 7 Escape punishment
- 8 Establish a new identity
- 9 Establish a relationship
- 10 Exile someone
- 11 Explore new territories
- 12 Find a lost treasure
- 13 Find a missing object
- 14 Find a missing person
- 15 Find an antidote
- 16 Find someone
- 17 Find spiritual enlightenment
- 18 Frame someone
- 19 Frighten
- 20 Gain a reward

Table 1–10: Character Motivation 2

- 1 Continue a legacy
- 2 Cure a disease
- 3 Damage another's reputation
- 4 Delay a wedding
- 5 Deliver a message
- 6 Destroy a relationship
- 7 Destroy an enemy
- 8 Discover the truth
- 9 Do good
- 10 Dominate a nation
- 11 Dominate the world
- 12 Earn money
- 13 Eliminate a pest
- 14 Eliminate a populace
- 15 Eliminate a race
- 16 Eliminate a threat
- 17 Eliminate a weakness
- 18 Enact revenge
- 19 End a relationship
- 20 End a rivalry

Table 1–12: Character Motivation 4

- 1 Gain an award
- 2 Gain approval
- 3 Gain attention
- 4 Gain power
- 5 Gain protection
- 6 Gain ransom monies
- 7 Gain trust
- 8 Hide a secret
- 9 Hide someone's identity
- 10 Hide someone's past
- 11 Imprison another
- 12 Improve someone's social status
- 13 Improve someone's quality of life
- 14 Increase a collection
- 15 Inspire emulation
- 16 Inspire rebellion
- 17 Investigate
- 18 Lead others
- 19 Learn someone's future
- 20 Limit someone's actions

◀ CHAPTER ONE ▶

Table 1–13: Character Motivation 5

- 1 Live vicariously
- 2 Make a sacrifice
- 3 Make someone angry
- 4 Make someone envious
- 5 Make someone fail
- 6 Make someone happy
- 7 Make someone ill
- 8 Make someone jealous
- 9 Make someone laugh
- 10 Make someone sad
- 11 Make someone succeed
- 12 Obtain weapons
- 13 Overcome a weakness
- 14 Overturn a decision
- 15 Pass an initiation
- 16 Pay a debt
- 17 Perform a religious ceremony
- 18 Predict the future
- 19 Prolong a war
- 20 Promote peace

Table 1–14: Character Motivation 6

- 1 Protect a reputation
- 2 Prove self
- 3 Prove someone's innocence
- 4 Reanimate the dead
- 5 Reclaim property
- 6 Regain control
- 7 Regain fame
- 8 Regain humanity
- 9 Regain someone's affections
- 10 Regain power
- 11 Regain wealth
- 12 Regain youth
- 13 Relieve boredom
- 14 Renew interest in something
- 15 Repair damage
- 16 Rescue someone
- 17 Research a project
- 18 Return home
- 19 Right a wrong
- 20 Ruin an event

Table 1–15: Character Motivation 7

- 1 Satisfy a desire or need
- 2 Satisfy an obligation
- 3 Satisfy a curiosity
- 4 Save another
- 5 Save face
- 6 Secure payment
- 7 Set an example
- 8 Silence someone
- 9 Solve a mystery
- 10 Spy on another
- 11 Start a castle
- 12 Start a family
- 13 Start a nation
- 14 Start a war
- 15 Subdue
- 16 Test someone's limits
- 17 Travel
- 18 Usurp someone's power
- 19 Win a bet
- 20 Worship a deity

Table 1–16: Common Rites of Passage

- 1 Acceptance to church/university
- 2 Accolade
- 3 Apprenticeship
- 4 Baptism
- 5 Become an adult (ceremony)
- 6 Building a home in community
- 7 Celebration of adulthood
- 8 Earns citizenship or voting rights
- 9 First tattoo or ritual scars
- 10 Graduation from class
- 11 Initiation to group or gang
- 12 Joining the watch or guard
- 13 Marriage/wedding
- 14 Membership in a guild
- 15 Naming ceremony
- 16 Performance of recital
- 17 Personal pilgrimage
- 18 Scarification
- 19 Spiritual epiphany or vision quest
- 20 Taking vows

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Table 1–17: Character Quirks 1

- 1 Allergic to an animal or plant
- 2 Always adjusts clothes, weapons, belts
- 3 Always injects a laugh into conversation
- 4 Always keeps a shaved head
- 5 Cannot hear very well
- 6 Challenged fashion sense
- 7 Enjoys a unique hobby or pastime
- 8 Enjoys practicing a favorite skill, continually
- 9 Failing eyesight
- 10 Frequently enjoys alcohol
- 11 Frequently has trouble sleeping well
- 12 Frequently rubs holy symbol around neck
- 13 Gets along easily with animals and beasts
- 14 Inattentive to personal appearance
- 15 Insatiable flirt with the opposite sex
- 16 Keeps hair in a strange or exotic way
- 17 Known to be a casual liar
- 18 Name-dropper
- 19 Nervous habit shows itself at strange times
- 20 Never learned to read or write (maybe both)

Table 1–18: Character Quirks 2

- 1 Never without a favored item
- 2 Never eats meat or animal byproducts
- 3 No musical taste or ear and a terrible singer
- 4 Obsessive about certain foods
- 5 Old wound causes a slight limp in gait
- 6 Opinionated about any conversation or topic
- 7 Overweight from indulgence
- 8 Personal appearance is very important
- 9 Practices a favorite musical instrument
- 10 Recurring facial tick during stress
- 11 Smokes pipeweed or tobacco frequently
- 12 Speaks with a strange accent
- 13 Subscribes to a number of local superstitions
- 14 Suffers from long-term illness symptoms
- 15 Suffers from a phobia gained long ago
- 16 Thinks quite highly of oneself
- 17 Trouble seeing different colors
- 18 Wanderlust
- 19 Weak stomach for messy violence
- 20 Yearns for the outdoors

Table 1–19: Character Features 1

- 1 Always partially unshaven
- 2 Always wears at least one piece of jewelry
- 3 Bald, intentional or not
- 4 Bears a mighty scar in an obvious place
- 5 Body piercings cover face and chest
- 6 Broken nose from childhood accident
- 7 Criminal brand on forehead, hand, or neck
- 8 Deep, booming voice
- 9 Exceptionally short or tall for species
- 10 Extremely hairy arms and knuckles
- 11 Furrowed brow, wrinkled from worry
- 12 Generally ugly or haggard-looking
- 13 Gestures with hands when speaking
- 14 Healthy physique, but aged face and hands
- 15 Long braided hair and/or beard
- 16 Long slender fingers and soft palms
- 17 Missing a finger or toe
- 18 Missing tooth or teeth
- 19 Never without a companion or escort
- 20 Never without a drink

Table 1–20: Character Features 2

- 1 Over-explains everything, twice
- 2 Overall, thin and frail
- 3 Overly masculine or feminine features
- 4 Picks teeth incessantly
- 5 Slender eyes appear nefarious
- 6 Slow to respond to everything
- 7 Speaks with a strange, indiscernible accent
- 8 Strong and muscled physique
- 9 Strong chin, denotes authority
- 10 Suffers a low, gruff voice
- 11 Thick head of hair
- 12 Two different or exotic eye colors
- 13 Unusual tattoo* (see table 1–33)
- 14 Uses coarse or common language
- 15 Walks hunched with shame
- 16 Walks with a slight limp
- 17 Walks with a cane
- 18 Walks with a military stride
- 19 Wears exotic and expensive clothing
- 20 Wears eyepatch (whether or not it's needed)



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Table 1–21: Superstitions and Taboos

- 1 Always feed food to the fire before eating
- 2 Avoid mirrors at all cost
- 3 Baths should only be taken in natural sources, such as lakes and streams
- 4 Cats can see the aura of good or evil in humans
- 5 Circle every home once before entering, or evil may follow you inside
- 6 Dew on the grass in the morning means no rain for the day
- 7 Exit any building by the way it was entered to avoid bad luck
- 8 Fingernail cuttings should be saved, burned, or buried
- 9 If a dead person's eyes are left open, he'll find someone to take with him
- 10 Keeping items in a person's possession imbues that item with part of his spirit
- 11 Must never cut hair
- 12 Never breathe near the dead or they may inhabit the living
- 13 Never follow in someone else's footprints or you will inherit their bad luck
- 14 Never kill a spider
- 15 Never kill or eat birds
- 16 Never look at the moon or suffer madness
- 17 Never sit on bare stone
- 18 Never start a trip on the last day of the week or misfortune will follow
- 19 Never whistle, it calls wind spirits
- 20 Throw back the first fish you catch then you'll be lucky the whole day fishing

Table 1–22: Nightmares

- 1 Abandonment by your deity or church
- 2 Being last in your party alive in an ancient castle, isolated and alone
- 3 Beloved magic item sundered or made useless
- 4 Caught for a crime against all you stand for which you didn't commit; penalty is death
- 5 Chased by an aberration through the woods while blinded
- 6 Dissolved by an ooze in a pit of skeletons, while still alive
- 7 Drowning under oppressive circumstances
- 8 Failed a party member and watched their death as a result
- 9 Failing at a game of skill, like the local fair or a jousting match
- 10 Failure or looking foolish to a beloved
- 11 Falling from a great height
- 12 Horse or beloved mount takes a mortal wound while you are riding
- 13 Involved in a lightning-storm shipwreck
- 14 Loss of magical power or knowledge
- 15 Lost in catacombs or sewers while chased by shadows
- 16 Overrun by a swarm of flesh-eating insects
- 17 Slowly gnawed in a dragon's maw while paralyzed
- 18 Suffering the effects of a wasting disease
- 19 Surrounded by the hungry undead with an appetite for eyes
- 20 Watching your business or dwelling destroyed by fire or magic

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Table 1–23: Insanities

- 1 Amnesia. Loss of memory.
- 2 Antipathy. Lack of emotion
- 3 Catatonia. Fall into a stupor.
- 4 Delusions. Believe things that aren't true.
- 5 Dipsomania. Need for alcohol.
- 6 Hallucinations. See things that aren't there.
- 7 Hebephrenia. Foolishness.
- 8 Homicidal mania. Need to kill others.
- 9 Kleptomania. Need to steal.
- 10 Megalomania. Feeling of superiority.
- 11 Monomania. Obsession with one idea/subject.
- 12 Obsessive-compulsive. Repetitive behavior.
- 13 Paranoia. Fear that everyone's out to get you.
- 14 Pathological liar. Need to lie about everything.
- 15 Psychopath. Aggressive or amoral behavior.
- 16 Quixotism. Need to perform deeds for an irrationally romantic ideal of duty or honor.
- 17 Sadism. Need to harm others.
- 18 Schizophrenia. Paranoia, incoherent speech, delusions, emotional detachment, etc.
- 19 Sociopathy. Antisocial behavior.
- 20 Suicidal mania. Need to kill oneself.

Table 1–24: Phobias

- 1 Acrophobia. Heights.
- 2 Agoraphobia. Open places.
- 3 Autophobia. Being alone.
- 4 Bathophobia. Deep places.
- 5 Claustrophobia. Confined spaces.
- 6 Demophobia. Crowds.
- 7 Gephyrophobia. Crossing bridges.
- 8 Haphephobia. Being touched.
- 9 Hydrophobia. Water.
- 10 Hypnophobia. Sleep.
- 11 Hematophobia. Blood.
- 12 Necrophobia. Dead things.
- 13 Ophiophobia. Snakes.
- 14 Pyrophobia. Fire.
- 15 Sciophobia. Shadows
- 16 Scotophobia. Darkness.
- 17 Theophobia. Religion or god.
- 18 Vermiphobia. Worms.
- 19 Xenophobia. Foreigners.
- 20 Zoophobia. Animals.

Table 1–25: Hobbies

- 1 Animal study
- 2 Athletic competition
- 3 Brewing alcohol
- 4 Collecting items
- 5 Cooking unique dishes
- 6 Creative writing
- 7 Dart contests
- 8 Games of chance
- 9 Gardening
- 10 Glassblowing
- 11 Miniatures
- 12 Model building
- 13 Outdoor recreation
- 14 Painting scenes or portraits
- 15 Performing at theater
- 16 Performing with an instrument
- 17 Pottery making
- 18 Reading and literature
- 19 Sewing clothes
- 20 Woodworking or whittling

Table 1–26: Inheritance

- 1 Animals/Pets
- 2 Art
- 3 Business
- 4 Castle
- 5 Children
- 6 Coins
- 7 Collection
- 8 Gems
- 9 Gold
- 10 Guild
- 11 Home
- 12 Keep
- 13 Land
- 14 Library
- 15 Magical gear
- 16 Position of power
- 17 Servant
- 18 Slaves
- 19 Spellbook
- 20 Weapons



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Table 1–27: Collections 1

- 1 Animals
- 2 Armor
- 3 Bones
- 4 Books/Journals
- 5 Bottles/Containers
- 6 Carvings/Drawings/Engravings
- 7 Clothing (general)
- 8 Clothing (specific)
- 9 Coats of Arms/Heraldry
- 10 Crystals/Prisms
- 11 Figurines
- 12 Flowers
- 13 Foreign items
- 14 Games
- 15 Gems/Jewelry
- 16 Helmets
- 17 Historical coins
- 18 Horses
- 19 Insects
- 20 Leather goods

Table 1–28: Collections 2

- 1 Lenses
- 2 Letters
- 3 Magical components/equipment
- 4 Maps or Scrolls
- 5 Medals
- 6 Music (written or instruments)
- 7 Omens/Prophecies
- 8 Paintings
- 9 Puzzles
- 10 Religious items
- 11 Scarves
- 12 Shackles
- 13 Songs
- 14 Stargazing charts
- 15 Statues
- 16 Stories
- 17 Tools
- 18 Trophies
- 19 Weapons
- 20 Wine

Table 1–29: Birthmarks

- 1 Beast (magical or otherwise)
- 2 Black circles around both eyes
- 3 Charging horse
- 4 Claw of an eagle
- 5 Comet
- 6 Crossed swords
- 7 Crude map
- 8 Falcon
- 9 Five words in Draconic
- 10 Gold dragon with its wings spread
- 11 Holy symbol
- 12 Image of an avatar of a god
- 13 Moon and three stars
- 14 Sigil of a wizard who lived 1,000 years ago
- 15 Skull
- 16 Spell written in an ancient language
- 17 Starburst
- 18 Symbol of a death cult
- 19 Symbol of a plague carrier
- 20 Tower or important location

Table 1–30: Tattoos (Basic Shapes)

- 1 Aberration
- 2 Animal
- 3 Archaic symbol
- 4 Dragon
- 5 Evil outsider
- 6 Flower
- 7 Good outsider
- 8 Holy symbol
- 9 Magical rune
- 10 Mystic rune
- 11 Mythical creature
- 12 Name
- 13 Reptile
- 14 Sea serpent
- 15 Ship
- 16 Skull
- 17 Starburst design
- 18 Tribal
- 19 Vine
- 20 Weapon

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Table 1–31: Tattoos (Common Details) 1

- 1 Anchor with rope
- 2 Arcane symbol or shape
- 3 Axe or crossed axes
- 4 Banner bearing the colors red and purple
- 5 Bow with a flaming arrow
- 6 Castle tower
- 7 Celtic knot
- 8 Charging bull
- 9 Crossed swords
- 10 Demon claws
- 11 Dragon (crouching, flying, or otherwise)
- 12 Flock of birds
- 13 Flying or hanging bat
- 14 Fox chased by a large dog
- 15 Giant fist
- 16 Growling grizzly bear head
- 17 Hammer and anvil
- 18 Heart with a dagger through it
- 19 Holy symbol of a god
- 20 Human or orc skull

Table 1–32: Tattoos (Common Details) 2

- 1 Human or orc skull
- 2 Laid stones forming a wall
- 3 Letter “J”
- 4 Maul surrounded by dwarven braid
- 5 Musical instrument
- 6 Noose
- 7 Ornate rapier
- 8 Owl with three arrows clutched in its claw
- 9 Robed figure carrying a scythe
- 10 Rune (draconic, dwarven, or other)
- 11 Sailing ship
- 12 Shattered sword
- 13 Shield with a bird of prey in the middle
- 14 Ship on water
- 15 Skull and crossbones
- 16 Starburst
- 17 Sun with a hawk flying out of it
- 18 Swimming shark
- 19 Sword and circular shield
- 20 Three daggers with the points touching

Table 1–33: Tattoos (Unusual)

- 1 Angel with wings spread
- 2 Black rose
- 3 Crows feeding on a dead body
- 4 Daggers within daggers within daggers
- 5 Dead goat hanging upside down
- 6 Deity fighting a massive serpent
- 7 Eye pierced by a dagger
- 8 Eyes (tattooed all over body)
- 9 Fire engulfing other tattoos
- 10 Forked tongue painted on tongue
- 11 Gates inside the mouth of a demon
- 12 Head of a praying mantis
- 13 Hippogriff chewing on banner/standard
- 14 Map
- 15 Number of a mercenary company (faded)
- 16 Prose (like a poem or list of names)
- 17 Skull with a snake through the eye sockets
- 18 Succubus with wings folded
- 19 Troll eating an elf, feet first
- 20 Undead

Table 1–34: Tattoos (Magical)

- 1 Arcane sigil on tongue
- 2 Celtic braid on back or face
- 3 Draconic rune on shoulder
- 4 Glowing arcane mark on palm
- 5 Glowing compass
- 6 Glowing sigil over heart
- 7 Handprint on chest or back
- 8 Holy/unholy words on scalp
- 9 Maze of shapes and patterns across back
- 10 Runes across neck
- 11 Sacred name inside lip
- 12 Sanskrit proverb across forearms
- 13 Sanskrit rune on back of hand
- 14 Slyvan runes on stomach
- 15 Stars at key ‘energy’ points
- 16 String of numbers behind the knee
- 17 Third eye
- 18 Tribal band across back and pelvis or shin
- 19 The Unspeakable One/Thing
- 20 Words to a spell on arm



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CHARACTER PATHS

Table 1–35: Barbarian Tribes 1

- 1 Bear Fury Tribe
- 2 Black Scar Clan
- 3 Blood Thorn Tribe
- 4 Bloody Pact Clan
- 5 Brotherhood of the Axe
- 6 Blue Scale Clan
- 7 Clan of the Fallen Towers
- 8 Clan Dragon Claw
- 9 Clutch of a Thousand Arrows
- 10 Devil's Horn Tribe
- 11 Fire Eyes Band
- 12 Gang of Seven
- 13 Green Mace Horde
- 14 Hag's Children
- 15 Hippogriff Feather Brotherhood
- 16 Horseman's Pride Clan
- 17 House of the Eldermen
- 18 House Long Saber
- 19 Iron Hammer Clan
- 20 Jade Flower Clan

Table 1–36: Barbarian Tribes 2

- 1 Kracken's Claw
- 2 Medusa's Children
- 3 Nomad's Lance
- 4 Northmen of Patience Plains
- 5 Order of the Last Scion
- 6 Pointing to the Sun Clan
- 7 Rage of the
- 8 Ruin's Home Tribe
- 9 Spider Tooth Clan
- 10 Stolen Fyre Tribe
- 11 Sullen Storm Clan
- 12 Tails of the Serpent Sect
- 13 Thundering Hooves Tribe
- 14 Tribe of Lost Faith
- 15 Tribe of the Sundered Moon
- 16 Tribe of the Wandering Sword
- 17 West Edge One People
- 18 White Dragon Marked Tribe
- 19 Wolf Hunter Brotherhood
- 20 Wyrm Rider Clan

Table 1–37: Barbarian Rites of Passage

- 1 Bring a relic back from a sunken ruin
- 2 Bring back the egg of a great flying creature
- 3 Bring back the head of a magical beast
- 4 Bring back the live young of a totem animal
- 5 Bring back the scalp of an enemy tribesman or animal totem
- 6 Craft a personal talisman baptized in blood
- 7 Craft weapon and armor from scratch
- 8 Drink the blood of the first solo kill
- 9 Find your way home from a place in the wild
- 10 Harvest a rare herb, useful to the tribe
- 11 Kill a totem animal or beast unarmed
- 12 Paddle a canoe up rapids
- 13 Perform a tribal self-scarring ceremony
- 14 Produce offspring with a chosen mate
- 15 Receive a vision quest after meditating in a medicine lodge
- 16 Steal from an enemy encampment
- 17 Survive for one week alone in the wilderness
- 18 Swim across a great river
- 19 Touch, with painted hand, a live totem animal
- 20 Track enemy tribe for two weeks, undetected



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Table 1–38: Musical Instruments

- 1 Alphorn
- 2 Bagpipes
- 3 Cornamuse or Dulcian
- 4 Cittern or Guitar
- 5 Drums
- 6 Dulcimer or Organetto
- 7 Fiddle, Rebec, or Viol
- 8 Harp or Harpsichord
- 9 Horn*
- 10 Hurdy-gurdy
- 11 Kortholt, Rauschpfeife, or Recorder
- 12 Lizard or zink
- 13 Lute
- 14 Lyre
- 15 Mandolin
- 16 Pan pipes
- 17 Phorminx
- 18 Serpent
- 19 Shawm
- 20 Transverse flute

* too numerous to list

Table 1–39: Bard Song Names 1

- 1 Anthem for Griffon Company
- 2 Anthem of the Age of Dragons
- 3 Aria for a Lost Winter
- 4 Arietta for War's End
- 5 Ballad for Queen Ilsona of Ketinmach
- 6 Ballad of Bloodgulch
- 7 Barcarolle of Frail Leymaria
- 8 Cabaletta of the Shadow Empire
- 9 Call of the Raven
- 10 Canticle of Leland the Marked
- 11 Cantos VI of the Mirror Cycle
- 12 Canzone for Nabthaterol
- 13 Chant of the Battlemaidens of Utaris
- 14 Chorus for the Soldiers of Valor
- 15 Composition for a King
- 16 The Count's Solo
- 17 Duet of Misha and Kitara
- 18 Epic for the Empire of Talistalv
- 19 Epic of Wraxheinous the Dragon King
- 20 Hymn of the Brother Monks of Newall

Table 1–40: Bard Song Names 2

- 1 Hymnal for the Winter Solstice
- 2 Lament for Amrathreal
- 3 Lullaby for Antony, Boy King
- 4 Lyric for a Missing Son
- 5 Melody for a Bishop's Tear
- 6 Quatrain of the Lost Shepherds
- 7 Opus Dream Suite
- 8 Poems of Peace
- 9 Psalms of the Beggar Tree
- 10 Requiem of Yislean of Harrowford
- 11 Round for Brother Val
- 12 Roundelay for 'Morrow
- 13 Serenade for Fair Sheridan
of One Thousand Romances
- 14 Song of the Whispering Moors
- 15 Sonata of the Pyramid Kings
- 16 Sonnet of Seven Summers
- 17 Symphony for Kings of Old
- 18 Tale of the Druids of Dunwell Grove
- 19 Threnody for the Sealost
- 20 Tune of Aidan the Hero Farmer

Table 1–41: Bard Performances

- 1 Back of a traveling cart
- 2 Before a marching army
- 3 Celebration, impromptu or annual
- 4 Ceremony, impromptu or regional
- 5 Deck of a ferryboat
- 6 Honoring someone of merit or esteem
- 7 In front of a fire
- 8 Outside a business
- 9 Part of a parade
- 10 Part of a traveling act
- 11 Platform stage at an inn
- 12 Raised stage at a tavern
- 13 Royal ball
- 14 Sitting in a tree
- 15 Sitting on the roof of a local business
- 16 Standing on a barrel
- 17 Store front on a street corner
- 18 Surrounded by a street crowd
- 19 While mounted
- 20 While strolling down a street



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Table 1–42: Clerics

- 1 Churchman Christophorus Stoutheart
- 2 Clergyman Rogar Mooria
- 3 Divine Servant Cydnus Heartstrong
- 4 Father Zared Stoneworthy
- 5 High Cleric Benedictus Perok
- 6 High Cleric Emeric Genosis
- 7 High Holiness Barten Lawfellow
- 8 High Holiness Kindam Wisewords
- 9 Minister Hadessa Brightsong
- 10 Minister Petris Kinkeeper
- 11 Mother Raphaela Talas
- 12 Parson Jeremiah Tringe
- 13 Parson Jukalia Zantys
- 14 Preacher Alexander Cyrian
- 15 Preacher Octavia Farreacher
- 16 Priest Davron Wisdomworker
- 17 Priest Marius Truesight
- 18 Saint Abigail Truewhisper
- 19 Saint Josetta Unbinger
- 20 Sister Gargi Wayseeker

Table 1–43: Divine Path

- 1 Become part of something worldly
- 2 Born to a holy monastery
- 3 Draw out and smite heathens
- 4 Following in parent's footsteps
- 5 Forced to save face
- 6 Found a holy symbol in the wild
- 7 Got a calling to the religion during prayer
- 8 Heard the calling during a traumatic event
- 9 Left as an orphan to the church
- 10 Needed to shepherd a "lost" community
- 11 Needed to show others god's glory
- 12 Oppose a god that battles your beliefs
- 13 Pacifist who wishes to help others
- 14 Received a vision while working the fields
- 15 Seek true enlightenment and inner peace
- 16 Serve a higher, immortal purpose
- 17 Someone who wishes to heal others
- 18 Spiritually advise a ruling family
- 19 Wanted a proper education
- 20 Wanted to learn to stop an undead plague

Table 1–44: Ceremonies

- 1 Ambassador's greeting
- 2 Awarding a hero a medal
- 3 Being inducted into a church or religion
- 4 Birth of a prince or princess
- 5 Coming of age
- 6 Consecrating a new temple
- 7 Crowning of a king or queen
- 8 Death of a hero
- 9 Death of royalty
- 10 Graduating from a school or university
- 11 Launching of a ship
- 12 Marriage, peasants or nobles
- 13 Opening of a bridge
- 14 Opening of a building
- 15 Receiving knighthood
- 16 Return of an important group
- 17 Season change
- 18 Someone taking sacred vows
- 19 Victory of a great battle
- 20 Weekly holy day

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Table 1–45: Holy Orders 1

- 1 Baneful Disciples
- 2 Black Order of the Lich Worshippers
- 3 Blessed Crusade for Dwarves
- 4 Blessed Order of Sea Travelers
- 5 Bloody Crusade
- 6 Bloody Hands
- 7 Bringers of Death
- 8 Brothers of Enlightenment and Understanding
- 9 Builders of the Holy Light
- 10 Cloistered Students
- 11 Consecrated Musicians
- 12 Death Circle
- 13 Defiled Whip and Tarnished Chain
- 14 Deft Brotherhood
- 15 Deliverers of Sky
- 16 Devoted Followers of the Silver Goddess
- 17 Dwarf Monks of Fist and Festivity
- 18 Earthen Fellowship
- 19 Elf Prayerful Order
- 20 Faithful Order of the Heart

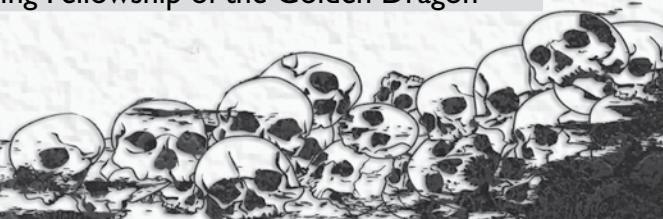


Table 1–46: Holy Orders 2

- 1 Fellowship of the Dragon Scale
- 2 Fighting Brothers of the Sai
- 3 Hallowed Elf Society
- 4 High Holy People's Resistance
- 5 Holy Academy of War
- 6 Holy Dragon Monastery
- 7 Infernal Brotherhood of Wrath
- 8 Lawful Clan of Water
- 9 Masked Faithful of the Dark One
- 10 Meditative Order of Greenfern
- 11 Monastery of the Three Gods
- 12 Moonlight Crusade
- 13 Pain Seekers
- 14 Peaceful Monks of Tridius
- 15 Pure Fellowship of Joy
- 16 Sabian Brotherhood
- 17 Sanctified Purple Monks
- 18 Secret Sisterhood of the Salamander
- 19 Sect of Flame
- 20 Sisterhood of the Fist

Table 1–47: Paladin Orders

- 1 Blessed Order of Silver Valkyries
- 2 Brazen Defenders of Peace
- 3 Defenders of the White Throne
- 4 Elven Seekers
- 5 The Exalted
- 6 Fearless Soldiers of the Forbidden Lance
- 7 Followers of the Blessed Skys
- 8 High Order of Justice Knights
- 9 Holy Defenders of Light
- 10 Honorable Dwarf Guard
- 11 Knights of Honor-Bound Duty
- 12 Legion of Good and Truth
- 13 Light Bringers
- 14 Peaceful Order of Greatsword Defenders
- 15 Right Arm of Justice
- 16 Royal Fellowship of Paladins
- 17 Royal Guardians
- 18 Ruby Paladin Order
- 19 Saviors of the Sun Shield
- 20 Shining Fellowship of the Golden Dragon



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Table 1–48: Cults

- 1 Army of the True Righteous
- 2 Ascending Ones
- 3 Beastfriend Circle
- 4 Bringers of Truth
- 5 Children of the Gods
- 6 Dead God's Revenge
- 7 Deathgod's Children
- 8 Demon Lord Servants
- 9 Druids of Winterholme
- 10 Gathering of Timeend
- 11 Giant Lord Slaves
- 12 Lustful of Parradine
- 13 Monks of Enlightenment
- 14 One Prophet
- 15 Purifiers of Fire
- 16 River God's Way
- 17 Seasonal Might
- 18 Soldier's Planes
- 19 Soul Snatchers
- 20 World's End

Table 1–49: Cleric Quests

- 1 Act as ambassador to a neighboring church
- 2 Be considered worthy of promotion
- 3 Bring hope to a community touched by war
- 4 Build personal strength
- 5 Claim riches for the church
- 6 Cure a neighboring community of disease
- 7 Defeat a champion of an enemy church
- 8 Defeat infidels
- 9 Deliver a place from the undead
- 10 Deliver scriptures to a neighboring church
- 11 Discover your true name
- 12 Gain a holy weapon for use against foes
- 13 Protect the faithful on a pilgrimage
- 14 Quell a heretic before a community turns
- 15 Receive a vision
- 16 Reclaim a holy relic
- 17 Retrieve a book of holy script
- 18 Return an item used to craft a holy weapon
- 19 Search for a lost holy castle
- 20 See an exotic landmark for oneself

Table 1–50: Works of Mercy

- 1 Admonish sinners
- 2 Bear wrongs patiently
- 3 Bury the dead
- 4 Care for the aged and infirm
- 5 Care for orphans
- 6 Clothe the poor
- 7 Comfort the afflicted
- 8 Counsel the doubtful
- 9 Endure the faithless
- 10 Feed the hungry
- 11 Forgive offences willingly
- 12 Give drink to the thirsty
- 13 Grant absolution
- 14 Heal the sick
- 15 Instruct the ignorant
- 16 Lead other in prayer
- 17 Minister to prisoners
- 18 Pray over the condemned
- 19 Shelter strangers and the homeless
- 20 Visit the sick

Table 1–51: Acts of Faith*

- 1 Banish the wicked
- 2 Convert the faithless
- 3 Create food and water
- 4 Cure ailment or disease
- 5 Cure blindness
- 6 Curse or remove a curse
- 7 Darkness or light
- 8 Discern truth
- 9 End drought
- 10 Erect monument or shrine
- 11 Exorcise a spirit
- 12 Fly, levitate, or otherwise move without aid
- 13 Inspire the sick or infirm to walk
- 14 Natural disaster wrought
- 15 Raise the dead
- 16 Remove fear
- 17 Solar eclipse or movement of sun in sky
- 18 Structure razed
- 19 Turn or otherwise destroy undead
- 20 Walk on water

* Displays of power in one's faith/religion

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Table 1–52: Virtues 1

- 1 Assertiveness
- 2 Cleanliness
- 3 Commitment
- 4 Compassion
- 5 Confidence
- 6 Consideration
- 7 Courage
- 8 Courtesy
- 9 Detachment
- 10 Determination
- 11 Diligence
- 12 Forgiveness
- 13 Friendliness
- 14 Generosity
- 15 Helpfulness
- 16 Honesty
- 17 Honor
- 18 Humility
- 19 Integrity
- 20 Joyfulness

Table 1–53: Virtues 2

- 1 Justice
- 2 Kindness
- 3 Love
- 4 Loyalty
- 5 Moderation
- 6 Modesty
- 7 Orderliness
- 8 Patience
- 9 Peacefulness
- 10 Perseverance
- 11 Reliability
- 12 Respect
- 13 Responsibility
- 14 Self-discipline
- 15 Tact
- 16 Thankfulness
- 17 Tolerance
- 18 Trustworthiness
- 19 Truthfulness
- 20 Understanding

Table 1–54: Vices 1

- 1 Addiction
- 2 Aggression
- 3 Alcoholism
- 4 Bigotry
- 5 Carelessness
- 6 Corruption
- 7 Cowardice
- 8 Cruelty
- 9 Dependence
- 10 Despair
- 11 Dishonesty
- 12 Dishonor
- 13 Disobedience
- 14 Disrespectfulness
- 15 Filthiness
- 16 Foolishness
- 17 Greed
- 18 Hatred
- 19 Ignorance
- 20 Immodesty

Table 1–55: Vices 2

- 1 Impatience
- 2 Indecision
- 3 Infidelity
- 4 Irresponsibility
- 5 Laziness
- 6 Lewdness
- 7 Pessimism
- 8 Prejudice
- 9 Procrastination
- 10 Rudeness
- 11 Ruthlessness
- 12 Secretiveness
- 13 Selfishness
- 14 Slothfulness
- 15 Stinginess
- 16 Stubbornness
- 17 Unfairness
- 18 Unforgiving
- 19 Unscrupulousness
- 20 Vanity



◀ CHAPTER ONE ▶

Table 1–56: Druid Ceremonies

- 1 Awakening of a treant to a section of forest
- 2 Birthsday, celebrating births of all that year; for those born this day, it is a portent of fortune
- 3 Blue Moon, dressed in nothing but silver
- 4 Daystar Rising, every morning
- 5 Dead Wick, honoring ancestors, visiting deceased, protection from evil spirits
- 6 Festival of Fall, observes the oncoming winter
- 7 Festival of Spring, return of life after winter
- 8 First rain of the season, celebrate the gift of rain, avoid drought
- 9 First snow of the season, welcome it like a friendly visitor
- 10 Full moon, usually celebrated peacefully with dances
- 11 Great hunt, beast is trapped and set free, honor the gift of flesh
- 12 Harvest and shearing with local towns who venerate nature
- 13 Initiation of a new member of the circle
- 14 Lastrite, celebrating the life of an elder druid before he begins his great journey alone
- 15 Midnight, moon's highest point
- 16 New moon, bonfire holds back the darkness and creatures in it
- 17 Noon, sun's highest point, symbolizing life
- 18 Planting, bounty of the land celebration
- 19 Sundown, night-blooming flowers
- 20 Vinechain, used against captive lycanthropes to help contain or purge their sickness

Table 1–57: Druidic Orders

- 1 Arbor Keepers
- 2 Breeze Riders
- 3 Copious Revel
- 4 Elemental Ideal
- 5 The Fair Escape
- 6 Feast of Rains
- 7 Feral Storm
- 8 Fertile Fathoms
- 9 The Flourishing Wild
- 10 Fruitful Illumination
- 11 Holy Holocaust
- 12 The Hunting Garden
- 13 Land's Favor
- 14 Prolific Junction
- 15 Restless Flood
- 16 Savage Hypaethral
- 17 The Storm Wardens
- 18 Vale Warders
- 19 Verdant Bower
- 20 Wings of Change

FOR DRUIDS

Summer Solstice is the longest day of the year and occurs around June 22nd. This day marks when the tilt of the Earth's axis is most orientated toward the sun. Midsummer's Day is usually June 24th, about three days after the solstice itself. Similarly December 25th is the day the sun begins to return to the northern hemisphere. The Winter Solstice sun is positioned directly over the Earth's equator on the shortest day of the year. The Fall equinox is September 23rd., when the sun is positioned directly over the Earth's equator, and the Spring equinox is March 20th, when night and day are nearly the same length of time.

◀ CHAPTER ONE ▶

Table 1–58: Monastic Orders

- 1 Abbey of Elemental Truth
- 2 Abbey of the Empty Hand
- 3 Ascetic Order of the Tiger
- 4 Bright Order of the Stone Guard
- 5 Contemplation of Dwarven Fighting Arts
- 6 Devoted Brothers of the Sai
- 7 Eagle's Glamor Meditation Hall
- 8 Elven Order of Ki
- 9 Great Zhu-Shin's Dojo
- 10 Humble Guardians of the Ruby Portal
- 11 Lawful Order of the Just Hand
- 12 Meditative Order of the Dragon
- 13 Monastic Order of Rigid Meditation
- 14 Monastery of Water and Earth
- 15 Monks of the White Raven
- 16 Order of Colored Dreamers
- 17 Order of the Respectful Warrior
- 18 Students of Serenity
- 19 Ten Bear Abbey
- 20 Water Hall of Meditation

Table 1–60: Monk Maneuvers 1

- 1 Adamantine Fist
- 2 Berserker's Punch
- 3 Blinding Strike
- 4 Boatman's Oar
- 5 Chase the Tail
- 6 Claw of the Crab
- 7 Climb through Water
- 8 Cobra Fang
- 9 Copper Basin Stance
- 10 Cross-Arm Python Strike
- 11 Double Hammer Punch
- 12 Droping Shadows
- 13 Elephant Slam
- 14 Elevated Fist of the Ancients
- 15 Falcon's Precision
- 16 Falling Crane Strike
- 17 Farmer's Rake
- 18 Fire Dragon Cradle
- 19 Fist from Heaven
- 20 Fist of a Thousand Screams

Table 1–60: Monk Maneuvers 2

- 1 Focus of the Master
- 2 Fox's Tail
- 3 Flying Dragon Punch
- 4 Flying Tiger
- 5 Goblin Bite
- 6 Gorgon Hold
- 7 Hand of the Giant
- 8 Hawk's Clutch
- 9 In Plain Sight
- 10 Iron Knee
- 11 Iron Palm
- 12 Lightning Fist
- 13 Lion's Leap
- 14 Monkey Flip
- 15 Northstar Stance
- 16 Oak Fist
- 17 Ogre Lock
- 18 Pounce of the Lion
- 19 Preying Mantis Clutch
- 20 Punch of the Drunken Sailor

Table 1–61: Monk Maneuvers 3

- 1 Rage of the Patient Warrior
- 2 Raptor's Claw
- 3 Rhino Charge
- 4 Rolling Leg Sweep
- 5 Running Hammer
- 6 Scorpion Sting
- 7 Snake Strike
- 8 Snapping Steel
- 9 Speed of the Viper
- 10 Spinning Fist of the Northern Winds
- 11 Steel Klck
- 12 Strike of the Hunter
- 13 Swiftness of the Snake
- 14 Through the Grass
- 15 Tiger Intimidating Charge
- 16 Titan's Palm
- 17 Triple Thunder Kick
- 18 Triton's Choke
- 19 Vaulting Leap of the Heavens
- 20 Wind at My Back

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Table 1–62: Ranger Orders 1

- 1 Black Forest Strikers
- 2 Black Widow's Vengeance
- 3 Blood Harbor Brigade
- 4 Boar's Blood Hunters
- 5 Brotherhood of the Paired Bastard Swords
- 6 Claw Fighters
- 7 Crossbow Strikers
- 8 Deep Eye Woodsmen
- 9 Deerskin Defenders
- 10 Desert Wanderers
- 11 Devon's Crossing Protectors
- 12 Dragon Claws and Demon Horns
- 13 Fey Bane Striders
- 14 Fire Dagger Wardens
- 15 Free Women of the Jungle
- 16 Giant Slayers
- 17 Goblin Stalkers
- 18 Green Dragon Stalkers
- 19 Hunters of Humanity
- 20 Justicars of Tree Shadow

Table 1–63: Ranger Orders 2

- 1 Longbow Woodsmen
- 2 Mountain Pass Society
- 3 Orc Hunters
- 4 Order of Black Eyed Rangers
- 5 Order of Flame and Axe
- 6 Order of Treejumpers
- 7 Order of the Oakheart
- 8 Pick and Hammer
- 9 Ranger Order of Tyranny
- 10 Silent Arrow Strikers
- 11 Six-Fingered Bow Sect
- 12 Spider Climb Patrollers
- 13 Stone Arrow Archers
- 14 Sword and Axe Walkers
- 15 Thornbow Rangers
- 16 Twilight Guardsmen
- 17 Twin Dagger Troupe
- 18 Underground Liberators
- 19 Werewolf Hunters
- 20 Windrider Bowmen

Table 1–64: Ranger Titles

- 1 Archer
- 2 Bloodhound
- 3 Bowman
- 4 Explorer
- 5 Forester
- 6 Forsaker
- 7 Guardian
- 8 Guide
- 9 Hunter
- 10 Pathfinder
- 11 Ranger
- 12 Scout
- 13 Sniper
- 14 Stalker
- 15 Striker
- 16 Stryder
- 17 Wanderer
- 18 Warder
- 19 Windrider
- 20 Woodsman

Table 1–65: Ranger Tasks

- 1 Build a watchtower in remote locale
- 2 Dissuade or eliminate poachers and trappers
- 3 Enforce laws against over-hunting/forests
- 4 Explore foreign or unexplored wilds
- 5 Guard a protected glade or grove
- 6 Guide an army through harsh terrain
- 7 Hunt down an unnatural beast or predator
- 8 Infiltrate enemy lines
- 9 Lead an expedition force to mountains
- 10 Lead enemy forces into an ambush
- 11 Make contact with a frontier keep
- 12 Map out a section of dangerous land
- 13 Pathfind a new forest road for merchants
- 14 Patrol a remote border
- 15 Protect a druid ceremony
- 16 Rebuild alliances with forestkin, in king's name
- 17 Scout out a known enemy watchtower
- 18 Stop a dangerous blight druid
- 19 Track an enemy agent
- 20 Train guerilla fighters

◀ CHAPTER ONE ▶

Table 1–66: Criminal Path

- 1 Apprenticed to a locksmith
- 2 Apprenticed to a master rogue
- 3 Born into a gang or guild of criminals
- 4 Discovered knack for sleight of hand, etc.
- 5 Enjoys causing others harm (sociopathy)
- 6 Enticed by the thrill
- 7 Forced to steal to survive
- 8 Framed and jailed for a time
- 9 Greedy — lives beyond his means
- 10 Grew up on the streets
- 11 Idolizes a master rogue
- 12 Joined a gang at an early age
- 13 Massive gap between rich and poor
- 14 Problems with authority
- 15 Raised by a family of thieves
- 16 Raised in a city flooded with crime
- 17 Selfish and self-important
- 18 Steals to feed a habit
- 19 Too smart to do anything else
- 20 Wants to become a hero of the poor

Table 1–67: Common Crimes

- 1 Adultery
- 2 Assault
- 3 Battery
- 4 Breaking and Entering
- 5 Bribery
- 6 Burglary
- 7 Counterfeiting
- 8 Destruction of property
- 9 Drunken conduct
- 10 Embezzlement
- 11 Grave robbing
- 12 Harboring a criminal
- 13 Illegal magic use
- 14 Kidnapping
- 15 Murder
- 16 Mutiny
- 17 Piracy
- 18 Resisting arrest
- 19 Selling shoddy goods
- 20 Trespassing

ROGUES

There's much more for rogue characters in the city chapter where we delve into pick pocketing, hidden or improvised weapons, crime, punishment, bribes, and more. Now you don't have to guess what's in those picked pockets. See tables 3–95 through 3–121 to help flesh out your rogue character with some minor details about his craft.

There are also contacts and guilds in the same chapter, helping to flesh out a well-rounded urban thief character or NPC. It's always a good idea to know who a rogue can trust and who he can lean on for favors.

Table 1–68: Rogue Guilds

- 1 Acrobats of Grace and Guile
- 2 Archers of the Silent Arrow
- 3 Black Dragon Monarchs
- 4 Eye and Lens Guild
- 5 The Gold Circle
- 6 Guild of the Dying Song
- 7 Hidden Dagger Guild
- 8 The Jade Hand
- 9 Kingsbane
- 10 Knights of the Underworld
- 11 The Lamplighters
- 12 Old City Raiders
- 13 Order of Midnight
- 14 The Quiet Night Guild
- 15 The Rapier's Point
- 16 Rogues of the Green Blade
- 17 Silver Shadow Swordsmen
- 18 Twin Daggers
- 19 The White Skull
- 20 Undercity Guardians

◀ CHAPTER ONE ▶

Table 1–69: Warrior Path

- 1 Allied to numerous mercenary groups
- 2 Always been good at killing
- 3 Apprenticed as a blacksmith
- 4 Apprenticed to a knight or lord
- 5 Born into gladiatorial stock
- 6 Born with natural strength and speed
- 7 Conscripted/Drafted into army
- 8 Followed in a parent's warrior tradition
- 9 Forced to defend homeland against invasion
- 10 Grew up as a street thug
- 11 Lack of other options growing up
- 12 Jailer's apprentice
- 13 Joined a mercenary company
- 14 Joined local militia
- 15 Rose through the ranks of the city watch
- 16 Served as a bodyguard
- 17 Started off lazy, but developed knack for war
- 18 Taught self in private between chores
- 19 Too stupid for anything else
- 20 Trained by a wandering barbarian



Table 1–70: Warrior Quests

- 1 Collect bounty of a threatening monster
- 2 Command or launch a strike force
- 3 Defend a caravan from attack
- 4 Discover secrets to ancient technique
- 5 Discover the secrets on an ancient forge
- 6 Exercise with trainer
- 7 Fight off or clear an area of creatures
- 8 Hunt down wanted criminal
- 9 Hunt for a unique metal for weaponry
- 10 Join the guard or watch
- 11 Learn battle tactics from a master
- 12 Learn the art of an exotic weapon
- 13 Perfect defensive fighting styles
- 14 Practice offensive fighting techniques
- 15 Protect royalty during special occasion
- 16 Research monster weaknesses
- 17 Retrieve a great weapon
- 18 Slay a dragon to win another's gratitude
- 19 Study gladiator styles
- 20 Volunteer for an army or navy

Table 1–71: Secret Weapons

- 1 Belt pouch sap
- 2 Belt spike
- 3 Belt whip
- 4 Boot knife
- 5 Boot spike
- 6 Cloakblade
- 7 Club cane
- 8 Collapsible baton
- 9 Dagger boot
- 10 Hairpin dagger
- 11 Hat chakram
- 12 Hidden needle
- 13 Poisoned glove
- 14 Quill dart
- 15 Ring of venom
- 16 Sleeve arrow
- 17 Spiked fan
- 18 Stones
- 19 Sword cane
- 20 Throwing stars

◀ CHAPTER ONE ▶

Table 1–72: Sorcerer Path

- 1 Ancestor communed with nature spirits
- 2 Ancestor made a fiendish pact
- 3 Birth attended by celestials
- 4 Birth attended by fiendish ambassadors
- 5 Blood of a powerful magic-wielding monster
- 6 Born with magical runes/tattoo on body
- 7 Born during an obscure astrological event
- 8 Branded by a witch or shaman
- 9 Could always communicate with the dead
- 10 Destined for magic
- 11 Exposed to powerful magic, too early in life
- 12 Father was a warlock
- 13 Found artifact buried in ruined
- 14 Made pact with an abyssal or fiend
- 15 No memory of past
- 16 Racial background is (extremely) mixed
- 17 Raised by a mystical beast
- 18 A sacrifice went horribly wrong, and then...
- 19 Stolen as infant and raised by fey
- 20 Survived a magical plague

Table 1–73: Magical Awakening/Trigger

- 1 Coaxed by a dead sorcerer's familiar
- 2 Drowned and survived
- 3 Extreme emotions (love, etc.) turned inward
- 4 Fed elixir by an evil hag
- 5 Feelings of helpless turned into rage
- 6 Heard thoughts that were not your own
- 7 Intense physical pain wracked body
- 8 Left for dead, and then...
- 9 Located someone lost by concentrating
- 10 Nearly beaten to death
- 11 Prophecy was fulfilled
- 12 Raised from the dead by a powerful cleric
- 13 Saw someone die by magic
- 14 Spoke with the dead
- 15 Spurned by family or loved one
- 16 Struck by lightning
- 17 Survived attack from magical beast
- 18 Survived encounter with malicious fey
- 19 Unexplained visions of other worlds
- 20 Witnessed unspeakable atrocity

Table 1–74: Wizard Path

- 1 Attended school through other's kindness
- 2 "Awakened" after touching an artifact
- 3 Came across a spell book during a quest
- 4 Chosen to attend a royal school of wizardry
- 5 Chosen as a wizard's apprentice as a contest
- 6 Destined for magic
- 7 Father had influence over local wizard
- 8 Followed a life-like dream to this place
- 9 Forced into alchemical servitude
- 10 Found wizard's staff and studied the runes
- 11 Idolized a famous wizard
- 12 Idolized the local hedge wizard
- 13 Inherited or discovered an ancient tome
- 14 Life-debt had to be repaid
- 15 Mother was a witch or infernal
- 16 Need for control
- 17 Ordered by local government or monarch
- 18 Orphaned and "bought" by a magic school
- 19 Parents encouraged arcane learning
- 20 Trained in secret and kept from "normals"

Table 1–75: Wizard's Test/Final Exam

- 1 Add to a sacred tablet of unique wisdom
- 2 Cast a spell for maximum effect
- 3 Cast a spell under odd conditions
- 4 Craft own staff to particular spell or totem
- 5 Decipher a magical script from elder days
- 6 Decode another wizard's spellbook
- 7 Defend against a magic assault
- 8 Discover and name a new star
- 9 Make an accurate prediction
- 10 Memorize an ancient treatise on spell craft
- 11 Perfect an abjuration for a specific evocation
- 12 Recite an entire spellbook, backwards
- 13 Recite alchemical truths to council
- 14 Remain hidden from magical detection
- 15 Reverse-engineer a magical ring
- 16 Summon and bind a planar creature
- 17 Teach a new student a minor spell
- 18 Train and bond with familiar
- 19 Transform one thing into another
- 20 Weave own robes with special fabric



◀ CHAPTER ONE ▶

ANIMALS

Table 1–76: Animal Companions, Common

- | | |
|----|--------------------|
| 1 | Badger |
| 2 | Bandog |
| 3 | Boar |
| 4 | Camel |
| 5 | Cat |
| 6 | Crow |
| 7 | Dog, hunting |
| 8 | Eagle |
| 9 | Falcon |
| 10 | Ferret |
| 11 | Hawk |
| 12 | Horse |
| 13 | Owl |
| 14 | Rat |
| 15 | Raven |
| 16 | Snake, constrictor |
| 17 | Snake, poisonous |
| 18 | Vulture |
| 19 | Weasal |
| 20 | Wolf |

Table 1–77: Animal Companions, Exotic

- | | |
|----|------------------|
| 1 | Bear |
| 2 | Condor |
| 3 | Cougar |
| 4 | Coyote |
| 5 | Eagle, giant |
| 6 | Elk |
| 7 | Griffon |
| 8 | Hellhound |
| 9 | Hippogriff |
| 10 | Hyena |
| 11 | Lion |
| 12 | Lynx |
| 13 | Nightmare |
| 14 | Owl, giant |
| 15 | Pegasus |
| 16 | Tarantula, giant |
| 17 | Tiger |
| 18 | Wolf, dire |
| 19 | Wolf, winter |
| 20 | Wolverine |

Table 1–78: Mount Names

- | | |
|----|-----------------|
| 1 | Blackjack |
| 2 | Buttermilk |
| 3 | Caine |
| 4 | Comet |
| 5 | Destiny |
| 6 | Empress |
| 7 | Evening Mist |
| 8 | Gypsy Rose |
| 9 | Lady Cinnabar |
| 10 | Legacy |
| 11 | Masterpiece |
| 12 | Midnight Dancer |
| 13 | Moonbeam |
| 14 | Morning Glory |
| 15 | Mystro |
| 16 | Silverbright |
| 17 | Tangent |
| 18 | Tribulation |
| 19 | Wildfire |
| 20 | Windfall |

Table 1–79: Familiar Names 1

- | | |
|----|-------------|
| 1 | Aegis |
| 2 | Bandit |
| 3 | Banshee |
| 4 | Barron |
| 5 | Border |
| 6 | Catcher |
| 7 | Colt |
| 8 | Creeper |
| 9 | Duke |
| 10 | Elegy |
| 11 | Ever |
| 12 | Firebrand |
| 13 | Firestarter |
| 14 | Goblin |
| 15 | Grace |
| 16 | Guilty |
| 17 | Gypsy |
| 18 | Haze |
| 19 | Hunter |
| 20 | Indigo |

◀ CHAPTER ONE ▶

Table 1–80: Familiar Names 2

- 1 Iron
- 2 Jak
- 3 Jasmine
- 4 Jitter
- 5 Joker
- 6 Jubilee
- 7 King
- 8 Liberty
- 9 Lucky
- 10 Major
- 11 Masquerade
- 12 Master
- 13 Mauler
- 14 Mischief
- 15 Misery
- 16 Mugger
- 17 Parker
- 18 Pepper
- 19 Phantom
- 20 Queen

Table 1–81: Familiar Names 3

- 1 Quickling
- 2 Ransom
- 3 Rex
- 4 Savage
- 5 Scratch
- 6 Serendipity
- 7 Shadewind
- 8 Slim
- 9 Slink
- 10 Smoke
- 11 Sparks
- 12 Spitfire
- 13 Stalker
- 14 Streak
- 15 Thorn
- 16 Tracker
- 17 Valor
- 18 Whisky
- 19 Wicked
- 20 Wisdom

Table 1–82: Familiar Feature

- 1 Extra front and/or back toes
- 2 Exceptional fur pelt
- 3 Exotic-colored eyes
- 4 Hairless
- 5 Has burned skin patches
- 6 Has crossed eyes
- 7 Has fleas/mites
- 8 Missing half of tail
- 9 Mixed colored eyes
- 10 Notched ears
- 11 One eyed
- 12 Overly long feathers, whiskers, etc.
- 13 Oversized ears
- 14 Oversized tail
- 15 Overweight
- 16 Rippled fur
- 17 Tailless
- 18 Tufted ear tips
- 19 Two tails
- 20 Unnatural aura

Table 1–83: Familiar Personality

- 1 Always hungry
- 2 Always underfoot
- 3 Collects shiny objects
- 4 Demanding or pushy
- 5 Excessively brave or fearful
- 6 Extremely territorial
- 7 Flighty and forgetful
- 8 Friendly with strangers
- 9 Inquisitive
- 10 Jejune
- 11 Lazy
- 12 Likes/hates to hunt
- 13 Likes/hates to swim
- 14 Never where it should be
- 15 Overly needy or independent
- 16 Playful
- 17 Prone to violence
- 18 Sleeps more than normal
- 19 Suffers from a phobia
- 20 Unfocused

◀ CHAPTER ONE ▶

LOCAL COLOR

Table 1–84: Battle Cries 1

- 1 Bring it on!
- 2 By all that is holy!
- 3 By my ancestor's blood!
- 4 By my bones!
- 5 By my hand!
- 6 By my steel!
- 7 By the Gods!
- 8 By the souls of my ancestors!
- 9 Come and get some!
- 10 Death before surrender!
- 11 Death stands before you!
- 12 Eternal sleep awaits!
- 13 Fear me!
- 14 Feel my judgment!
- 15 Feel my wrath!
- 16 For Faith and Light!
- 17 For Good's sake, you must die!
- 18 For honor!
- 19 Have at you!
- 20 I am the instrument of your death!

Table 1–85: Battle Cries 2

- 1 I am your doom!
- 2 I'll make this quick!
- 3 I've a grave ready for you!
- 4 May Gods take you!
- 5 May I have this dance?
- 6 No quarter!
- 7 None shall avenge you!
- 8 On guard!
- 9 Scavengers will feast on you!
- 10 Take your place in Hell!
- 11 Taste my steel!
- 12 Time to die!
- 13 To the death!
- 14 To the hells with you!
- 15 Victory shall be mine!
- 16 Your cold grave waits!
- 17 Your death awaits!
- 18 Your time is through!
- 19 Your time is up!
- 20 You're next!

Table 1–86: Colorful Phrases 1

- 1 Ah, the sweet smell of desperation (when you are about to beat an opponent)
- 2 All will be apples (everything will be all right)
- 3 Before they come to roast the pig (before the law comes to collect you)
- 4 Caper can-do (I'll take the job, I can do it)
- 5 Come-hither Gilflirts (ladies out for an evening of fun)
- 6 Don't tell, crawl the shell (don't confess, hide out)
- 7 Easy the tongue, will you (cease your gossip)
- 8 Edge of the world (go to the limit)
- 9 For the ears of the goddess (hold your tongue)
- 10 For the love of the gods (exclamation)
- 11 Git soapy and nick (visit the bathhouse and barber)
- 12 Green around the gills (feeling ill)
- 13 Hay up the prancers (feed the horses)
- 14 He could teach a mouse timid (he's cowardly)
- 15 He'll be in the fess-house until he's cleared (wrapped up in court)
- 16 He's a well-rattled man (sturdy adventurer)
- 17 He's tipped and gypped (he's drunk on rotgut)
- 18 His glister is good but he's got no skill (all show)
- 19 Howbee berk (how are you today)
- 20 I'm clicking, let's smile (I have the coin for a night on the town)

◀ CHAPTER ONE ▶

Table 1–87: Colorful Phrases 2

- 1 I'm gritting steel (I am in pain)
- 2 Insist all the longer (we're still doing it my way)
- 3 I've just run some swag up (I've procured stolen goods for resale)
- 4 Laugh till you find the spark (chin up)
- 5 Look for the painted lich (seek the old woman with too much makeup)
- 6 May the shines grin on ya (may the gods smile upon you)
- 7 No bootlicking will save you now (in diplomatic trouble)
- 8 Not since I was ankle-biting (not since I was a child)
- 9 Precision is passion's enemy (stay abstract from intense feeling when working)
- 10 Sad escapes and lullabies go home (there's no good news)
- 11 Shark's oiling the bench (constable following orders)
- 12 Still by windows, some are running (they still think they can get away with it)
- 13 That's wrestling an elemental (it is an impossible task)
- 14 There's a devil guise aside for me (I've done questionable things)
- 15 These people are grey (there aren't evil guys and good guys, it's just a bunch of guys)
- 16 This place is tight as a tendriculos (security is high here)
- 17 This sit is crook (this situation is bad/wrong/poor)
- 18 Ware rum-lovers by the docks (be cautious of drunk pirates)
- 19 What doesn't kill you defines you (or makes you stronger)
- 20 You'll see the daisy-digger (you're going to be dead and buried soon)

USING CHAPTER ONE

Character Motivation 4

9 Hide someone's identity

Birthmarks

3 Charging horse

Inheritance

3 Business

Phobias

8 Haphephobia. Being touched

Character Quirks 2

1 Never without a favored item

Hobbies

18 Reading and literature

Here we have young master Elshyn, who's never without his favored item, a long-sleeved cloak. He wears it because he's trying to keep his own identity secret, which is not easy because of the tell-tale birthmark on his arm. If people knew he was the one who inherited a book shop with tomes of how to find a lost treasure, his life could be at an end. This makes him nervous about being casually touched. He spends his time pouring through the old tomes to find the clues and assemble a team to track down the treasure.

◀ CHAPTER TWO ▶

CHAPTER TWO

WORLD

◀ CHAPTER TWO ▶

WORLD BUILDER

Table 2–1: Shape of the World

- 1 Braided Planes
- 2 Clouds
- 3 Cluster
- 4 Cube
- 5 Cylinder
- 6 Disc
- 7 Disjoined Planes
- 8 Eternal Plain
- 9 Elliptical Sphere
- 10 Ether
- 11 Flat-Earth
- 12 Hollow Earth
- 13 Nebula
- 14 Oblate Sphere
- 15 Oblong Spheroid
- 16 Prism
- 17 Sphere
- 18 Swirling Vortex
- 19 Threaded Portals
- 20 Void

Table 2–2: World Names

- 1 Abaddon
- 2 Ærth
- 3 The Crucible
- 4 Earth
- 5 The Ever Realms
- 6 The Forge
- 7 Guardhome
- 8 High Earth
- 9 Land of the Earthwalkers
- 10 Land of the Mortals
- 11 Lasthome
- 12 Midgard
- 13 Middle Lands
- 14 Mortal Plane
- 15 Mortal Realm
- 16 Mother Earth
- 17 Nether Earth
- 18 The Realms
- 19 Sacred Earth
- 20 World of Worlds

Table 2–3: Constellations

- 1 The Blinding Furnace
- 2 The Cloister
- 3 The Claymore
- 4 A Crown for Kings
- 5 The Dust of Heaven
- 6 The Great Fire Dragon
- 7 The Hermit
- 8 The Jaded Plowman
- 9 King and Queen
- 10 The Lantern-Bearer
- 11 Northern Ships
- 12 The Oxen
- 13 Raven's tongue
- 14 The Silver Rose
- 15 Sorrow's Halo
- 16 The Tree of Life
- 17 Twisted Iron Sky
- 18 The Vortex
- 19 Weathervane
- 20 Wings of the Gods

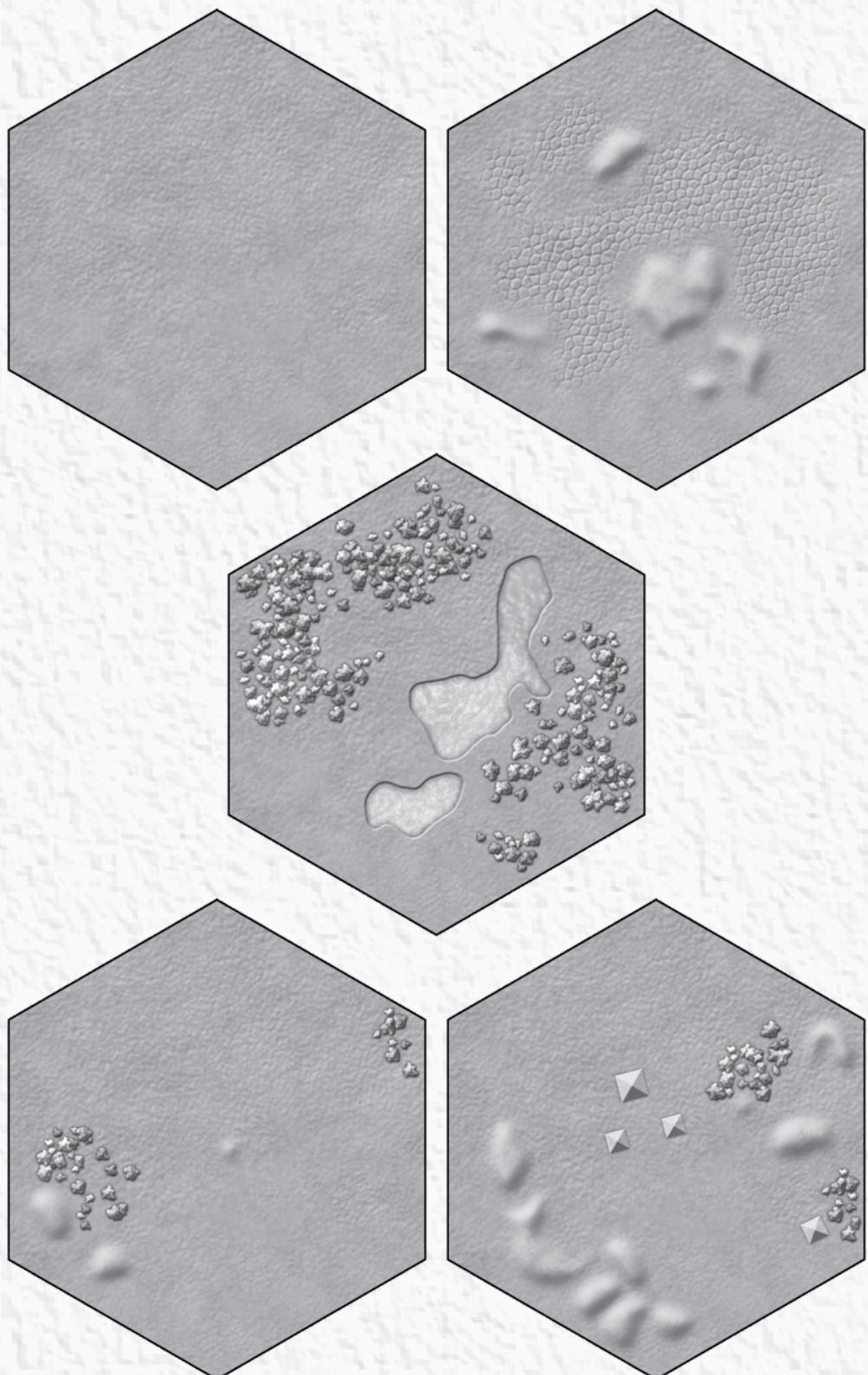
Table 2–4: Star Names

- 1 Aegis
- 2 Brilliance
- 3 The Chalice
- 4 Destiny
- 5 Eagle's Eye
- 6 Firebrand
- 7 God of Light
- 8 Heresy
- 9 Io's Delight
- 10 Kingstar
- 11 The Minotaur
- 12 Morning Glory
- 13 Mystery
- 14 The Nadir
- 15 Opal
- 16 The Palace
- 17 Rising Heart
- 18 Summer Sight
- 19 Trident Star
- 20 Western Light



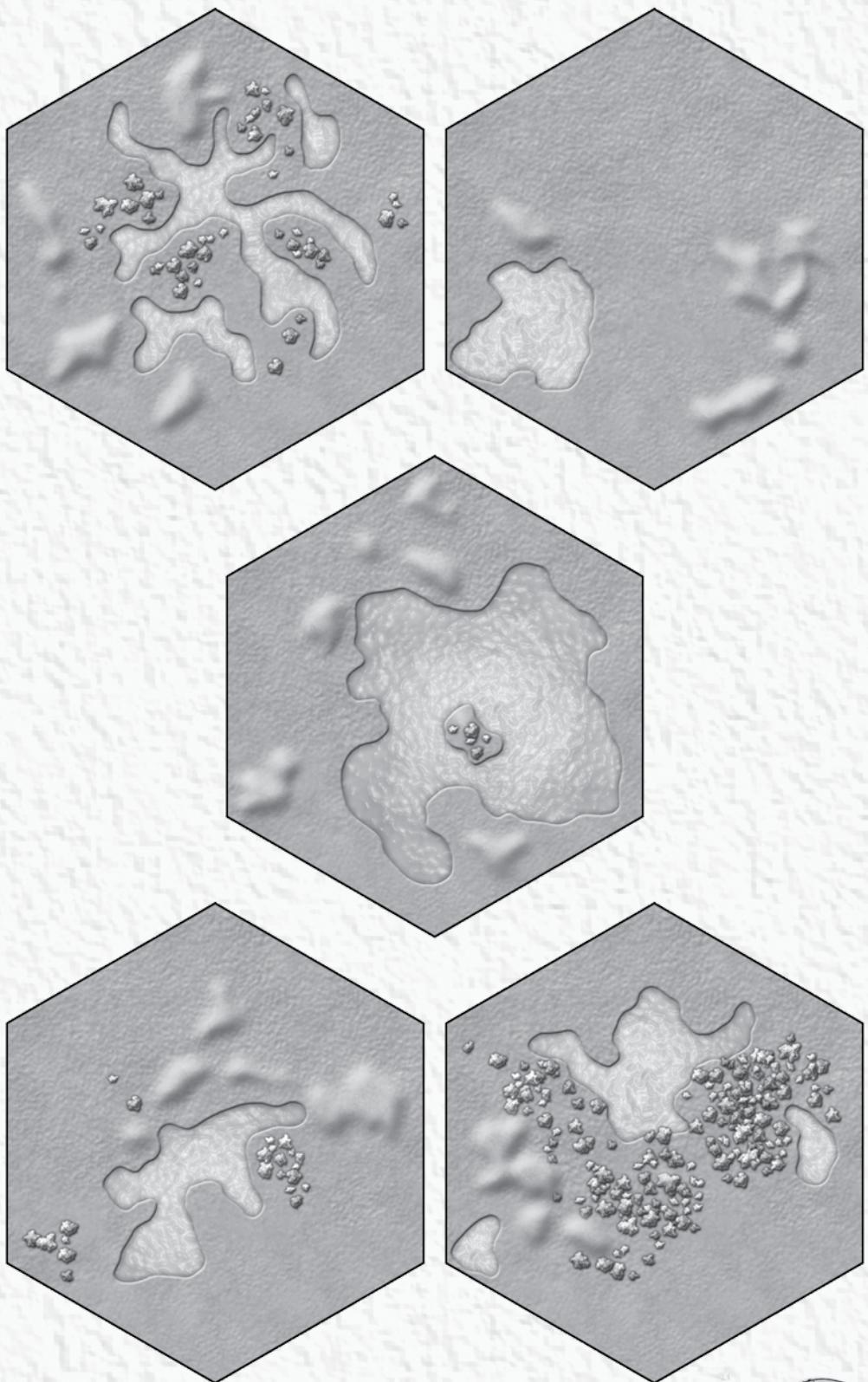
◀ CHAPTER TWO ▶

Table 2–5: Continental Maps 1



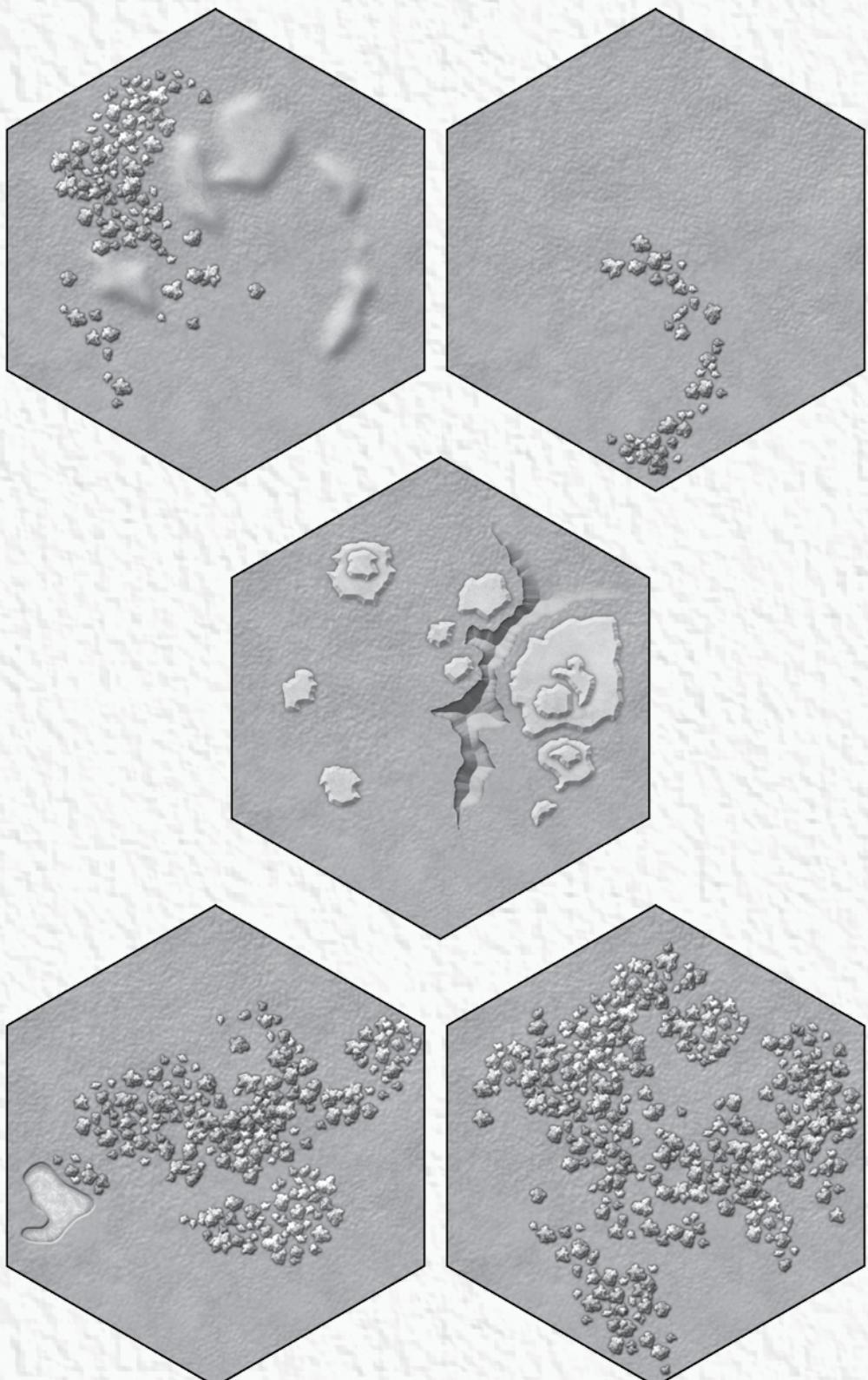
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Table 2–6: Continental Maps 2



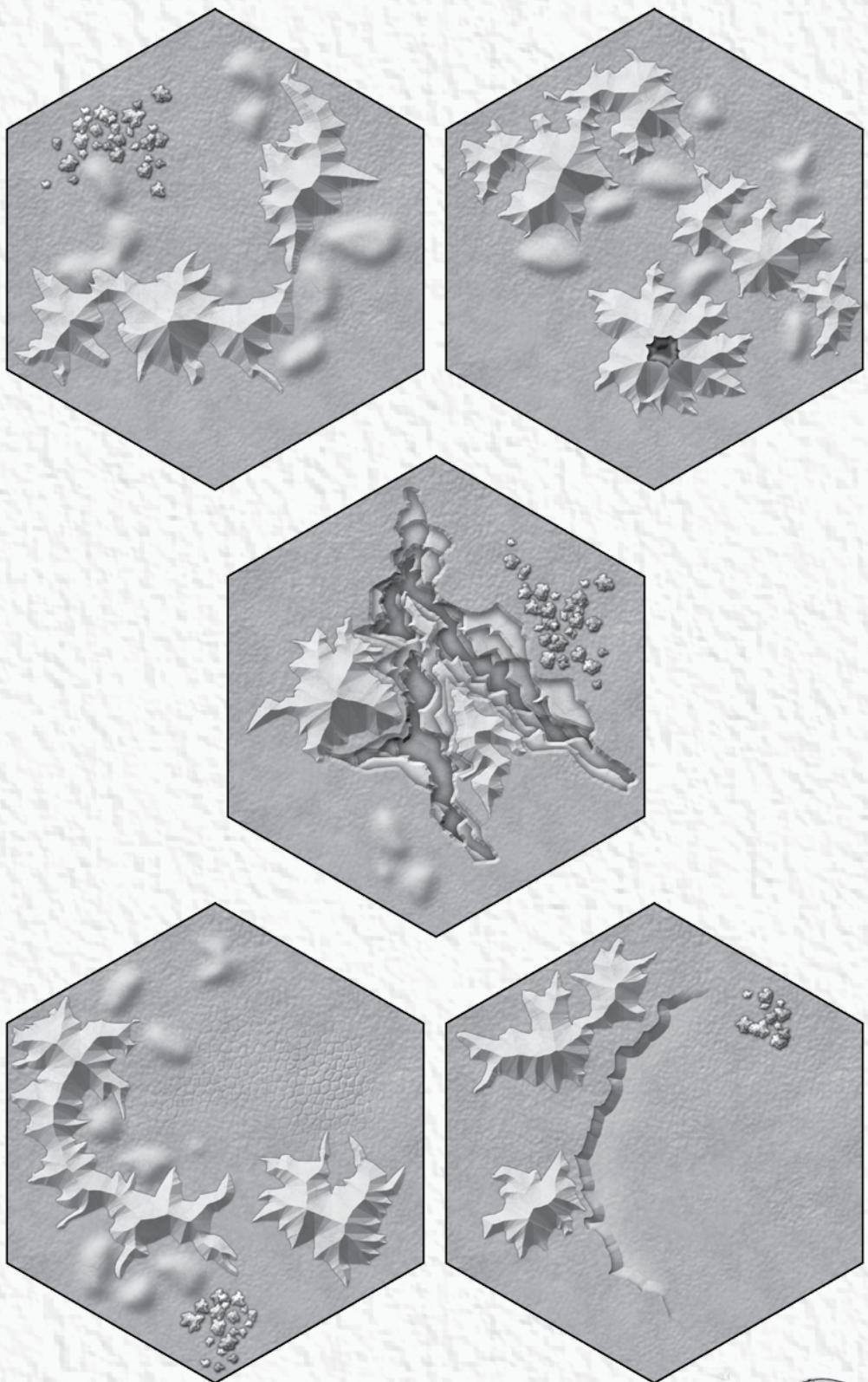
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Table 2-7: Continental Maps 3



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Table 2–8: Continental Maps 4



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Table 2–9: Map Features 1

- 1 Arctic waste
- 2 Badlands
- 3 Bayou
- 4 Bog
- 5 Borderland
- 6 Bridge
- 7 Brook
- 8 Brush
- 9 Canal
- 10 Canyon
- 11 Cape
- 12 Capital
- 13 Castle
- 14 Cavern
- 15 Channel
- 16 Citadel
- 17 City, large
- 18 City, small
- 19 Cliffs
- 20 Coastland

Table 2–11: Map Features 3

- 1 Glacier
- 2 Gorge
- 3 Grasslands
- 4 Grove
- 5 Gulch
- 6 Gulf
- 7 Gully
- 8 Hamlet
- 9 Harbor
- 10 Headland
- 11 High mountains
- 12 Hollow
- 13 Isthmus
- 14 Jungle
- 15 Knoll
- 16 Lagoon
- 17 Lair
- 18 Lake
- 19 Landmark/site
- 20 Loch

Table 2–10: Map Features 2

- 1 Compass
- 2 Copse
- 3 Cove
- 4 Crag
- 5 Crater
- 6 Crevice
- 7 Dale
- 8 Dead lands
- 9 Desert, rock
- 10 Desert, sand
- 11 Escarpment
- 12 Everglade
- 13 Evergreen forest
- 14 Farmland
- 15 Fen
- 16 Flats
- 17 Foothill
- 18 Ford
- 19 Fortress
- 20 Gap

Table 2–12: Map Features 4

- 1 Low mountains
- 2 Marsh
- 3 Mesa
- 4 Metropolis
- 5 Mire
- 6 Mixed woodlands
- 7 Moor
- 8 Morass
- 9 Mound
- 10 Oasis
- 11 Ocean
- 12 Orchard
- 13 Outcropping
- 14 Outlet
- 15 Path
- 16 Peak
- 17 Peninsula
- 18 Plains
- 19 Plateau
- 20 Port

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Table 2–13: Map Features 5

- 1 Quagmire
- 2 Racial denotation
- 3 Ravine
- 4 Ridge
- 5 Rift
- 6 River
- 7 Road
- 8 Rolling land
- 9 Ruins
- 10 Sailing route
- 11 Salt flats
- 12 Savannah
- 13 Scrub
- 14 Sea
- 15 Sound
- 16 Standing stones
- 17 Steppe
- 18 Strait
- 19 Stream
- 20 Swamp

Table 2–14: Map Features 6

- 1 Tangle
- 2 Temperate forest
- 3 Thorp
- 4 Timberland
- 5 Tor
- 6 Tower
- 7 Town
- 8 Trade route
- 9 Trade symbols
- 10 Trail
- 11 Tropical rain forest
- 12 Tundra
- 13 Tunnel
- 14 Vale
- 15 Valley
- 16 Village
- 17 Volcano
- 18 Wall
- 19 Wastelands
- 20 Waterfall



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CREATING A CAMPAIGN MAP

If you are about to cross over a mountain range to an unexplored area of your own home game or building a world from scratch there are some valuable tools here to help in this endeavor. While it doesn't draw the map for you, it should trigger plenty of ideas and offer inspiration. Draw out an area shape on graph or hex paper using information in whatever game master book you're using. Don't forget the borders of nations. Name them, decide on their government, and then fill them in with loads of choices from the various 'map features' charts. Give each realm a personality based on some of the more flavorful entries of the campaign hooks, astrology, cataclysms and years of importance, tailoring each decision to the realm to give it its own feel and history.

Table 2–15: Arctic Names

- 1 Bone Plains
- 2 Crystal Gorge
- 3 Frost Trial
- 4 Frozen Dale
- 5 Gelid Halls
- 6 Glacial March
- 7 Grimwhite Reaches
- 8 Hailloch
- 9 Icewane Cliffs
- 10 Iceshear
- 11 Ivory Waste
- 12 Mount Blizzard
- 13 The Pale
- 14 Regret
- 15 Savage Drifts
- 16 Snowbound Thorn
- 17 Soulhoard Crevasse
- 18 Stormfold Cornice
- 19 Vale of White Teeth
- 20 Wolf Run

Table 2–16: Arctic Water Names

- 1 Bay of Frost
- 2 Chillbrook
- 3 Crystal Lake
- 4 Diamonddeep
- 5 The Drift
- 6 Fishers' Ice
- 7 Fleetway
- 8 Frozen Run
- 9 Froth River
- 10 Gray Course
- 11 Hailing River
- 12 Hoarfrost Brook
- 13 Ice Bay
- 14 Lake of Glass
- 15 Mirrorflow
- 16 Mistlake
- 17 Sheer Lake
- 18 Sleet Pond
- 19 Streamwhisper Floe
- 20 Tundra Gulf

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Table 2–17: Badland/Wasteland Names

- 1 Barren Flats
- 2 Blasted Plains of the Keeplands
- 3 Crags of the Deep
- 4 Dead Field March
- 5 Demonsteepe
- 6 Desolation Gorge
- 7 Dragon Wastes
- 8 The Forge
- 9 Harshlands
- 10 Ironbound Peaks
- 11 Jagged Peaks of the Crow
- 12 Lost Rocklands
- 13 The Maze
- 14 Merciless Wastes
- 15 Nadir Chasm
- 16 Pitted Craggs
- 17 Razorrock Peaks
- 18 Rugged Tract
- 19 Wasteland of the Wrack
- 20 Wyrmridge

Table 2–18: Bridge Names

- 1 Arch of the Elf War
- 2 Baron's Archway
- 3 Bravespan
- 4 Bridge of Accord
- 5 Bridge of the Gods
- 6 Bridge of Woe
- 7 Caravan's Crossing
- 8 Clifflink Bridge
- 9 Dread Overpass
- 10 Dwarfcraft Span
- 11 Godsarm Bridge
- 12 Orcsmarch Pass
- 13 Peacekeeper Bridge
- 14 Pillar Point Tunnel
- 15 Span of Harmony
- 16 Starspawn Reach
- 17 Thunderclap Bridge
- 18 Titan's Viaduct
- 19 Valleyspan Bridge
- 20 Warlord's Span

Table 2–19: Desert Names

- 1 Badlands of Everlasting Summer
- 2 Barren Fields of Sunder
- 3 Blasted Plains of the Dead Sun
- 4 Bonegrind Dunes
- 5 Desolation
- 6 Desert of Legion
- 7 Dunes of Gorebluff
- 8 Extinction Desert
- 9 The Furnace
- 10 Great Black Sand of Eternity
- 11 Lake of Sand
- 12 Mirror Sands
- 13 Onyx Wastes
- 14 Plague Dunes
- 15 Saltland Barrens
- 16 Sands of Despair
- 17 Scarlands of the Bladed Earth
- 18 Sunlight Wasteland
- 19 Wastrel Plains
- 20 Yeoman's Desert

Table 2–20: Evil Realm Names

- 1 Blackfyre Keep
- 2 Bonerot Plains
- 3 Borderlands of the Undead King
- 4 Broken Cliffs of Shadow
- 5 Darkwind Canyon
- 6 Eaglecrest Barrow
- 7 Falcon's Hallow
- 8 Festering Marsh of the Broken Lance
- 9 Gorgon's Crag
- 10 Ironwind Halls
- 11 Medusa Spire
- 12 Mountains of the Dead Hermit
- 13 Nevernight Keep
- 14 Obsidian Wastes
- 15 Scourgefell Ruins
- 16 Spiderkin Woods
- 17 Spires of the Harpy
- 18 Talon's Cove
- 19 Wastes of the Blight Mage
- 20 Winter's Hollow



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Table 2–21: Forest Names

- 1 Arborfell
- 2 Avalon Forest
- 3 Darkscorch Wood of the Seven Stones
- 4 Deathglade
- 5 Feywind Glade
- 6 Fossmoor
- 7 Forest of the Nine Winds
- 8 Goblinreach Woodlands
- 9 Grimlock Thicket
- 10 Grindwood
- 11 Kossoch Forest
- 12 Kragwitch Woods
- 13 Nightmare Glen
- 14 Riverwood Copse
- 15 Savior's Grove
- 16 Serpentwood Trench
- 17 Traveler's Forest
- 18 Trollbrush Deep
- 19 Whispering Wood
- 20 Wildwood Hollow

Table 2–22: Grassland/Plain Names

- 1 Ardent Steppes of the Kingland
- 2 Cairns of the Tempest
- 3 Darkgulch Plains
- 4 Fairfield
- 5 Fields of Shadow
- 6 Godstretch
- 7 Grainbourne Field
- 8 Humble Downs
- 9 Horizon Meadow
- 10 Longstride Fens
- 11 Lowlands of the Eastwind People
- 12 Prairie of the King
- 13 Rockspot Stretch
- 14 Skybroad
- 15 Starpointe Plains
- 16 Stygian Grasslands
- 17 Sunspawn Savannah
- 18 Totem Field
- 19 Vulturefields
- 20 Wyld Steppe

Table 2–23: Lake Names

- 1 Assail Lake
- 2 Blackmere
- 3 Darkenmere
- 4 Dormant Lady
- 5 Dragon Lake
- 6 Eaglenest Loch
- 7 Greenmoor Lake
- 8 Griffin's Dive
- 9 Lake Abyss
- 10 Lake of Ages
- 11 Lake of Reflection
- 12 Loch Bargoun
- 13 Murk of Westhome
- 14 Shade Pond
- 15 Skyfire Lake
- 16 Sundown Lagoon
- 17 Tremor Lake
- 18 Trident Pond
- 19 Vigilant Mirror
- 20 Zephyr's Oxbow

Table 2–24: Landmark Names

- 1 Canyon of Righteous Fury
- 2 Cliff City of the Final Skykings
- 3 Devil's Tear
- 4 Elven Towers of Thundermigit
- 5 The Emperor's Guardians
- 6 Giant Lighthouse of Darynkine
- 7 Glass Fields of Emberstroke
- 8 Goblin Totems of the Bluesky Kings
- 9 The Great Span of Seven Sword Rift
- 10 Killing Fields of the Dying Harpies
- 11 Library of Magetop Cairn
- 12 Obelisk Valley
- 13 Observatory of Lem the Mad
- 14 Orcpalm Standing Stones
- 15 Pyramids of the Blueblood Elves
- 16 Runebound Keep of the Fever Hag
- 17 Spired Palace of the Bane Lords
- 18 Sunken City of the First Dwarf Kings
- 19 Titan's Graveyard
- 20 Trollpits of Scarblight

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Table 2–25: Lowland Names 1

- 1 Ashwind Rest
- 2 Blindman's Ridge
- 3 Box Canyon
- 4 Brokenhall Narrows
- 5 Caldera of Sorrow and Wane
- 6 Caves of the Winter Beast
- 7 Crooked Vale
- 8 Crimsonhammer Esker
- 9 Cyclops Divide
- 10 Deadmoan Crater
- 11 Dire Swale
- 12 Despot's Chasm
- 13 Eagle's Warren
- 14 Falconhide Gorge
- 15 Feverwind Cirque
- 16 Gorgon Trench
- 17 Harbor's Rest
- 18 Helmet
- 19 Horror's Divide
- 20 Iceden Bottom

Table 2–26: Lowland Names 2

- 1 Ironclaw Ravine
- 2 Jackal's Flat
- 3 Kingstone Wastes
- 4 Minotaur Valley
- 5 The Nadir
- 6 Obedience Combe
- 7 Slaughterking Trough
- 8 Piety Basin
- 9 Ravine of Decay
- 10 Restholm Glen
- 11 Sabrewind Gulch
- 12 Scarecrow Rill
- 13 Sister Hollow
- 14 Snaking Clough
- 15 Thunderhollow Bottoms
- 16 Trollskin Basin
- 17 Vale of the Lesser Gods
- 18 Valle of the Warpstone Keeps
- 19 Valley of the Dirge
- 20 Widowmaker Run



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Table 2–27: Marshland Names

- 1 Bayou of the Drowned
- 2 Bog of Lifeless Bones
- 3 Brackish Glades
- 4 Corpse Fen
- 5 Darkglade Slough
- 6 Darklight Bayou
- 7 Deadwitch Marsh
- 8 Doomwalk Fen
- 9 Druid's Marsh
- 10 Everglades of Defiance
- 11 Hag's Breath Morass
- 12 Hauntlight Swamp
- 13 Hightide Mire
- 14 Knaves' Quagmire
- 15 Morass of Hidden Paths
- 16 Quagmire of Suffocation
- 17 Shadowfen Bog
- 18 Shallowfoot Swamp
- 19 Slough of Lost Voices
- 20 Swamp of Deathrot

Table 2–28: Mountain Names 1

- 1 Banner Peak
- 2 Battlestone Mountain
- 3 Bearfort Mountain
- 4 Blackstone Hills
- 5 Bucks Hill
- 6 Castletop Barrow
- 7 Cobb Hill
- 8 Copper Mountain
- 9 Dragon Hill
- 10 Everorc Mountain
- 11 Fox Hill
- 12 Goblinkeep Mountains
- 13 Gravel Peaks
- 14 Griffin Top
- 15 Hell Mountain Peaks
- 16 Hickory Mountain
- 17 Hill of the Fallen
- 18 High Rock Mountain
- 19 Horsehill Crest
- 20 The Iron Reaches

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Table 2–29: Mountain Names 2

- 1 Ironhome Mountains
- 2 Jadecliff Pass
- 3 Keepstone Foothills
- 4 Lookout Mountain
- 5 Mace Mountain Summit
- 6 Marble Mountain
- 7 Miller's Pass
- 8 Millstone Kop
- 9 Mount Defiance
- 10 Mount Pillar
- 11 Mountains of the Stag
- 12 Onyx Peaks
- 13 Patience Butte
- 14 Saint's Peak
- 15 Smiths' Hill
- 16 Snake Hill Mesa
- 17 Stag Foothills
- 18 Stonybrook Mountain
- 19 Sunrise Reaches
- 20 Thunderhome Mountains

Table 2–30: Ocean and Sea Names

- 1 Abyssal Coast
- 2 Archer's Gulf
- 3 Ardent Sea
- 4 Arrow Tides
- 5 Barrowmere Sea
- 6 Cairn Sea
- 7 Cloudshadow Ocean
- 8 Corsair's Gulf
- 9 Deathdeep Stretch
- 10 Eighth Sea
- 11 Gulldown Sea
- 12 Mistshroud Ocean
- 13 Nightshade Sea
- 14 Ocean of Eternity
- 15 Sea of Mystic Fire
- 16 Sea of Riptide
- 17 Shallowsworn Sea
- 18 Sharkmoor Sea
- 19 Stormwell Deep
- 20 Tempest Bay

Table 2–31: River Names 1

- 1 Bane River
- 2 Blood River
- 3 Calamity Run
- 4 Cardinal Stream
- 5 Cougar Run
- 6 Darkwater River
- 7 Devil's Vein
- 8 Dragonfall River
- 9 Estuary of the Giants
- 10 Everscar Ravine
- 11 Farmer Creek
- 12 Ferryman's Brook
- 13 Fever Brooklet
- 14 Forger's Runnel
- 15 Greatbear River
- 16 Gypsy Creek
- 17 Hawkhead Ria
- 18 Heaven's Falls
- 19 Jade River
- 20 Lance Creek

Table 2–32: River Names 2

- 1 Lyre's Rill
- 2 Keen Narrows
- 3 Maiden's Crossing
- 4 Marble Tributary
- 5 Mad River Gorge
- 6 Miller's Branch
- 7 Moonstone Streamlet
- 8 Nightmare River
- 9 Plowman's Bend
- 10 Raven's Inlet
- 11 River of Sorrow
- 12 River of the Spheres
- 13 Snake Rivulet
- 14 Sorghum Creek
- 15 Spearman's Brook
- 16 Shimmer Rush
- 17 Trench
- 18 Trident Delta
- 19 Trout Run
- 20 Venom Falls



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Table 2–33: Terrain 1

- 1 Abandoned farmland overgrown with wrecked home in the middle
- 2 Ancient, dried riverbed cuts a swath across an otherwise bleak landscape
- 3 Barren sand dunes as far as the eye can see
- 4 Broken ground torn asunder by a recent earthquake or magical activity
- 5 Chain of mountains single file nearly touching the clouds
- 6 Craggy mountain range with heavy snowfall atop and old hunter's trails leading around
- 7 Dead forest with no life of any kind
- 8 Densely wooded area, lower branches of the larger trees have been cut off
- 9 Dry, broken ground where an occasional tuft of dead grass sways in the breeze
- 10 Evergreen forest creating a maze-like field
- 11 Field littered with animal carcasses as if nature's grave
- 12 Fields of frost glitter in the sun and twinkle the eye
- 13 Fields of grass so brown a mere spark might cause the landscape to burn like kindling
- 14 Fields of loose dirt, shrubs and thorny bushes
- 15 Forest fire recently ravaged this sad grove of trees
- 16 Gentle sloping mountains, loose dirt and rocks make travel difficult
- 17 Hilly landscape with hair pin turns pockmarked with boulders
- 18 Large, still pond ringed by reeds is a respite for a flock of birds
- 19 Maple forest sways heavily as a strong storm approaches
- 20 Maze of rocks with various humanoid appearances carved into the stone walls

Table 2–34: Terrain 2

- 1 Mountain chain of densely packed dirt, solid rock and covered with trees
- 2 Muddy field covered in loosely packed grass that sinks underfoot
- 3 Old blasted stone tower with sections of mortar and blocks scattered across the field
- 4 Old low stone fence divides the borders of a once vibrant farm field
- 5 Old, unsteady wooden footbridge stretches across a short but deep gap
- 6 Partially logged forest with displaced wildlife looking for shelter
- 7 River valley with colorful flowerbeds causing a haze in vision and reflection
- 8 Rocky shoreline caked thick with black sand and housing the skeletal remains of an old shipwreck
- 9 Rolling farmland with bales of hay collected and dotting the fields, a single silo in the distance
- 10 Salt flats housing the skeleton and dried bones of some gargantuan beast
- 11 Sandy field covered with large, dry shrubs and crabgrass
- 12 Scattered copse of dried, dead trees—old cobwebs string among them and blow in a slight breeze
- 13 Serene field with scattered cairns of fallen heroes overgrown with wildflowers and willows
- 14 Shoreline to a large lake overrun with driftwood and loose water plants from a recent storm
- 15 Soft earth beneath waist high water and grass peaking above the waterline
- 16 Tall grass over fields of animal burrows and other dangerous divots
- 17 Thick hollow with old, knotted trees and weeping willows stretches across the horizon
- 18 Three knotted trees on top of a barren plateau
- 19 Very old trees tower high above provides a thick canopy
- 20 Wooded area with dense grass and underbrush covering the ground

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Table 2–35: Weather 1

- 1 Blizzard worse than most local folks can remember
- 2 Breezy and sunny; gentle wind gives cool relief from heavy armor
- 3 Clouds so thick the sky darkens as a colossal shadow
- 4 Cloudy sky with several lightning bolts raining down on one area
- 5 Colorful lightning slides across the sky producing earth-shaking thunder rolls
- 6 Colossal clouds of cotton roll softly about the sky providing landscape shadows
- 7 Cool day with some clouds passing through the sky
- 8 Deep, purple sunset provides many long shadows across the land
- 9 Fierce rain storm mixed with hail clatters about on the ground
- 10 Flash flood as heavy rains effect a nearby river or canal
- 11 Flashes of lightning from the clouds nearby, but not a drop of rain falls from the sky
- 12 Gentle snowfall; the snowflakes are large and fall slowly from the sky
- 13 Heavy hailstones fall from the sky pock marking the land
- 14 Heavy rains and a flooding river sweep through the land
- 15 Light mist of rain, making the air feel even cooler
- 16 Long term rain has reduced the road ahead to mud and puddles
- 17 Mix of snow and rain makes the ground slushy and frigid
- 18 Mostly damp air permeates the area while a thick, heavy fog cloud rolls ahead on the horizon
- 19 Oppressive heat and humidity make it hard to breathe and tiresome over long distances
- 20 Rain so cold that it turns instantly to ice upon impact

Table 2–36: Weather 2

- 1 Relentless sun in a cloudless sky beats down
- 2 Several white clouds appear across the horizon; shapes of magical creatures can be seen
- 3 Steady windless snowfall coats all surrounding landmarks
- 4 Stiff wind tosses about high trees to and fro
- 5 Still and quiet, as if the weather has forsaken this day
- 6 Strong breeze brings with it a change in pressure, noting a season's passing
- 7 Strong winds blow about the trees, capes and hair making travel unfriendly
- 8 Strong winds blow clouds quickly across the sky bathing the ground in light and dark
- 9 Sunrise is muted by heavy, dark clouds hinting to midday rain
- 10 Sunrise sends bright light streaming across the landscape limiting visibility
- 11 Sunset turns the clear sky red as blood
- 12 Thin fog, able to see only a few dozen feet ahead
- 13 Thunderstorm ends as quickly as it began
- 14 Tornado funnel touches down on the horizon, blasting clouds of debris into the sky
- 15 Torrential rainstorms threaten to unleash a mudslide nearby
- 16 Traditional thunder and lightning storm wreaks havoc on the horizon
- 17 Warm, humid rainfall provides little relief from the hot temperatures
- 18 Weather seems to change every ten minutes
- 19 Whirlwind tossing stone and debris about
- 20 Wind blowing so hard the rain comes from the horizon

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Table 2–37: Places of Note

- 1 Accdama: Fields of Blood
- 2 Bithron: The Broken Place
- 3 Cor-Ashan: The Smoking Furnace
- 4 Dan-Ylan: The Woodland Springs
- 5 Dishan: Wood of Rage
- 6 Dothan: Of the Two Wells
- 7 Ebonah: Mountain of Plenty
- 8 Elim: Land of Wolves
- 9 Ephedam: Borderland of Blood
- 10 Gehazi: Valley of Visions
- 11 Harhaiah: Domain of Shadows
- 12 Hasemunah: Hold of the Hated
- 13 Hodesh: Hold the New Moon
- 14 Hormah: The Wasteland
- 15 Jogli: The Blasted Plain
- 16 Kitron: The Burning River
- 17 Maroth: Land of Bitter Wine
- 18 Nekeb: Caverns of darkness
- 19 Shemesh: House of the Sun
- 20 Tiria: Fortress of Cold Fear

Table 2–38: Tribal Realm Names

- 1 Black Trees
- 2 Birdkill Home
- 3 Bloodking Lands
- 4 Bounty
- 5 Click-Claw Moors
- 6 Clifftide Fen
- 7 Darkmount Earth
- 8 Haven
- 9 Heart of the Bear
- 10 Honor's Price
- 11 Hornsaw
- 12 Hunter's Thicket
- 13 Iron Hammer Rock
- 14 Land of the Thousand Kings
- 15 Many Rivers
- 16 Moon River Grounds
- 17 Sevenstone Plains
- 18 Sever
- 19 Sun River
- 20 Thorn

Table 2–39: Realm Names, Macro-

- 1 Almyrah Caliphate
- 2 Archduchy of Ten Thousand
- 3 Bloodoath Confederacy
- 4 Commonwealth of Spires
- 5 Dynasty of Ash
- 6 Empire of the Damned
- 7 Kingdom of Last Spear
- 8 The Gray Dynasty
- 9 Holy Lands of the Nine Kings
- 10 Iron States of Myrrikhan
- 11 Malik'suldar Sultanate
- 12 The Middle Lands
- 13 Nations of the Cloak
- 14 The Plague Marshes
- 15 Realm of Deeperearth
- 16 Samhan Empire
- 17 Seven Time Seven Lands
- 18 Tamilkirk Republic
- 19 Tribes of Nuath
- 20 United Clans of the Severed Mountains

Table 2–40: Realm Names, Micro-

- 1 Barony of Salt
- 2 Borderheart Refuge
- 3 Broken Realms of the Janisary
- 4 City-State of Light and Valor
- 5 Duchy of the Black Ward
- 6 Dunwater Clan
- 7 Eagle's Crest City-State
- 8 Enlightened Republic of the Eldermen
- 9 Fallen Angel Caliphate
- 10 Hordelands of the Steepe Clans
- 11 Holy City of the Righteous Gods
- 12 Icewall Fens
- 13 The Ivory Dale
- 14 The Kine Veil Absolute
- 15 Loward Downs
- 16 Occupied Lands of the Gyrian Knights
- 17 Province of the White Sword
- 18 Thornwood Break
- 19 Quiet River Tribe
- 20 Winter Principality

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Table 2–41: Dwarf Realms

- 1 Althing
- 2 Black Dwarven Citadel
- 3 Blackgate Kingdom
- 4 Citadel Helmhome
- 5 Clan of the Cudgel
- 6 Dundread Wall Keep
- 7 Dwarven Nations of the Hundred Truths
- 8 Everdrink Halls
- 9 Gemstone Caverns
- 10 Greybeard Empire
- 11 Hammerhome
- 12 The Iceheart Glaciers of 'Evernear
- 13 Keep of the Thousand Promises
- 14 Mithril Mountains
- 15 Shatterfist Lands
- 16 Shieldwall Hills
- 17 Silverhall Pledgelands
- 18 Titan's Hammer Kingdom
- 19 Underhalls of the Khan
- 20 Valhalla's Dynasty

Table 2–42: Elf Realms

- 1 Adgitarran Glade
- 2 Arasial Fortwood
- 3 Asreds Dominion
- 4 Balatgah Forest
- 5 Bitbriar Sea-City
- 6 Eldantien Towers
- 7 Elehihaes Park
- 8 Etanahldi Swamphaven
- 9 Forest of Ehlias
- 10 Gadiehal Wildwood
- 11 Lonarelc Circle
- 12 Narubruilt Sphere
- 13 Oduloubi Heights
- 14 Plainhives of Arulaban
- 15 Rahiash Plains
- 16 Realm of Lanroht
- 17 Spires of Hubaid-Hai
- 18 Tabatlaeli Wonderwoods
- 19 Wilderness of Halbaer
- 20 Woodtowers of Lilisdaht

Table 2–43: Exotic Realms

- 1 Celestial Summit
- 2 Cities of the Clouds
- 3 Darkholme Haven
- 4 Dragonfyre Kingdom
- 5 Empire of the Emerald Dawn
- 6 Fey Weald
- 7 Goldwall Quietus
- 8 Grace Home of Dictum and Purity
- 9 Hidden Caves of Kubla Khan
- 10 Lost Ruins of the Eternal Knights
- 11 Keeps of the Frozen Serpents
- 12 Mithril Kingdoms of Final Legion
- 13 The Oracle Clans
- 14 Pinnacle of Avarice
- 15 Sapphire Kingdoms
- 16 The Seven Thousand Nation of Ohm
- 17 Spires of Eternity
- 18 The Shadowlands of Sulphur and Lies
- 19 Tribes of the Forever Heart
- 20 White Palaces of the Forever City

Table 2–44: Goblin/Nonhuman Realms

- 1 Bird Lands Here
- 2 Bone
- 3 Eel Gut Hole
- 4 Empty Water
- 5 Fire Camp
- 6 Fish Stink Pond
- 7 Ghoulface Warrens
- 8 Gruk's Camp
- 9 Ick
- 10 Mud Mud
- 11 Murder Shelter
- 12 Scab Den
- 13 Scratch Earth Caverns
- 14 Slime Hill
- 15 Skulltop Place
- 16 Tall Tall Grass
- 17 Throttle Hills
- 18 Trollfist Home
- 19 Wart
- 20 Wet Dirt Cave



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Table 2–45: Realm Size

- 1 Isolated Realm, light population
- 2 Isolated Realm, moderate population
- 3 Isolated Realm, sparse population
- 4 Large Realm, high population
- 5 Large Realm, light population
- 6 Large Realm, moderate population
- 7 Large Realm, sparse population
- 8 Medium Realm, dense population
- 9 Medium Realm, high population
- 10 Medium Realm, light population
- 11 Medium Realm, moderate population
- 12 Medium Realm, sparse population
- 13 Small Realm, dense population
- 14 Small Realm, high population
- 15 Small Realm, light population
- 16 Small Realm, moderate population
- 17 Small Realm, sparse population
- 18 Sprawling Realm, high population
- 19 Sprawling Realm, light population
- 20 Sprawling Realm, moderate population

Table 2–46: State of the Nation

- 1 Anarchy
- 2 Civil war
- 3 Economic progress
- 4 Economic recession
- 5 Election/regency
- 6 Enlightenment
- 7 External war
- 8 Foreign war
- 9 Heavy exporting
- 10 Heavy importing
- 11 Industrial progress
- 12 Martial law
- 13 Neighboring war
- 14 New freedom
- 15 New ruler
- 16 Peace
- 17 Police state
- 18 Revolution
- 19 Status quo
- 20 Trading

Table 2–47: National Boundary

- 1 Desert or waste
- 2 Forest
- 3 Fortress line
- 4 Glacier
- 5 Guarded/patrolled
- 6 Hub villages
- 7 Lake or bay
- 8 Monuments
- 9 Mountain
- 10 Neutral nation
- 11 Ocean or sea
- 12 Ordained
- 13 Ridge or cliff
- 14 River
- 15 Roadway
- 16 Shifting
- 17 Standing stones
- 18 Treaty
- 19 Wall
- 20 Watchtowers

Table 2–48: National Strength/Weakness

- 1 Art
- 2 Architecture
- 3 Colonies
- 4 Commerce
- 5 Education
- 6 Efficiency
- 7 Exploration
- 8 Gems/gold reserves
- 9 Iron/steel
- 10 Leadership
- 11 Libraries
- 12 Nationalism
- 13 Magic
- 14 Medicine/science
- 15 Military
- 16 Military training
- 17 Multiculturalism
- 18 Political structure
- 19 Religion
- 20 Trade

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Table 2–49: National Transportation

- 1 Barge
- 2 Blimp/dirigible
- 3 Canal skiff
- 4 Caravan
- 5 Carriage
- 6 Cart
- 7 Elemental skiff
- 8 Ferry
- 9 Flying mount
- 10 Horse/mount
- 11 Ice sail
- 12 Magical flight
- 13 Portal
- 14 Riverboat
- 15 Sailing ship
- 16 Skyship
- 17 Sled/sleigh
- 18 Teleportation
- 19 Wagon
- 20 Walking

Table 2–51: National Calamities

- 1 Civil war
- 2 Conquered
- 3 Crime
- 4 Earthquake
- 5 Economic collapse
- 6 Environmental collapse
- 7 Famine
- 8 Firestorms
- 9 Floods
- 10 Governmental collapse
- 11 Invasion/war
- 12 Magical blight/cataclysm*
- 13 Meteor crash
- 14 Overpopulation
- 15 Pestilence
- 16 Plague
- 17 Regicide
- 18 Storms
- 19 Undead
- 20 Volcanic eruption

Table 2–50: National Trade Map Symbols

- 1 Alchemy
- 2 Alcohol
- 3 Armor/shield
- 4 Cloth/clothing
- 5 Coffee/tea
- 6 Fish
- 7 Gold/precious metal
- 8 Horses
- 9 Knowledge
- 10 Livestock
- 11 Magic
- 12 Mineral
- 13 Oil
- 14 Paper/parchment
- 15 Ships
- 16 Silk
- 17 Stonework
- 18 Tobacco
- 19 Weapons
- 20 Wood

Table 2–52: National Calamities, Magical

- 1 Arrival/death of a deity
- 2 Clouds touch down to the earth
- 3 Comet
- 4 Constellations shift form
- 5 Death of a god
- 6 Draconic awakening/enlightenment
- 7 Gate to lower planes ruptures
- 8 Inanimate objects animate
- 9 Lunar cataclysm
- 10 Magic null-zone
- 11 Meteor shower
- 12 Planar conjunction
- 13 Plants/vegetation wither and die
- 14 Polar shift
- 15 Second moon takes orbit in sky
- 16 Summoning of a demon/devil
- 17 Sun goes black
- 18 Undead rise from the grave
- 19 Unstable portal
- 20 Visions of the end times

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Table 2–53: Road Type

- 1 Clay and packed earth
- 2 Cobblestone pathway
- 3 Druid-tended road
- 4 Granite blocks
- 5 Heavily packed dirt
- 6 Incomplete and in progress
- 7 Laid bricks
- 8 Loose earthen trail
- 9 Loose rock covering
- 10 Muddy and overgrown
- 11 Patrolled by nearby noble lord
- 12 Poorly maintained with potholes
- 13 Riddled with weed growth
- 14 Rife with wildlife
- 15 Shaded by trees
- 16 Skulls and bones
- 17 Tended by permanent unseen servant
- 18 Thick stone tablets
- 19 Well tended
- 20 Wooden planks

Table 2–54: Road Names

- 1 Brokeblade Trail
- 2 Cave Trail
- 3 Cliffside Road
- 4 Cloverfield Trail
- 5 Farmer's Path
- 6 Ferry Road
- 7 Forge Road
- 8 Gnoll Way
- 9 Hammerdwarf Path
- 10 Hunter's Path
- 11 King's Path
- 12 Kobold Trail
- 13 Moonlit Path
- 14 Mountain Road
- 15 Redwood Trail
- 16 River Road
- 17 Sundown Trail
- 18 Swamplight Trail
- 19 Tradesman Road
- 20 Trapper's Path

Table 2–55: Village Names 1

- 1 Ash Grove
- 2 Black Gorge
- 3 Bowmantle
- 4 Dark Eel Creek
- 5 Davis Rise
- 6 Deerfield
- 7 Delta Springs
- 8 Devil Throne
- 9 Eagle's Point
- 10 Emerald Face
- 11 Glen Heights
- 12 Harbor
- 13 Hawthorne
- 14 Hyana View
- 15 Ivory
- 16 Knight Grove
- 17 Landling
- 18 Lucifer's Break
- 19 Miner's Gate
- 20 Mist Hollow

Table 2–56: Village Names 2

- 1 Moor
- 2 New Raven
- 3 North Red
- 4 Orc Wall
- 5 Peirmen's Roost
- 6 Pine Bluff
- 7 Pike's Cairn
- 8 Quietwood Home
- 9 Resilience
- 10 Rising Cliff
- 11 Sandpointe
- 12 Slag Ford
- 13 Stoneville
- 14 Stormcall Ridge
- 15 Tarendale Helm
- 16 Village of Terrill
- 17 Warlock's Den
- 18 Whitethorn Creek
- 19 Witch Meadow Run
- 20 Wolfholme

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Table 2–57: Town Names 1

- 1 Brenton's Hope
- 2 Brynport
- 3 Burrwell Mines
- 4 Caervale
- 5 Castle Gherond
- 6 Curney Peak
- 7 Dyne Falls
- 8 Dunworth
- 9 Eisenburg
- 10 Ejdin Dale
- 11 Enisston
- 12 Fendon
- 13 Galekirk
- 14 Greywalk Reach
- 15 Halebury Brine
- 16 Highland Prairie
- 17 Ivory Downs
- 18 Janismoor
- 19 Killbourne
- 20 Knaves Hollow

Table 2–58: Town Names 2

- 1 Lake Minor
- 2 Last Break
- 3 Lochstead
- 4 Lowton
- 5 Merrick
- 6 Millerhurst
- 7 North Bend
- 8 Norville
- 9 Old Brookdon
- 10 Palewind Shore
- 11 Port Newgate
- 12 Portwater
- 13 Ridgeglen Mill
- 14 Shadowoak
- 15 South Torisberg
- 16 Stonemill
- 17 Treason River
- 18 Tylengaard
- 19 Uncaster Keep
- 20 Yorkpoint

Table 2–59: City Names, Generic 1

- 1 Accord
- 2 Battlefront
- 3 Breach
- 4 Briartown
- 5 Bridgespan
- 6 Castlecrest
- 7 City of Fire
- 8 City of the Last King
- 9 East Fretonn
- 10 Forked River
- 11 Goldgate
- 12 Gorgon
- 13 Greatport
- 14 Hammergeate
- 15 Harborreach
- 16 Hawthorne
- 17 Laborton
- 18 Mammothport
- 19 Merchaton
- 20 Mithril

Table 2–60: City Names, Generic 2

- 1 Montaigne
- 2 North Westvale
- 3 Northspire
- 4 Oak
- 5 Palisade
- 6 Port Deep
- 7 Portmouth
- 8 Rage
- 9 Ridgewood
- 10 Shadowstep
- 11 Slayer's Point
- 12 South Keyport
- 13 Standholm
- 14 Steel Keep
- 15 Stillwater Bay
- 16 Stone
- 17 Titan
- 18 Templeton
- 19 Trident Harbour
- 20 Wisdom Hall



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Table 2–61: City Names, Specific 1

- 1 Amanth
- 2 Amistiar
- 3 Anastriel
- 4 Cephenton
- 5 Dallisar
- 6 Dremeth
- 7 Drinnarin
- 8 Ephron
- 9 Erinam
- 10 Firalia
- 11 Irathmael
- 12 Jenrath
- 13 Kaplisia
- 14 Laudren
- 15 Leristage
- 16 Lis Aventar
- 17 Memend
- 18 Menthais
- 19 Meriel
- 20 Methrostan

Table 2–62: City Names, Specific 2

- 1 Metrand
- 2 Millinar
- 3 Narimia
- 4 Neftazar
- 5 Nerinthar
- 6 Novi Ren
- 7 Orishend
- 8 Ovenburg
- 9 Pav Ature
- 10 Ramelev
- 11 Riliaf
- 12 Ristalier
- 13 Roceanne
- 14 Thirio
- 15 Thornholme
- 16 Vernoth
- 17 Volisor
- 18 Vrilltiac
- 19 Whisland
- 20 Yrltac

Table 2–63: Footbridges

- 1 Bones, animal
- 2 Bones, humanoid
- 3 Boulders
- 4 Broken statue
- 5 Giant bone
- 6 Large rocks
- 7 Living saplings
- 8 Old fence pieces
- 9 Overhanging tree with rope
- 10 Sand bar
- 11 Several small saplings
- 12 Small rocks, piled
- 13 Small saplings supported by rock in center
- 14 Stone and mortar
- 15 Tree trunk, cut lengthwise
- 16 Tree trunk, fallen
- 17 Wagon wheel
- 18 Wood piling
- 19 Wooden footbridge
- 20 Wooden planks

Table 2–64 Castle/Fortress Names

- 1 Castle Morningstar
- 2 Castle of Flames
- 3 Citadel Conjure
- 4 Citadel Triumph
- 5 Defiance Rock
- 6 Fort Determination
- 7 Fortress of Shieldnight
- 8 Fortress of Shieldwall
- 9 Fortress of the Garrison
- 10 King's Fortress
- 11 Lance Keep
- 12 Outpost of Swords
- 13 Presidio of Titans
- 14 Royal Redoubt
- 15 Safehold of Storms
- 16 Spikestone Bastion
- 17 Stronghold of Dark Orb
- 18 Stronghold of Might
- 19 Towers of Steel
- 20 Warhammer Battlement

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Table 2–65: Stronghold/Watchtower Description

- 1 Black vaulted tower in the middle of a swamp
- 2 Bowmen's towers watching over a perfect valley pass
- 3 Cave with a hidden entrance near a frequently traveled forest road
- 4 Elf guard platform resting on the branches of the oldest trees of the forest
- 5 Fortress Bones where locals keep watch over a nearby necropolis
- 6 Fortress of the outcasts of Crimson Company from a neighboring nation
- 7 Dwarfs manning an old goblin watch tower
- 8 Human keep carved directly into the side of a cliff
- 9 Illusion conceals underground listening post now occupied by orcs
- 10 Keep at the edge of the forest with orders to kill anything headed for the nearby town
- 11 Makeshift hilltop fortress to lure travelers out of hiding
- 12 Mountaintop dwarf watchtower with a good view of the entrances on both side of the pass
- 13 Single stone tower standing to alert the city of impending danger
- 14 Small shack quickly built atop ancient ruins to spy on creatures moving inside
- 15 Sprawling stronghold built near the traditional home of two warring barbarian tribes
- 16 Stronghold of a local group of powerful mercenary knights
- 17 Stronghold on a small island in the middle of the river armed with heavy ballistae
- 18 Symbolic keep of the human-dwarf alliance
- 19 Tree fortress of the Hunters of Aroveen and the druids of the Molt Mountain
- 20 Underground dwarf fortress made of steel and marble, carved with ancient runes of protection

Table 2–66: Stronghold/Watchtower

Interior 1

- 1 Armory
- 2 Auditorium
- 3 Barbican
- 4 Barracks
- 5 Bathhouse
- 6 Bedroom
- 7 Chapel
- 8 Common room
- 9 Courtyard
- 10 Dining hall
- 11 Dock
- 12 Dock house
- 13 Dungeon
- 14 Fountain or pool
- 15 Gatehouse
- 16 Greeting chamber
- 17 Guard post
- 18 Guest quarters
- 19 Kitchen
- 20 Laboratory

Table 2–67: Stronghold/Watchtower

Interior 2

- 1 Labyrinth
- 2 Larder
- 3 Library
- 4 Observatory
- 5 Planning room
- 6 Prison cells
- 7 Privy
- 8 Servant's quarters
- 9 Shop
- 10 Smithy
- 11 Stable
- 12 Storage
- 13 Study
- 14 Tavern
- 15 Throng room
- 16 Torture chamber
- 17 Tower
- 18 Training grounds
- 19 Trophy hall
- 20 Workplace



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ECOSYSTEMS

Table 2–68: Trees 1

- 1 Alder
- 2 Allspice
- 3 Almond
- 4 Apple
- 5 Ash
- 6 Avocado
- 7 Birch
- 8 Cactus
- 9 Cottonwood
- 10 Cedar
- 11 Cherry
- 12 Chestnut
- 13 Cottonwood
- 14 Cypress
- 15 Ebony
- 16 Elm
- 17 Fir
- 18 Hawthorn
- 19 Hickory
- 20 Juniper

Table 2–69: Trees 2

- 1 Larch
- 2 Locust
- 3 Mahogany
- 4 Mangrove
- 5 Maple
- 6 Mesquite
- 7 Oak
- 8 Palm
- 9 Peach
- 10 Pear
- 11 Pecan
- 12 Pepper tree
- 13 Pine
- 14 Poplar
- 15 Rubber tree
- 16 Sequoia
- 17 Spruce
- 18 Teak
- 19 Walnut
- 20 Willow

Table 2–70: Flowers 1

- 1 Asteriscus
- 2 Baby's Breath
- 3 Bellflower
- 4 Borago
- 5 Comfrey
- 6 Daffodil
- 7 Daisy
- 8 Dandelion
- 9 Deinanthe
- 10 Diascia
- 11 Dublin
- 12 Geranium
- 13 Goldband lily
- 14 Goldsturm
- 15 Hacquetia
- 16 Hellebore
- 17 Holly
- 18 Horned violet
- 19 Hosta
- 20 Hyacinth

Table 2–71: Flowers 2

- 1 Iris
- 2 Lamium
- 3 Matilua
- 4 Meadow rue
- 5 Merrybells
- 6 Mugwort
- 7 Mullien
- 8 Peony
- 9 Persicaria
- 10 Poppy
- 11 Rodgersia
- 12 Rose
- 13 Snowdrop
- 14 Spurge
- 15 Sunflower
- 16 Thistle
- 17 Toadshade
- 18 Tulip
- 19 Wandflower
- 20 Wildflower

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Table 2–72: Shrubs 1

- 1 Alder
- 2 Azalea
- 3 Bayberry
- 4 Blackberry
- 5 Blackthorn
- 6 Blueberry
- 7 Caper
- 8 Chokeberry
- 9 Clove tree
- 10 Coca
- 11 Coffee
- 12 Cotton
- 13 Cranberry
- 14 Currant
- 15 Elder
- 16 Forsythia
- 17 Fuchsia
- 18 Furze
- 19 Gale
- 20 Gardenia

Table 2–73: Shrubs 2

- 1 Genista
- 2 Gooseberry
- 3 Guava
- 4 Guayule
- 5 Hemp tree
- 6 Hibiscus
- 7 Holly
- 8 Huckleberry
- 9 Hydrangea
- 10 Indigo
- 11 Juneberry
- 12 Juniper
- 13 Kalmia
- 14 Laurel
- 15 Lilac
- 16 Locust
- 17 Magnolia
- 18 Mesquite
- 19 Milkwort
- 20 Mistletoe

Table 2–74: Weeds 1

- 1 Arrowhead
- 2 Barberry
- 3 Brake
- 4 Burr
- 5 Cat's ear
- 6 Chickweed
- 7 Crabgrass
- 8 Dandelion
- 9 Devil's thorn
- 10 Dock
- 11 Fireweed
- 12 Goldenrod
- 13 Horsetail
- 14 Jimson weed
- 15 Knotweed
- 16 Lady's thumb
- 17 Locoweed
- 18 Mallow
- 19 May weed
- 20 Mesquite

Table 2–75: Weeds 2

- 1 Milkweed
- 2 Mustard
- 3 Nettle
- 4 Onionweed
- 5 Pigweed
- 6 Poison ivy
- 7 Poison oak
- 8 Poison sumac
- 9 Pokeweed
- 10 Ragweed
- 11 Sandbur
- 12 Scarlet pimpernel
- 13 Shepherd's purse
- 14 Skunk cabbage
- 15 Smartweed
- 16 Spotted spurge
- 17 Stinkweed
- 18 Thistle
- 19 Wiregrass
- 20 Witchgrass



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Table 2–76: Bugs 1

- 1 Ant
- 2 Ant lion
- 3 Bedbug
- 4 Bee
- 5 Beetle
- 6 Bombardier beetle
- 7 Bug
- 8 Bumblebee
- 9 Butterfly
- 10 Caterpillar
- 11 Cicada
- 12 Cockroach
- 13 Cricket
- 14 Diving beetle
- 15 Dragonfly
- 16 Dung beetle
- 17 Firefly
- 18 Flea
- 19 Fly
- 20 Gnat

Table 2–77: Bugs 2

- 1 Grasshopper
- 2 Grub
- 3 Hellgrammite
- 4 Hornet
- 5 Horsefly
- 6 Katydid
- 7 Ladybug
- 8 Locust
- 9 Maggot
- 10 Mantis
- 11 Mosquito
- 12 Moth
- 13 Pond skater
- 14 Sand fly
- 15 Silverfish
- 16 Stink beetle
- 17 Termite
- 18 Walking stick
- 19 Wasp
- 20 Weevil

Table 2–78: Fish

- 1 Albacore
- 2 Anchovy
- 3 Bass, sea
- 4 Blue fish
- 5 Carp
- 6 Cod
- 7 Flounder
- 8 Grouper
- 9 Hake
- 10 Halibut
- 11 Herring
- 12 Mackerel
- 13 Ocean perch
- 14 Red snapper
- 15 Rockfish
- 16 Roughy
- 17 Swordfish
- 18 Tuna
- 19 Turbot
- 20 Yellowtail

Table 2–79: Game

- 1 Antelope
- 2 Bear
- 3 Caribou
- 4 Deer
- 5 Duck
- 6 Elk
- 7 Game hen
- 8 Gazelle
- 9 Goose
- 10 Hare
- 11 Impala
- 12 Moose
- 13 Musk deer
- 14 Musk ox
- 15 Quail
- 16 Pheasant
- 17 Rabbit
- 18 Reindeer
- 19 Turkey
- 20 Wild boar

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Table 2–80: Wildlife 1

- 1 Alpaca
- 2 Baboon
- 3 Bear
- 4 Boar
- 5 Cheetah
- 6 Chimpanzee
- 7 Cougar
- 8 Coyote
- 9 Dingo
- 10 Elephant
- 11 Ferret
- 12 Finch
- 13 Fox
- 14 Giraffe
- 15 Gorilla
- 16 Hippopotamus
- 17 Hyena
- 18 Jackal
- 19 Jaguar
- 20 Leopard

Table 2–81: Wildlife 2

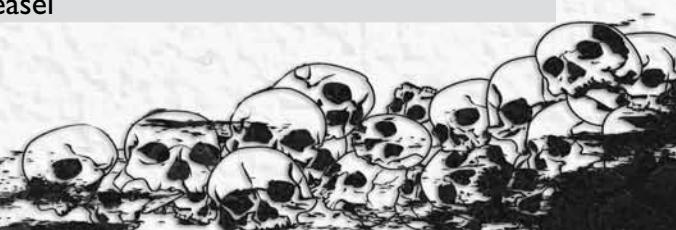
- 1 Lion
- 2 Llama
- 3 Lynx
- 4 Monkey
- 5 Mountain goat
- 6 Ocelot
- 7 Panther
- 8 Pony
- 9 Puma
- 10 Ram
- 11 Rhinoceros
- 12 Silver fox
- 13 Sloth
- 14 Snake
- 15 Tiger
- 16 Warthog
- 17 Wolf
- 18 Wolverine
- 19 Yak
- 20 Zebra

Table 2–82: Pack Animals/Mounts

- 1 Burro/donkey/mule
- 2 Camel, bactrian/dromedary
- 3 Cart horse
- 4 Charger
- 5 Courser
- 6 Destrier
- 7 Draft horse
- 8 Elephant
- 9 Gelding
- 10 Jade
- 11 Llama
- 12 Mare
- 13 Mustang
- 14 Ox
- 15 Palfrey
- 16 Pony
- 17 Reindeer
- 18 Stallion
- 19 Sumpter
- 20 Yak

Table 2–83: Pests/Small Animals

- 1 Armadillo
- 2 Badger
- 3 Bat
- 4 Buzzard
- 5 Chipmunk
- 6 Coyote
- 7 Crow
- 8 Dingo
- 9 Ferret
- 10 Gopher
- 11 Hedgehog
- 12 Mongoose
- 13 Muskrat
- 14 Opossum
- 15 Porcupine
- 16 Raccoon
- 17 Skunk
- 18 Squirrel
- 19 Vulture
- 20 Weasel



◀ CHAPTER TWO ▶

CITIZENS/GOVERNMENT

Table 2–84: Realm Types

- 1 Caliphate
- 2 Clans
- 3 Commonwealth
- 4 Confederation
- 5 Dominion
- 6 Duchy
- 7 Empire
- 8 Federation
- 9 Hegemony
- 10 Kingdom
- 11 League
- 12 Principality
- 13 Protectorate
- 14 Realm
- 15 Regency
- 16 Regime
- 17 Republic
- 18 State
- 19 Sultanate
- 20 Union

Table 2–85: Government 1

- 1 Anarchy (no government)
- 2 Aristocracy (ruled by nobility)
- 3 Autocracy* (absolute rule of one)
- 4 Bureaucracy (government of administrators)
- 5 Caliphate (ruled by a caliph/prophet)
- 6 Communism (all property as common)
- 7 Confederacy (alliance of rulers)
- 8 Democracy (ruled by masses-elected agents)
- 9 Despotism (absolute control/tyranny)
- 10 Dyarchy (ruled by two)
- 11 Dictatorship (absolute power to a dictator)
- 12 Dictatorship, Military
- 13 Duchy (ruled by a duke or duchess)
- 14 Emirate (ruled by an Emir)
- 15 Enlightened Absolutism
- 16 Fascism (authoritarian nationalism)
- 17 Feudalism (holding of land in a fief or fee)
- 18 Gerontocracy (ruled by council of elders)
- 19 Gynarchy* (ruled by women)
- 20 Hegemony (ruling of one nation over others)

Table 2–86: Government 2

- 1 Heteronomy (domination by outside power)
- 2 Hierarchy (religious feudal system)
- 3 Isocracy (everyone has equal power)
- 4 Kleptocracy (rule of thieves and exploiters)
- 5 Libertarian ("rule" of free will)
- 6 Magocracy (ruled by magi or arcanists)
- 7 Matriarchy (community ruled by matriarchs)
- 8 Meritocracy (those with talent and skill)
- 9 Militocracy (ruled by the military)
- 10 Monarchy (ruled by a king or queen)
- 11 Monarchy, Absolute
- 12 Monarchy, Constitutional
- 13 Ochlocracy (ruled by a mass or mob)
- 14 Oligarchy* (ruled by a dominant class)
- 15 Panocracy (ruled by everyone)
- 16 Patriarchy (community ruled by patriarchs)
- 17 Pedocracy (ruled by learned, savants, scholars)
- 18 Police State (oppresses opposition to rule)
- 19 Plutocracy (rule of the wealthy)
- 20 Principality (ruled by a prince or chief ruler)

Table 2–87: Government 3

- 1 Puppet State* (ruled by other outsiders)
- 2 Regency* (rule in lieu of actual ruler)
- 3 Republic (ruled by elected officials)
- 4 Republic, Capitalist
- 5 Republic, Constitutional
- 6 Republic, Parliamentary
- 7 Republic, Socialist
- 8 Satrapy* (ruled by a satrap/governor)
- 9 Socialism (rule to benefit production and distribution of capital, land, etc)
- 10 Sultanate (ruled by a sultan/governor)
- 11 Syndicracy (ruled by business or guild)
- 12 Technocracy (ruled by engineers/scientists)
- 13 Theocracy (ruled by a church)
- 14 Timocracy (ruled by honor)
- 15 Totalitarianism (absolute control by the state)
- 16 Tribalism (ruled by a tribe)
- 17 Triumvirate (ruled by three magistrates)
- 18 Tyranny (ruled by a tyrant or absolute ruler)
- 19 Utopia (unrealistic but perfect society)
- 20 Viceroyalty (ruled by a viceroy)

* Roll again to determine base government

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Table 2–88: Years of Historical Importance

- 1 The year of Cloudfall
- 2 The year of Dead Kings
- 3 The year of Demon's Rebirth
- 4 The year of Dragonborne
- 5 The year of Dreams
- 6 The year of the Fallen god
- 7 The year of Gentle Repose
- 8 The year of Grey Cultists
- 9 The year of the Great Flood
- 10 The year of the Guilds
- 11 The year of the Invaders
- 12 The year of Lost Crops
- 13 The year of Lost Kings
- 14 The year of Magical Pestilence
- 15 The year of Many Plagues
- 16 The year of Patience Folly
- 17 The year of the Rose
- 18 The year of the Scion
- 19 The year of Secret Heirs
- 20 The year of Warring Kingdoms

Table 2–89: Defining National Moment*

- 1 Annexed a long disputed land
- 2 Army conquered neighboring nation
- 3 Barbarian horde invaded and conquered
- 4 Blacksmiths forever branded with special sigils
- 5 Civil war destroyed many towns permanently
- 6 Everlasting trade treaty signed with Dwarves
- 7 Gold-mining ceased during reign of Mad King
- 8 Grand rebellion was finally crushed
- 9 High Cardinal murdered in royal palace
- 10 King waged a two-front war, successfully
- 11 Monarchy formed controlling police-state
- 12 Nation establishes republic and voting rights
- 13 Plague killed half of populace in one year
- 14 Queen declared herself empress
- 15 Rebellion squashed, forever outlawing swords
- 16 Royal vizier killed royal family and heirs
- 17 Shackles of hegemony cast off by pious Prince
- 18 Treaty signed with eldest Elf clan
- 19 Viceroy finally overthrown by regent Prince
- 20 Widespread famine; massive immigration

*These events can be historic, short-lived or ongoing

Table 2–90: National Race

- 1 Bugbears
- 2 Centaurs
- 3 Dwarves
- 4 Elves
- 5 Fey
- 6 Giants
- 7 Gnolls
- 8 Goblins
- 9 Halflings
- 10 Hobgoblins
- 11 Human Barbarians
- 12 Human Nomads
- 13 Human Settlers
- 14 Humans (mixed)
- 15 Lizardmen
- 16 Ogres
- 17 Orcs
- 18 Trolls
- 19 Undead
- 20 Werecreatures

Table 2–91: Racial Attitudes

- 1 Acceptance
- 2 Avoidance
- 3 Banishment
- 4 Befriend
- 5 Begrudging acceptance
- 6 Enslavement
- 7 Fear
- 8 Hate
- 9 Hostility
- 10 Ignorant
- 11 Indifference
- 12 Integration
- 13 Loathing
- 14 Mistreatment
- 15 Mistrust
- 16 Misunderstanding
- 17 Pity
- 18 Segregation
- 19 Trade
- 20 War

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Table 2–92: National Renown

- 1 Amazing foods and sauces
- 2 Ancient elven ruins still stand
- 3 Annual competitions of strength and speed
- 4 Art and education praised above military
- 5 Canny merchants with exceptional goods
- 6 Capital is connected islands
- 7 Colossal ancient dwarven bridge
- 8 Disciplined armed forces
- 9 Equal mixture of all races
- 10 Exotic fashions and fantastic wines
- 11 Huge tower built atop a mountain
- 12 Land unfettered by civilization
- 13 Libraries and museums form cultural nexus
- 14 Monotheistic church
- 15 Outstanding theatrical performances
- 16 Strongest navy in the world
- 17 Superior weapons and armor
- 18 Towered cathedral of the all-gods
- 19 Weather controlled by elemental magi
- 20 Wild celebrations of holidays

Table 2–93: National Physical Traits*

- 1 Athletic physiques
- 2 Barrel torsos
- 3 Braided hair
- 4 Coarse body hair
- 5 Deep tans
- 6 Grim expressions
- 7 Healthy appetites
- 8 High foreheads
- 9 Large hands
- 10 Long faces
- 11 Long legs
- 12 Olive skin
- 13 Pale complexion
- 14 Peculiar dialect
- 15 Shaved heads
- 16 Short stature
- 17 Stable gait
- 18 Tall physiques
- 19 Thin but strong limbs
- 20 Very wide eyes

Table 2–94: National Social Traits

- 1 Adaptable to nearly any inhospitable climate
- 2 Afternoon naps part of their culture
- 3 Athletic and very competitive
- 4 Dancers of great renown
- 5 Diplomatic and peaceful
- 6 Excellent food (inventive chefs)
- 7 Fine brewers and vintners
- 8 Excellent stamina when imbibing alcohol
- 9 Extremely prejudicial and stubborn
- 10 Great farmers, but short citizens all-around
- 11 Known for their short tempers
- 12 Known for their very large families
- 13 Masterful entertainers, illusionists, storytellers
- 14 Overly proud and haughty
- 15 Patriotic citizens — more militia than farmers
- 16 Powerful merchant houses
- 17 Religious and extremely pious
- 18 Strangers are welcome, but carefully watched
- 19 Stubborn and unmoving on principles
- 20 Very tall and muscular

Table 2–95: Rumors and Stories

- 1 Army's true might is magical
- 2 Circus always leaves death in its wake
- 3 Crops grow by strength of druids
- 4 Deep dwarves cause mine disasters
- 5 Deity's avatar walks among us
- 6 Dragon is power behind ruler
- 7 Future savior awaits trigger
- 8 Guild leaders are in league with hell
- 9 King is old and about to die
- 10 Mountaintop leads to heavens
- 11 One city wants to defect
- 12 Rangers push sovereign to war
- 13 River is filled with godtears
- 14 Ruler is a vampire lord
- 15 Ruler(s) encourage heavy drug trade
- 16 Ruling family are shapechangers
- 17 Sorcerers keep a secret history
- 18 Storms come from a trio of hags
- 19 Thief's guild lead by gnoll lord
- 20 Wererats in all city sewers

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Table 2–96: National Dress and Fashion

- 1 Arm bands and leather shoes
- 2 Arm piercing and silk shirt
- 3 Bejeweled jacket and hairpin
- 4 Buttoned jacket and pantaloons
- 5 Cape and high boots
- 6 Cloak and monocle
- 7 Ear ornamentation and leggings
- 8 Felt cap and cane, gold and black
- 9 Flowing skirt and bare midriffs
- 10 Huge belts and facial piercing
- 11 Leather boots and helmet
- 12 Leather codpiece and rope belt
- 13 Leather headband and chain shirt
- 14 Leather jacket and scarf
- 15 Shoulder armor and heavy boots
- 16 Shoulder spikes and blade-boots
- 17 Silk sash and iron headband
- 18 Smock or apron and gloves
- 19 Spiked gauntlets and studded collar
- 20 Wool pants and ritual scarring

Table 2–97: National Weapon

- 1 Bec de Corbin
- 2 Claymore
- 3 Crossbow
- 4 Cutlass
- 5 Gladius
- 6 Greataxe
- 7 Halberd
- 8 Longbow
- 9 Longsword
- 10 Maul
- 11 Pike
- 12 Pole arm
- 13 Quarterstaff
- 14 Saber
- 15 Scimitar
- 16 Spear
- 17 Trident
- 18 Unarmed or close-fighting weapon
- 19 Warclub
- 20 Warhammer



◀ CHAPTER TWO ▶

RELIGION

Table 2–98: Pantheons

- 1 The Architects
- 2 Demonic Influence
- 3 Devil Overlords
- 4 Elves as Immortals
- 5 Ghostworld
- 6 God-Kings
- 7 Gods of Rebirth
- 8 Gods of the Damned
- 9 Gods of the Dead
- 10 Gods of Slaughter
- 11 Kings of the Skies
- 12 Lords of the Hunt
- 13 Lords of the Underworld
- 14 Masters of Time
- 15 Nature
- 16 Pagan Gods
- 17 The Risen
- 18 Sorcerer-Kings
- 19 Spirit Lords
- 20 Witchcraft

Table 2–99: Gods 1

- 1 Ahroukin, god of the savage hunt
- 2 Aziel, god of conquest
- 3 Baaltrok, patron of orc kings
- 4 Barrachus, god of the savage storm
- 5 Belthafren, god of seafarers
- 6 Chemtec, god of privation
- 7 Delgwyer, goddess of the deep sea
- 8 Gaffein, mistress of battle
- 9 Garastus, god of the sword
- 10 Gianam, lord of runes and symbols
- 11 Grolluk the Devourer, deity of destruction
- 12 Hafulgin, god of mercy and temperance
- 13 Hellevar, patron of relentless pursuit
- 14 Istos, lord of marshland
- 15 Kalas of truescale sorcery
- 16 Koroth, lord of ambition
- 17 Lenellia the Avenging Blade
- 18 Mathalgrin, goddess of nature
- 19 Olgienar the Predator Lord
- 20 Parafor, twisted and stunted god

Table 2–100: Gods 2

- 1 Pentarlys, god of stars and moons
- 2 Prokyr, guardian of the afterlife
- 3 Rialu, goddess of the sky
- 4 Rychella, goddess of destiny
- 5 Shamad the Many-Limbed, patron of patchwork creation
- 6 Shemet the Scarred One, patron of healers
- 7 Shiga, goddess of peaceful darkness
- 8 Sylithia, queen of the dark wood
- 9 Theokahrm, patron of guilds/guild masters
- 10 Thorvath the Sunderer, god of strength
- 11 Thovis the Great Hunter
- 12 To'nihe, god of life and bounty
- 13 Torbalt the Great Judge
- 14 Umtala, goddess of giantkind
- 15 Urog, he of bloodlust and fury
- 16 Vendak the Keeper, patron of slavery
- 17 Waldiran the great hunter
- 18 Ythrin, the lady of eternal night
- 19 Zohlkahn, the god of smithies
- 20 Zolnahk, god of strength and fury

Table 2–101: Pagan Gods

- 1 Angus, god of youth
- 2 Aningan of the moon
- 3 Brigit, goddess of healing and craftsmanship
- 4 Caridwen, of the bards
- 5 Cernunnos, god of virility
- 6 Dagda, earth and father god.
- 7 Dispater, god of death
- 8 Donar, god of thunder
- 9 Dizan, the destroyer
- 10 Epona, horse goddess
- 11 Forseti, justice bringer
- 12 Ga'an, mountain god
- 13 Govannon, god of smith
- 14 Lug, of the sun
- 15 Michabo, god of tricksters
- 16 Morrigan, goddess of war
- 17 Nesaru, lord of the sky
- 18 Sedna, goddess of the sea
- 19 Sucellus, guardian of forests
- 20 Tuatha Dannan, of the druids

◀ CHAPTER TWO ▶

Table 2–102: Elf and Dwarf Gods

- 1 Azada, Elf goddess of persuasion, perfume, love and family
- 2 Bara, Dwarf goddess of joy, happiness, and song
- 3 Cyrcia, Elf goddess of flowers, beauty, spring, youth, and innocence
- 4 Dirror, Dwarf god of disease, weakness, death, and cave-ins
- 5 Dirthspar, Elf god of meditation, serenity, self-awareness, and silver smithing
- 6 Dofvam, Dwarf god of pride, family honor, tradition, and celibacy
- 7 Dosim, Dwarf god of beer, revelry, brawling, and passion
- 8 Duf, Dwarf god of intelligence, medicine, alchemy and fire
- 9 Eiriat, Elf god of destruction, vengeance, conspiracies, and map making
- 10 Firaliami, Elf god of the night, shadows, stalking, and death
- 11 Fraenihal, Elf goddess of slaves, servants, and humility
- 12 Gaeluath, Elf goddess of valor, honor, and horseback riding
- 13 Jaravela, Elf god of war, fencing, acrobatics, and dancing
- 14 Kithomore, Elf god of the ocean, sailing ships, castaways, and protection from sea monsters
- 15 Lafroini, Elf god of magic, flight and wonder
- 16 Nordete, Dwarf god of dreams, sleep, laziness, and longevity
- 17 Nyasali, Dwarf god of food, gluttony, lust and despair
- 18 Rethi, Elf goddess of wild animals, anger, fire, and hunting
- 19 Rhit, Dwarf goddess of anger, grumpiness, work and persistence
- 20 Rokrim, Dwarf god of greed, gems, ambition, and power

Table 2–103: Goblin/Nonhuman Gods 1

- 1 Alysuk, goblin god of spears and nets
- 2 Batikoda, troll goddess of blood and skulls
- 3 Baurflow, kobold god of runes and markings
- 4 Callow, orc goddess of omens and birds
- 5 Chuu, hobgoblin goddess of spiders and fables
- 6 The Fire King, goblin god of fire
- 7 Flayne, orc god of the hunt and surprise
- 8 Glut, goblin god of rivers and swamps
- 9 The Great Mage, goblin goddess of rebirth
- 10 Grim, orc god of death and shattering
- 11 Grindak, bugbear god of oppression
- 12 Hammer, goblin god of thunder
- 13 Iyakil, hobgoblin goddess of the hearth
- 14 Ice, kobold god of rocks and shade
- 15 Je, hobgoblin goddess of the rotten dead
- 16 Kargas, undying troll goddess of skin
- 17 Korhar, orc god of spirits and ancestors
- 18 Lizard, kobold goddess of eyes and touch
- 19 Lupaliak, gnoll god of warfare and stealth
- 20 Lurrik, gnoll goddess of the moon and stars

Table 2–104: Goblin/Nonhuman Gods 2

- 1 Magise, orc god of murder
- 2 Minos, troll goddess of hunger
- 3 Mul, bugbear god of lies and night
- 4 Mulare, bugbear god of skulls and teeth
- 5 Nhezin, orc goddess of portents and visions
- 6 Nulagiak, gnoll god of fevers and plagues
- 7 Onyx, bugbear god of climbing and warfare
- 8 Puralik, gnoll god of obedience and toil
- 9 Rage, troll god of slaughter
- 10 Ruis, kobold god of scorpions and venom
- 11 Ruull, hobgoblin goddess of authority
- 12 Skaab, troll goddess of disease and pus
- 13 Slyy, gnoll god of battlefields and axes
- 14 The Story King, goblin god of screams
- 15 Torigg, hobgoblin god of tactics and the sword
- 16 V'Vik, bugbear god of fear and loathing
- 17 Wise, goblin goddess of mud and the feast
- 18 Xevyk, hobgoblin god of righteous fury
- 19 Yarn, kobold god of waking dreams
- 20 Yag, orc goddess of brackish water

◀ CHAPTER TWO ▶

Table 2–105: Cults

- 1 Army of the True Righteous
- 2 Ascending Ones
- 3 Beastfriend Circle
- 4 Bringers of Truth
- 5 Children of the Gods
- 6 Dead God's Revenge
- 7 Deathgod's Children
- 8 Demon Lord Servants
- 9 Druids of Winter
- 10 Gathering of Timeend
- 11 Giant Lord Slaves
- 12 Lustful of Parradine
- 13 Monks of Enlightenment
- 14 One Prophet
- 15 Purifiers of Fire
- 16 River God's Way
- 17 Seasonal Might
- 18 Soldier's Planes
- 19 Soul Snatchers
- 20 World's End

Table 2–107: Domains, Generic 1

- 1 Air
- 2 Ambition
- 3 Animal
- 4 Art
- 5 Bad luck
- 6 Battle
- 7 Beauty
- 8 Betrayal
- 9 Blood
- 10 Chaos or law
- 11 Combat
- 12 Competition
- 13 Conquest
- 14 Corruption
- 15 Creation
- 16 Dancing
- 17 Darkness
- 18 Death
- 19 Desperation
- 20 Despair

Table 2–106: Cult Lords

- 1 Abraekhan, ice queen of final winter
- 2 Aegecca, blind god of idiocy and plagues
- 3 Annur, many-armed devil of madness
- 4 Bane, invisible god of nothing
- 5 Cenos, demon prince of hooks and misery
- 6 The Cloaked One, unholy god of whispers
- 7 Dagonor, dread lord of space and time
- 8 Gog, harbinger of the final days
- 9 Iron, dark dwarven demigod of shackles
- 10 Inuz, gnoll demon of the final moon
- 11 Krazul, unholy liche king of unmaking
- 12 Lucretia, witch-queen of sacrifice and ennui
- 13 M'gog, demon king of misery and despair
- 14 Murder, fallen angel of mourning
- 15 Nadir, elven devil queen of suicide
- 16 Roaug, miserly harvester of souls
- 17 Tyriis, personification of natural disasters
- 18 Uonnus, tortured goddess of destruction
- 19 Y'Gos, demon queen of gluttony
- 20 Yren, devil lord of the fading moon

Table 2–108: Domains, Generic 2

- 1 Destruction
- 2 Diplomacy
- 3 Disease
- 4 Domination
- 5 Earth
- 6 Fate
- 7 Fear
- 8 Fertility
- 9 Fire
- 10 Foraging
- 11 Forge
- 12 Fortune
- 13 Freedom
- 14 Fury
- 15 Gluttony
- 16 Good or evil
- 17 Greed
- 18 Guardian
- 19 Harvest
- 20 Hatred

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Table 2–109: Domains, Generic 3

- 1 Havoc
- 2 Healing
- 3 Home
- 4 Hunting
- 5 Justice
- 6 Knowledge
- 7 Laughter
- 8 Leadership
- 9 Learning
- 10 Lightning
- 11 Love
- 12 Luck
- 13 Lust
- 14 Magic
- 15 Mental strength
- 16 Money
- 17 Moon
- 18 Music
- 19 Nature
- 20 Night

Table 2–111: Domains, Generic 5

- 1 Storm
- 2 Strength
- 3 Sun
- 4 Thunder
- 5 Travel
- 6 Trickery
- 7 Truth
- 8 Tyranny
- 9 Undead
- 10 Valor
- 11 Vengeance
- 12 Victory
- 13 War
- 14 Warriors
- 15 Water
- 16 Weather
- 17 Wind
- 18 Wine
- 19 Wisdom
- 20 Woodlands

Table 2–110: Domains, Generic 4

- 1 Nobility
- 2 Pain
- 3 Pirates
- 4 Plague
- 5 Plant
- 6 Poison
- 7 Power
- 8 Protection
- 9 Purification
- 10 Rebirth
- 11 Retribution
- 12 Road and travel
- 13 Rot
- 14 Sea
- 15 Secrets
- 16 Slaughter
- 17 Solace
- 18 Soldiers
- 19 Song
- 20 Spirit

RELIGION

It comes as no surprise that religion is the cornerstone of nearly every fantasy gaming world. Metaphysics teaches us that mankind is hardwired to create stories of his origins. Certainly the fantasy worlds our characters inhabit would have the same principles, developing numerous and complicated mythologies about the world they live in, explaining away the unexplainable.

In the *Ultimate Toolbox*, religion has its place in nearly every chapter of this book. It is inescapable. We could not envision a character chapter or a world chapter without it. Nonetheless, some of these charts have cross-purposes and the Domains listed could be just as useful to a fledgling adventurer as any world-building GM.

◀ CHAPTER TWO ▶

Table 2–112: Churches 1

- 1 Abbey
- 2 Asylum
- 3 Basilica
- 4 Bethel
- 5 Bastion
- 6 Cathedral
- 7 Chantry
- 8 Chapel
- 9 Church
- 10 Cloister
- 11 Collective
- 12 Compound
- 13 Convent
- 14 Covey
- 15 Cult
- 16 Fane
- 17 Fellowship
- 18 Hall
- 19 Haven
- 20 Holy ground

Table 2–113: Churches 2

- 1 House
- 2 Kirk
- 3 Mission
- 4 Monastery
- 5 Mosque
- 6 Naos
- 7 Nunnery
- 8 Rectory
- 9 Refuge
- 10 Reliquary
- 11 Retreat
- 12 Sanctum
- 13 Sanctuary
- 14 Shrine
- 15 Stupa
- 16 Synagogue
- 17 Tabernacle
- 18 Temple
- 19 Tower
- 20 Wat

Table 2–114: Church Interior

- 1 Altar
- 2 Font
- 3 Holy object
- 4 Idol
- 5 Incense
- 6 Incense burner
- 7 Icon
- 8 Icon, triptych
- 9 Kneeling bench
- 10 Offertory dish
- 11 Picture/painting
- 12 Prayer book
- 13 Prayer wheel
- 14 Pew
- 15 Pulpit
- 16 Sacrament
- 17 Reliquary
- 18 Sacred text
- 19 Shrine
- 20 Symbol

Table 2–115: Clerical Titles

- 1 Abbot
- 2 Acolyte
- 3 Archbishop
- 4 Ayatollah
- 5 Bishop
- 6 Brahman
- 7 Cardinal
- 8 Cleric
- 9 Curate
- 10 Deacon
- 11 Guru
- 12 Imam
- 13 Minister
- 14 Missionary
- 15 Pastor
- 16 Priest
- 17 Prophet
- 18 Saint
- 19 Shaman
- 20 Shah

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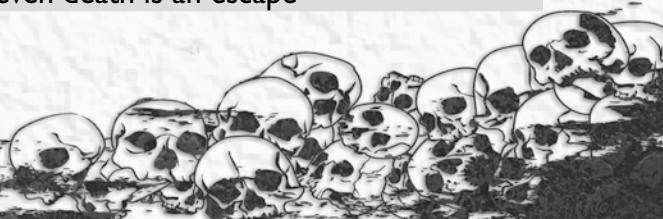
Table 2–116: Pagan Titles

- 1 Augur
- 2 Clairvoyant
- 3 Crone
- 4 Diviner
- 5 Enchanter
- 6 Fortune teller
- 7 Lamia
- 8 Medium
- 9 Mystic
- 10 Oracle
- 11 Prophet
- 12 Shaman
- 13 Sibyl
- 14 Soothsayer
- 15 Sorcerer
- 16 Seer
- 17 Termagant
- 18 Warlock
- 19 Wisdom
- 20 Witch



Table 2–117: Realms of the Dead

- 1 Banquet Hall: Eternal banquet set out for dwarves for the clever and resourceful
- 2 Cavern of Gold: Place where dead dragons find every gold piece and gem they ever lost
- 3 Cumulus: Cloud city afterlife of the winged creatures and others that fly
- 4 Dagran: Endless library of all wisdom recorded by every arcanist, alchemist, and wise man
- 5 Forge: Place where dwarven souls burn to fuel of the fires of the forge
- 6 Gallery of Bright Souls: Stellar home of homes transformed into the stars of the night sky
- 7 Garden Valley: Good elves become the caretakers of the plants, evil elves become the plants
- 8 Hades: Torture hall of evil men waiting to be sent to their final punishment
- 9 Hall of Heroes: Dwarven drinking hall where the brave drink their fill and tell tales
- 10 Ice Palace: Northern home of the great winter survivors and the wise that help others survive
- 11 Isle of Mist: Island home of great warriors and brave men who will return someday healed
- 12 Kastall: Endless fighting pit where orcs go to fight others, achieve glory and test strength
- 13 Milania: Hall where music performers, dancers and entertainers can perform to eternal audience
- 14 Olympus: Great mountain reaching above the clouds where those that ascend to godhood live
- 15 Pleasure Island: City island across the sea where every pirate's pleasure can be found
- 16 Rayvull: Dark dungeon where cruel greedy men are stripped of all their worldly possessions
- 17 Sea of Storms: Endless sea where dishonorable pirates are tossed about and never find land
- 18 Shangri-la: Hidden mountain home of ninjas unable to be found by anyone but the dead
- 19 Siverrylle: Druidic paradise of flowery meadows, babbling brooks and tranquil animals
- 20 Wasteland: Land of constant war and brutality where not even death is an escape



◀ CHAPTER TWO ▶

ENVIRONMENT

Table 2–118: Arctic Hazards

- 1 Animal attack
- 2 Avalanche
- 3 Dehydration
- 4 Dizziness
- 5 Exhaustion
- 6 Frostbite
- 7 Frostburn
- 8 Hallucinations
- 9 Hypothermia
- 10 Icefloes
- 11 Insect bites (mites and lice)
- 12 Lost
- 13 Pneumonia
- 14 Sinkhole
- 15 Snow blindness
- 16 Starvation
- 17 Sunburn
- 18 Thin ice
- 19 Trap (natural or man-made)
- 20 Trench foot

Table 2–119: Arctic Animals

- 1 Albatross
- 2 Arctic fox
- 3 Arctic hare
- 4 Caribou
- 5 Ermine
- 6 Lemming
- 7 Moose
- 8 Musk ox
- 9 Penguin
- 10 Polar bear
- 11 Ptarmigan
- 12 Puffin
- 13 Reindeer
- 14 Seal
- 15 Snow geese
- 16 Snow leopard
- 17 Snowy owl
- 18 Tundra wolves
- 19 Walrus
- 20 Wolverine

Table 2–120: Arctic Plants

- 1 Arctic azaleas
- 2 Arctic lupine
- 3 Arctic poppies
- 4 Arctic willow
- 5 Blueberry
- 6 Buttercups
- 7 Campanulas
- 8 Cinquefoil
- 9 Cloudberry
- 10 Cottongrass
- 11 Dwarf willow
- 12 Lichen
- 13 Monkshood
- 14 Moss
- 15 Moss campion
- 16 Mountain avens
- 17 Purple saxifrage
- 18 Red current
- 19 Wild crocus
- 20 Yarrow

Table 2–121: Desert Hazards

- 1 Animal attack
- 2 Contaminated water or food
- 3 Dehydration
- 4 Disease
- 5 Dust storm
- 6 Flash flood
- 7 Freezing night
- 8 Glare blindness
- 9 Heatstroke
- 10 Mirage
- 11 Poisonous vermin (in boots or bedroll)
- 12 Predator
- 13 Quicksand
- 14 Sand rash
- 15 Sand storm
- 16 Sand Worm
- 17 Scavengers
- 18 Sliding dunes
- 19 Sudden hail storm
- 20 Sunburn

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Table 2–122: Desert Animals 1

- 1 Bat
- 2 Big horn sheep
- 3 Black bear
- 4 Black widow spider
- 5 Bobcat
- 6 Burro
- 7 Centipedes
- 8 Chipmunk
- 9 Coyote
- 10 Ferret
- 11 Fire ants
- 12 Fox
- 13 Gila monster
- 14 Golden eagle
- 15 Great horned owl
- 16 Hare
- 17 Hawk
- 18 Killer bees
- 19 Lice
- 20 Mites

Table 2–123: Desert Animals 2

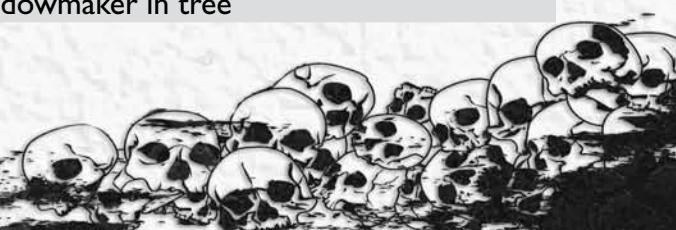
- 1 Pheasant
- 2 Prairie dog
- 3 Quail
- 4 Raccoons
- 5 Rats
- 6 Rattlesnake
- 7 Ringtailed cats
- 8 Road runner
- 9 Rock squirrel
- 10 Scorpion
- 11 Snake, sidewinder
- 12 Snake, king
- 13 Spiny lizard
- 14 Tarantula
- 15 Toads
- 16 Tortoise
- 17 Turkey
- 18 Turkey vulture
- 19 Wild cow
- 20 Wild horse

Table 2–124: Desert Plants

- 1 Barrel cactus
- 2 Century plant
- 3 Cholla cactus
- 4 Cliffrose
- 5 Crucifixion thorn
- 6 Desert dandelion
- 7 Desert paintbrush
- 8 Desert sunflower
- 9 Desert willow
- 10 Fan palm
- 11 Organ pipe cactus
- 12 Poison ivy
- 13 Ponderosa pine
- 14 Prickly pear cactus
- 15 Sagebrush
- 16 Saguaro cactus
- 17 Smoke tree
- 18 Stinging nettles
- 19 Tumbleweed
- 20 Yucca

Table 2–125: Forest Hazards

- 1 Dangerous spores
- 2 Depression/sinkhole
- 3 Diseased insects
- 4 Diseased trees falling
- 5 Diseased vermin
- 6 Flood
- 7 Forest fire
- 8 High winds
- 9 Landslide
- 10 Lightning storm
- 11 Poison ivy/oak
- 12 Poisoned water source
- 13 Poisonous fruit/berries
- 14 Rabid animal
- 15 Sinkhole
- 16 Stinging nettles
- 17 Sudden coldsnap
- 18 Trap
- 19 Washed out trail
- 20 Widowmaker in tree



◀ CHAPTER TWO ▶

Table 2–126: Marsh Hazards

- 1 Alligators/crocodiles
- 2 Ambushing black dragon
- 3 Covered sinkhole
- 4 Diseased water
- 5 Evil halflings riding boats
- 6 Falling tree trap
- 7 Frogmen
- 8 Getting lost beneath the thick canopy
- 9 Ghosts
- 10 Giant eels
- 11 Lizardfolk tribe
- 12 Man-eating trees
- 13 Mold
- 14 Plant monsters
- 15 Rats
- 16 River snakes
- 17 Sinking beneath the waters or soft soil
- 18 Swarms of disease carrying mosquitoes
- 19 Trolls
- 20 Undead skeletons

Table 2–127: Mountain Hazards

- 1 Angry earth spirits
- 2 Anti-government fighters
- 3 Band of goblins looking for easy gold
- 4 Cave spiders
- 5 Deadly snow and ice storm
- 6 Dwarves leaving a mine, guard their treasure
- 7 Falling boulder trap
- 8 Giant bats out hunting
- 9 Giant eagles guarding nest
- 10 Gnoll raiding party
- 11 Lone ogre protecting his land
- 12 Mountain lions/bears
- 13 Orc hunters and rangers
- 14 Oozes and molds
- 15 Pack of wolves
- 16 Path crumbles and breaks beneath feet
- 17 Rock elementals
- 18 Thin road, steep drop
- 19 Three baby dragons working together
- 20 Well-hidden viper

Table 2–128: Forest Descriptions

- 1 Apple trees dot the forest, bringing pockets of red to an otherwise drab landscape.
- 2 Beneath the fields of evergreens lie the dead, fallen from wars fought centuries ago.
- 3 Between the cold, crisp air and the dew covered ground, the forest feels almost magical and alive.
- 4 Carpet of ferns surround the pathway as the trees silently stand watch on either side.
- 5 Colorful fallen leaves conceal the pathway as the trees shelter the waning sun from sight.
- 6 Faint mist shrouds the tree trunks, making it difficult to see what awaits.
- 7 Fallen trees appear nice enough to sit on, a welcome rest from the thick underbrush.
- 8 Far off the trail, the trees and fallen leaves disguise a cave opening as being a mere hillside.
- 9 The feeling of death permeate the woods, from the simplicity of decaying lives or chill air.
- 10 Forest of maple trees seems somehow protected or watched over by guardians.
- 11 The forest is not made of wood, but from the dead who dare to pass into this haunted glen.
- 12 Gnarled Trees permeate the area creating a thick canopy denying light to reach the ground.
- 13 Leafless, dead trees without as much as a patch of green to be found despite a great search.
- 14 Snow weighs down tree branches to the ground, making the sun shine all the brighter in the forest.
- 15 Sporadic, thick oak trees and little undergrowth makes the forest look as though it goes on forever.
- 16 Tall, slender spruce trees line the reaches of the forest with patches of sun and sky peaking through.
- 17 Thick underbrush and low growing trees make it difficult to see a great distance ahead.
- 18 Underbrush has been cleared away near oak trees where the remnants of a camp can be seen.
- 19 With golden leaves and crystal twigs, these woods must have been created by powerful magic.
- 20 With little moonlight diffusing through the canopy above, every sound echoes all that much louder.

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Table 2–129: Marsh Descriptions

- 1 Abandoned campground made in the hollows of logs and a group of small canoes remains.
- 2 Abandoned lizard man camp sits among ancient willows.
- 3 Blood red water of the iron bogs emanates a strong musty odor.
- 4 Cat tails and razor sharp wooden fragments stick out of the stagnant brackish water.
- 5 Emerging from the brackish water stands weeping willows, each looking grey and depressing.
- 6 Flies and gnats eat at all exposed flesh on all who travel the stale, stagnant water.
- 7 Foul shadows seen from dim dancing lights that skirt the region.
- 8 Foul smell of brackish water and dead things bubble up from under the surface.
- 9 Huge white cocoons hang from every tree in this circle, with no sign of their maker(s).
- 10 Insect sounds grow steadily louder the closer one gets to an old, abandoned vine-covered mansion.
- 11 Maze of waterways through wall of grass and flowery earth.
- 12 Moss covered hummocks spread out near the foothills.
- 13 Particular foul and dense swamp gas makes the breathing difficult and the visibility worse.
- 14 Patches of land peaking up through its watery surroundings.
- 15 Rice appears ready for harvesting as you walk through the waist high water.
- 16 Several fallen pine trees have their roots sticking out of the perpetually muddy land.
- 17 Stench of decay and the sight of bones and rotted flesh floating in muck.
- 18 Thin trail of land winds though the insect filled waters.
- 19 Water as far as the eye can see with islands of grass peaking up through.
- 20 Water here is exceptionally dark and lizard and animal carcasses float about.

Table 2–130: Mountain Descriptions

- 1 Barren slab of rock steadfastly standing in defiance of the wind and snow that beats upon its face.
- 2 Carved into the side of the mountain is a deep chasm dug by the melting snow and ice.
- 3 Darkened, scorched earth touches the clouds, reaching for the heavens.
- 4 Flat top lies above the perfectly vertical sides of this mountain.
- 5 Frozen wasteland rises above the earth, icy peaks reaching into the sky.
- 6 Gentle sloping mountains with rocky soil that breaks apart with every step.
- 7 Layers of rock and earth pushed up into the sky creating a nearly impenetrable barrier.
- 8 Maze of unending peaks makes navigation nearly impossible, save for scant evidence of civilization.
- 9 Mild mountain road quickly rises, becoming a steep, nearly impassable incline.
- 10 Northern side of the mountain shows evidence of centuries of harsh wind erosion.
- 11 Pathway for carts is lined by the mountain's sheer cliff from above and drop off below.
- 12 Rising sun silhouetting the dreaded mountain gives a feeling of foreboding and danger.
- 13 Rounded slopes form on all but one side of the mountain with a steep drop on the last.
- 14 Shaped like a titanic bird's beak, the craggy mountain top curves south, casting it's forked shadow.
- 15 Sharp peak tops the ever crooked rock and earth jutting straight up into the sky.
- 16 Sheer sides dare all those that come near to scale this mountain or die trying.
- 17 Snow covered peaks of the mountain chain contrast the warm, temperate climate of the base.
- 18 Southern side of the mountain is hidden by the lush fields of green basking in the sunlight.
- 19 Terrifyingly steep cliffs ending in a single point high above the clouds, desiring to touch the heavens.
- 20 Weather-worn sides of this mountain chain are masked by the trees that cover every peak.



WORLD BUILDING 101

In this chapter we attempt to help you create a world, and with that we will cover many (but not all) possibilities. More than the rest of the book, it's a piecemeal selection. You might not be using them all at once (in fact, you may not want to), but just glance over them and select the parts you need to flesh out what you already had in mind. In other words, it's possible you already have the basic ideas of a nation written down, and you just need to fill in the blanks, especially if the players begin asking questions. Keep in mind, however, that you will still have to breathe background into your work, deciding on a timeline to explain how the realm or nation became the way it is today.

If you were creating a campaign book chapter by chapter, however, when you come to the different nations and their quirks, you will find a true wealth of detail in here to bring each one to colorful life. In no time, you can have a complete game world for adventuring, story-telling, and monster-bashing.



USING THIS CHAPTER

GM: "You cross the mountains and see a border before you to the elven nation."

Players: "Tell us more!"

Elf Realms

13 Oduloubi Heights

Realm Size

5 Large realm, light population

State of the Nation

14 New freedom

National Strengths/Weaknesses

10 Leadership

Racial Attitudes

7 Fear

National Renown

10 Exotic fashions and fantastic wines

National Social Traits

4 Dancers of great renown

Rumors and Stories

9 King is old and about to die

National Transportation

9 Flying Mount

National Weapon

13 Quarterstaff

Road Types

15 Shaded by trees

Road Names

16 River Road

Trees 1

4 Apple

Trees 2

17 Spruce

The land is called the Oduloubi Heights, it's a large realm but with a light population. They just won their freedom from gnoll overlords in the past decade, thanks to their great leaders. Because of that, they may fear your presence, so it would be wise to tread cautiously. If you can befriend them, you will find their dances, exotic fashions and wines worthy of the effort. Still, rumor has it their old king is on his deathbed. And while travel is difficult, other elven nations journey to pay their respects. Continue down the shaded roadway locals call River Road. You'll recognize it by the green spruce and apple trees lining both sides of the roads. A scout waits with his pegasus mount, wielding a metal-tipped quarterstaff. He greets you with a stern nod.

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CHAPTER THREE

CIVILIZATION

◀ CHAPTER THREE ▶

CITY

Table 3–1: City Names 1

- 1 Accordport
- 2 Battlefront
- 3 Beachwood
- 4 Briartown
- 5 Bridgespan
- 6 Castlecrest
- 7 Forked River
- 8 Freebridge
- 9 Freefield
- 10 Hammerville
- 11 Harborreach
- 12 Havenbrook
- 13 Hawthorne
- 14 Hollymount
- 15 Holmedell
- 16 Huntersburg
- 17 Keyport
- 18 Laborton
- 19 Mammothport
- 20 Merchanton

Table 3–2: City Names 2

- 1 Mithriltime
- 2 Mountainville
- 3 Northspire
- 4 Ogdenville
- 5 Port Deepwater
- 6 Portsmouth
- 7 Rangerville
- 8 Ridgewood
- 9 Shadowood
- 10 Slayer's Point
- 11 Sorcerer Crest
- 12 Spellgrove
- 13 Staffville
- 14 Standholm
- 15 Stillwater Bay
- 16 Stonebridge
- 17 Swordburg
- 18 Treant Grove
- 19 Waretown
- 20 Woodbine

Table 3–3: City First Impressions

- 1 Aging and outdated architecture
- 2 Bustling transportation of carts and canals
- 3 Busy and colorful
- 4 Chaotic and wild society
- 5 Crowded and unkempt
- 6 Foul-smelling and smoky
- 7 Heavily guarded and well armed
- 8 Heavily taxed but kept up
- 9 Heavy beggar population
- 10 Lawful and controlled society
- 11 Many large manors with nobles
- 12 Pride of citizens shows everywhere
- 13 Private and withdrawn
- 14 Quiet and sleepy in general
- 15 Racially diversified everywhere
- 16 Racially separated neighborhoods
- 17 Shame of citizens can be seen
- 18 Strong with industry of various sorts
- 19 Well patrolled neighborhoods
- 20 Wide streets with vendors

CITIES

This chapter's distinct flow may not readily be apparent. First, there are tables that help GMs view and build cities. They answer the basic questions—how big is it, what is the population like, who rules (and who really rules). Next, descriptive tables help GMs visualize and describe a city from a character's point of view, almost like a tour. This is a basic city description (perhaps as seen from a distance) and lore they may have heard, followed by the city gates and initial architecture. Then there are sights, sounds, and smells to help set a mood. Third, the chapter delves into the different places for characters to explore and interact with—merchants, guilds, inns, taverns, and the like and the various interests that naturally attract adventurers.

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Table 3–4: City Gatehouses

- 1 Ancient stonework, with stone doors each with a lion head bas relief.
- 2 Ancient stonework towers. Foreboding gargoyle statues on each side. Fitted rock/iron gate.
- 3 Gigantic archway with massive darkwood doors set in place on massive hinges.
- 4 Iron towers and walls with an iron gate. Banners hang from the ramparts.
- 5 Loose stonework and shoddy craftsmanship make up the walls and gatehouse.
- 6 Masterfully carved and worked reinforced wooden towers and gate doors with iron rings.
- 7 Stone guardhouse with an iron portcullis worked into the city's coat of arms.
- 8 Stone guardhouses resemble dragon statues.
- 9 Stone towers and portcullis, with signs of dwarven craftsmanship.
- 10 Stone towers and walls with wooden gate. The sigils carved on the stone are elemental in nature.
- 11 Stone towers and drawbridge. The marks of a stone giant clan betray its origin.
- 12 Stone walls and gatehouse reinforced with steel bands. Stone golem gate doors.
- 13 Stone walls and iron gate. Blast marks show it has resisted battle sorcery.
- 14 Wooden gatehouse is a replica of the castle or keep which it guards.
- 15 Wooden gatehouse holds multiple side watchtowers and crenelations.
- 16 Wooden tower and gate with steel reinforcements.
- 17 Wooden towers and portcullis. Some portions are worked with druid magic.
- 18 Wooden towers with wooden gate built into and around giant trees.
- 19 Wooden towers, walls, and drawbridge. Flies flags of the city's emblem.
- 20 Wooden walls and gate topped with wooden spikes.

Table 3–5: Gatehouse Diversions

- 1 Bounty hunter watches everyone who enters
- 2 Cleric of a holy order is welcoming and inviting everyone to his house of worship
- 3 Contains a heavy patrol of town guards
- 4 Contains a light patrol of town guards
- 5 Crowd is being cleared to allow a coach to enter or exit
- 6 Guards check wagons and goods
- 7 Guards search all who enter
- 8 Members of the ruling family are here to greet all who enter
- 9 Members of the town guard check all who enter against a wanted poster
- 10 Merchants caught smuggling illegal goods into the city
- 11 Monks from another land look for someone specific in the crowd
- 12 Noble, surrounded by his entourage, passes easily into the city
- 13 Nonhuman is refused entrance
- 14 Pack animals in a caravan become alarmed
- 15 Patrol with a watch wizard
- 16 Pickpocket cases the crowd
- 17 Pilgrims set up camp outside the walls
- 18 Struggle begins when hooded figures are revealed to be nonhumans in disguise
- 19 Young woman passes out wooden tokens for free ale at a tavern just inside the gates
- 20 'Watchwizard' stands by and occasionally casts a divination (or other) spell as people enter

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Table 3–6: City Location Background

- 1 Built around a very wealthy noble estate
- 2 Built around prominent fortress
- 3 Built over ancient ruins
- 4 Built over tribal burial cairns
- 5 Built to conquer a river mouth
- 6 City was taken by current inhabitants from other people
- 7 Constructed near woodlands for forestering
- 8 Constructed to bring local towns together
- 9 Crafted around a set of ancient monoliths
- 10 Crafted on the site of a prosperous academy
- 11 Gradually built around a consortium of guilds
- 12 Location chosen to watch enemy lands
- 13 Once acted as a meeting locale for neighboring villages
- 14 One the sight of a great battle
- 15 Rebuilt completely after a terrible fire
- 16 Site chosen for its excellent defensible position
- 17 Site of a prosperous trading post
- 18 Site of an ancient peace treaty between warring neighbors
- 19 To help secure a border with a nearby nation
- 20 Was funded by wealthy adventurers where they chose to settle

Table 3–7: City History, Basic

- 1 Corruption split the government, creating a vacuum of power as disparate forces vie for control
- 2 Cultist plot caused many deaths and paranoia, leaving many commoners xenophobic and guarded
- 3 Destruction of local basilica created hopelessness, demoralizing even the least religious people
- 4 Economic recession caused hardship among the working classes and only now is the city recovering
- 5 Enemy invasion was barely repelled, leaving the leadership of the city in disarray
- 6 Flooding from a broken levee toppled walls and ruptured infrastructure
- 7 Frequent monster attacks against the city have forced an increase in taxes for guards and defenses
- 8 Guild collapse caused shift in government and financial problems that rippled throughout the city
- 9 Incurable disease ravaged every neighborhood, regardless of wealth
- 10 Magical disaster has citizens distrusting spell casters
- 11 Massive fire raged, destroying large sections of the city and leaving many people homeless
- 12 Monetary influx allowed time of great prosperity
- 13 Neighborhood battles once nearly tore city apart
- 14 Plague nearly wiped out the original founders
- 15 Racial animosity and war have marred every stage of the city's history
- 16 Residue and resentment from a recent civil war are still felt today, dividing the city into two camps
- 17 Religious upheaval turned the citizens against one another and threatened to cripple the city
- 18 Riots against the government destroyed civic centers, cultural halls, monuments, and prisons
- 19 Usurper conquered the city in a near-bloodless coup years ago
- 20 Wharf collapse caused the docks to be rebuilt anew with great care

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Table 3–8: City History, Detailed

- 1 150 years ago an outcast dwarf clan set up a roadside smithy and business in this valley, used by transients from the surrounding human lands as a shortcut, chosen for its many hilly streams rumored to be rife with gold. This initial greed and spreading of rumors built up the community around the location, and while the gold has never made anyone rich, it still draws new prospects to its good location.
- 2 What began as a border town turned into a mass grave when merciless barbarians sacked and razed it to the ground. Once the nation reclaimed the border, the graves were marked and warded by a wall and monument. A settlement grew around the new trade and the city grew from the necropolis.
- 3 Built in a vale of great safety and beauty, a paladin order chose this spot to build their stronghold and move their families and friends. Soon, clerics of the paladins' faith flocked to visit and bless the site, and the same security and beauty that drew the paladins had many visitors relocate here permanently.
- 4 Built on the site where a great dragon was defeated not more than 20 years ago, a community sprang up to support the treasure seekers and hunters who comb the nearby mountains searching for the beast's supposed multiple lairs to this day.
- 5 A brotherhood of celestial monks cornered and put down a great demon on this spot over 300 years ago. Defeat did not come easily for the creature, and the monks had to settle for encasing it in a great rune in the earth forged by magic of obsidian. They built their monastery on the spot to guard it eternally, and soon drew curious support from surrounding lands to the spot.
- 6 A cliffside dwelling of an ancient civilization which was revealed by an earthquake over 50 years ago continues to impress newcomers and explorers with its strong architecture and winding passages. Bards and magi agree there are no curses or hauntings to be found, and declared that to be so, which began a boon of movers soon after discovery.
- 7 The community was built around a gigantic stone golem. While inert, scholars and bards agree its runes speak of a prophecy of protection. Now the towering figure of an ancient hero stands silently among a field of buildings and roadways all depending on it in a time of need.
- 8 Demand for a specific mineral clay found only in the nearby foothills drew miners, excavators, and dwarf ambassadors to this site long ago. The ability of the clay to be molded to replicate ivory and other materials keeps explorers of the mazelike tunnels around and beneath the city occupied. Numerous trade routes flow through the city, as well, increasing traffic.
- 9 Explorers found a great stone building containing a foundry, forge, and waterwheel, apparently run by elemental power. Sages eventually figured out the runes to command the trapped spirits, and a community built up around what has become a workhouse of industry and craft for the nation.
- 10 For 200 years this struggling border community tried to main a stable trading area for the northern realms, but barbarians and wild elves held that dream in check. A prince of an aging king of a nearby metropolis took his fortune and family and created a principality of the land, investing heavily in leading guilds here and creating a haven for trade caravans.

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- 11 The great forest had long been exploited by the hobgoblin raiders of the western islands. An alliance between elves of the wood and men built a protective city at a natural harbor from which to launch patrol ships to keep the coast free of invasion.
- 12 Human engineers and their dwarf stone-guild allies spent a princely sum to complete a great stone bridge stone bridge connecting two interested but separated lands. The consortium collected large fees from anyone wishing to build at the new point of interest (either on a cliff bank or on the nearly 100 foot-wide bridge *itself*), and it grew very quickly thereafter.
- 13 Obsidian Crest was a growing trade town until the nearby volcano — believed to be dormant — erupted. Because of the stone architecture used and the nearby gully's leading to the lake, many of the structures survived. When rebuilding began, the city planners encouraged wizards to build towers and accompanying wards to protect the city below.
- 14 Once a countrywide, sprawling noble estate, eventually five children inherited the land, divided it into districts, and attracted parties interested in their whims to their lands, slowly filling in the community and populating the fields. Old farmland slowly spread outward from the central city, which today is run by great-grandchildren of the founding nobles.
- 15 Originally the site of a military border keep where patrols from the central land flocked in droves to ensure security, the site grew and expanded as guard's families and supply businesses natural migrated to the area. More than a few brutal conflicts have been fought there in years past. Now the city thrives, still basing most of its income on military spending.
- 16 Over 100 years ago the great hero Galston Magus led a small army against the forces of a neighboring nation that had been bolstered with demonic warriors. When the hero and his team finally won the day, a camp was erected from across the blasted battlefield. As support came for the troops and the border was determined, permanent buildings were finally set in place and Galston was named mayor.
- 17 Religious pilgrims, persecuted for their multi-pantheon faith, fled their homeland until they came to an ancient spiraled tower. It was abandoned, but contained runes of many gods. The faithful settled here and the curiosity slowly drew others. Buildings grew around and near the spire, which slowly grew to the city-state it is today.
- 18 Scholars came for years to study towering, monolithic standing stones until one university sponsored a field trip with its best decipherers. While still very little progress was made, the college built an outpost and soon a community to support it was built within the great ring.
- 19 A team of explorers discovered a portal beneath the surface in the darklands leading to other worlds. The last magical communication with their families before they vanished kicked off a decade of researchers, wizards, and rescuers studying the ancient device. Support soon formed a community and before long a city.
- 20 Upland communities finally had enough of the longship raiding from the land's northern barbaric neighbors. They gathered church and royal sponsors and built a protective wall to guard the mouth of the river and build up the nations' best ship manufacturer.

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Table 3–9: City Description, Detailed

- 1 Amoeboid in shape, this irregular city straddles a fork in a great river. An irregular wall of many small towers tightly surrounds the community. A series of bridges and docks are found on the waterfronts. The quarters are castle, noble, commons and gold. The gold quarter is dominated by large mining and smithy businesses and guilds.
- 2 A circular city built on the side of a steep hill, the walls are stone and broken by many fortified towers. From top to bottom, the city has castle, nobility, market, and residential quarters. Large buildings are not in vogue; instead a small, simple dwelling or design is favored by all.
- 3 Built into a wedge cliff beside a tall mountain, this city has a single simple wall blocking the one mouth to the community. Towering stair sections lead up to the many districts in the cliffside itself, including guard and jail, red-light, guild, residential, and magic. Below on the ground the city is divided temple, keep, noble, and warehouse quarters.
- 4 The dock ward of this seaside city sits outside the common, irregularly-walled community, which is itself divided into two by a tall wall. In the smaller district are the market, warehouse, and caravan districts intermixed with slums. In the larger are the keep, guild, and wealthy residential districts. The outside docks sprawl with wooden buildings and act as another third of the city.
- 5 Hexagonal in shape, a single river runs directly through the city, and a sturdy simple stone wall surrounds it. One large bridge dominates the center of town and is part of the castle. Smaller docks can be found irregularly along the river. There is a park of considerable size in one quarter with a small lake. The districts are guard, market, military, slums, and aristocrat.
- 6 An irregularly shaped wall dominated by massive towers surrounds this city, which straddles a river mouth as it empties into a larger body. Docks line the entire open end, and the keep is in the northeast quadrant in the government quarter. Others quarters are residential, market, and warehouse (which is mostly in the dock quarter).
- 7 An “L” shaped city wall takes advantage of the mountainous hill where the castle sits surrounded by government buildings and mansions in the noble quarter. Below the city is divided into remaining quarters (business, residential, and temple) by extra wide, well-patrolled roads.
- 8 This multi-section walled city surrounds a natural cove harbor, with high points rising to the crest of each side of the bay. A keep acts as a gatehouse leading to the central section of town, where the castle and government buildings lie. The central city is used for market, taverns and inns, ship repair and warehouses. Two sections divided from the central city by low walls at opposite ends house the wealthy residents in one and the common folk in the other.
- 9 Nestled deep in a forest is this elf city, mostly consisting of elf businesses and homes built above in the trees and visitor’s quarters of market, inn, magic, and temple on the ground below. A careful gully system filled with wooden traps surrounds the city in a natural way difficult to spot for invaders. In only three places does a large, natural-looking giant tree bridge span these defenses.
- 10 Nicknamed Five Points, this oval high-walled city acts as a crossroads for five major roads that pass through this community to the surrounding nations. The wide roads divide the city into temple, market, inn, embassy, and noble districts respectively.

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- 11 No wall surrounds this city among the pines, with a combination keep and walled university at the center, slowly spanning out into other districts as allowed by the deep valleys nearby. Building styles are extra strong. The many small districts include embassy, tavern, noble, residential, guildhall, and marketplace.
- 12 Octagonal walls surround a high hill where the castle is situated, looking down on the city. Government buildings are nestled tightly around the hill. The tavern, guard, caravan, warehouse, wealthy, and common residential districts span out from the government buildings to the walls.
- 13 Oval in shape, this city straddles the north bank of a mighty river. Two levels of hill surround the community, each topped by a reinforced wooden wall with watchtowers. The keep is by the riverside, surrounded by the dock ward, marketplace, commons, red light district, and guild quarter.
- 14 Oval-shaped city with few but high towers dividing the wall. One edge of the city sits aside a great cliff face, with a natural caravan road leading down to the lowlands below. Two gatehouses lead visitors to the west and north from the city. The castle sits in the center, surrounded by the residential, guild, market, and caravan quarters.
- 15 A perfectly rectangular city built with double walls in many places was built ambitiously, for there are still open fields between the central community and the walls which 50 years have not yet filled. There are east and west gates only, as the city straddles a great trade route. Vegetation is plentiful in and around the buildings. The quarters are trade, residential, military, and market.
- 16 A sprawling city in a giant clearing uses the thick, oppressive jungle surrounding it as a defense, patrolled from many small watchtowers and guardhouses. A fourth side is a small natural harbor. A castle with a moat sits toward the center, surrounded by the inn, dock, guild, residential, noble, and ambassador's quarters. Small streams divide the quarters, with patrolled bridges to access each.
- 17 A sprawling metropolis built at the mouth of a river, no wall surrounds this community built in and among the various tributaries of the river. Bridges and spans cross the waterways, and docks and ferries are plentiful. The districts include dock, warehouse, market, wealthy and average residential, and castle (containing a number of fortress-like holds of the government).
- 18 A three-sectioned wall cuts off the entrance to this mountain community originally founded by dwarves (who remain the dominant population). Squat, stone buildings dominate the area outside and within the cavern, with residential areas on the cave walls. The keep and military quarter are outside, while the market, guild, and then noble quarters follow more deeply within the cave.
- 19 Triangular in shape, this small city is surrounded by wall and moat alike. A grand keep sits at the center, where a highway of three adjoining roads (each with its own towering wooden covered bridge) converge from outside the city. The crowded districts include caravan, inn and tavern, military, market, slum, residential, and temple.
- 20 The walls of the city square it off around a major crossroads between lands. The market district dominates the center of town at the crossroads, where the keep is also located. Surrounding it are the districts for guards, residential, slums, military, and theater.

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Table 3–10: City Description, Basic 1

- 1 Alabaster and cobalt stone buildings present a beautiful facade, hiding the decayed city center.
- 2 Arches and raised bridges crisscross the multi-level city, with a palace at the apex. No outer walls.
- 3 Bright from a distance, with obvious great temples and churches. No wall. Patrolled by paladins.
- 4 Buildings and boardwalk roadways settle on stilts above a swamp. Lanterns flicker at each doorway.
- 5 Buildings built on hilly ground, nestled inside well-guarded walls. Central main tower complex.
- 6 Built and rebuilt over hundreds of years, the architecture is a hodgepodge of classic and neoclassic.
- 7 Built in a gigantic cave mouth. Sprawls to the surrounding territory. Old dwarf fortress at top.
- 8 Built on a cliff side. Wealthier citizens live at the top. Single, towering government building.
- 9 Built on a sloping field. Government buildings at the wall perimeter. Residents/businesses in center.
- 10 Built on rocky ground, a towering stone bridge spans across the river. Tall houses cluster together.
- 11 Business town. Elaborate guild manors, businesses, and workshops. Sprawling trade center.
- 12 Cobble together with various stones and bricks. The city lacks cohesion or planning.
- 13 City straddles a giant rocky hill with buildings and roads winding around it. A castle sits at the apex.
- 14 Dull colorless buildings moist with dew from lakeside mist. Simple wooden palisade wall.
- 15 Gothic, spiked walls of black basalt surround this circular city with an abundance of watchtowers.
- 16 Gothic towers and monuments paint the city a dreary shade, as the walls pen in the citizens.
- 17 Half city, half wilderness. Bushes, trees, gardens, and lawns integrate perfectly with buildings.
- 18 Huge deepwater port lines one side of the city, and its river continues inland around the solid walls.
- 19 Large central city has a road leading down to a second, smaller city dock ward by the seaside.
- 20 Lower city lies in shadow of cliffside upper district with a single road leading between the two.

Table 3–11: City Description, Basic 2

- 1 Maze of walls intersect the city, combined with ancient monolithic walls of another age.
- 2 Mighty metropolis with a central park. Defensive walls and numerous well-guarded gate towers.
- 3 Multiple government buildings. Castle flies many flags. Archers walk the walls.
- 4 Narrow, twisting, forked roads cut through the two-story city blocks, making navigation difficult.
- 5 Nestled atop a large plateau overlooking a trade route. Buildings are sometimes set in the cliff.
- 6 Old and in need of repair. Walls crumble. No civic pride is evident. Brickwork lacks mortar.
- 7 On the edge of a peninsula, spanning out to all three sides and working inland.
- 8 Oval city with five equal and distinct wards surrounding a central keep, watchtower, and citadel.
- 9 Plenty of unique features grace the city, including a hedge maze and gap-spanning stone bridges.
- 10 Seaside port. New and old neighborhoods. Variety of clothing styles and market goods.
- 11 Set inside a huge gap along a mountain pass that guards all passers. The pass rests between nations.
- 12 Simple woodside town with clusters of like-minded businesses and a nearby garrison fortification.
- 13 Smoky and hazy from a distance thanks to numerous workshops, tanneries, and smithies.
- 14 Star-shaped ramparts protect the city from coastal invasion, with massive ballista pointing to sea.
- 15 Straddles a river. Tall outer walls. Castle on a southern hill. A grand university building at its center.
- 16 Two gate entrances lead into this defensible city. Strong buildings and a dark, towering castle.
- 17 Unwalled city sprawled over a hilly region. Well-maintained roads and patrols.
- 18 Unwalled small city at the base of a waterfall and lake. Numerous fishing outlets. Bustling dockside.
- 19 Unwalled smaller city. Borrows heavily from nearby elf nation for influence in design and structure.
- 20 Wide streets and tall buildings focus upon a massive embassy, where the terminating vista points.

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Table 3–12: Government 1

- 1 Anarchy (no government)
- 2 Aristocracy (ruled by nobility)
- 3 Autocracy* (absolute rule of one)
- 4 Bureaucracy (government of administrators)
- 5 Caliphate (ruled by a caliph/prophet)
- 6 Communism (all property as common)
- 7 Confederacy (alliance of rulers)
- 8 Democracy (ruled by masses-elected agents)
- 9 Despotism (absolute control/tyranny)
- 10 Dyarchy (ruled by two)
- 11 Dictatorship (absolute power to a dictator)
- 12 Dictatorship, Military
- 13 Duchy (ruled by a duke or duchess)
- 14 Emirate (ruled by an emir)
- 15 Enlightened Absolutism (ruled by those embracing Enlightenment)
- 16 Fascism (authoritarian nationalism)
- 17 Feudalism (holding of land in a fief or fee)
- 18 Gerontocracy (ruled by council of elders)
- 19 Gynarchy* (ruled by women)
- 20 Hegemony (one nation ruling over others)

Table 3–13: Government 2

- 1 Heteronomy (domination by outside power)
- 2 Hierarchy (religious feudal system)
- 3 Isocracy (everyone has equal power)
- 4 Kleptocracy (rule of thieves and exploiters)
- 5 Libertarian ("rule" of free will)
- 6 Magocracy (ruled by magi or arcanists)
- 7 Matriarchy (ruled by matriarchs)
- 8 Meritocracy (those with talent and skill)
- 9 Militocracy (ruled by the military)
- 10 Monarchy (ruled by a king or queen)
- 11 Monarchy, Absolute
- 12 Monarchy, Constitutional
- 13 Ochlocracy (ruled by a mass or mob)
- 14 Oligarchy* (ruled by a dominant class)
- 15 Panocracy (ruled by everyone)
- 16 Patriarchy (community ruled by patriarchs)
- 17 Pedocracy (ruled by learned, savants, scholars)
- 18 Police State (oppresses opposition to rule)
- 19 Plutocracy (rule of the wealthy)
- 20 Principality (ruled by a prince or chief ruler)

Table 3–14: Government 3

- 1 Puppet State* (ruled by outsiders)
- 2 Regency* (rule in lieu of actual ruler)
- 3 Republic (ruled by elected officials)
- 4 Republic, Capitalist
- 5 Republic, Constitutional
- 6 Republic, Parliamentary
- 7 Republic, Socialist
- 8 Satrapy* (ruled by a satrap/governor)
- 9 Socialism (rule to benefit wealth distribution)
- 10 Sultanate (ruled by a sultan/governor)
- 11 Syndocracy (ruled by business or guild)
- 12 Technocracy (ruled by engineers/scientists)
- 13 Theocracy (ruled by a church)
- 14 Timocracy (ruled by honor)
- 15 Totalitarianism (absolute control by the state)
- 16 Tribalism (ruled by a tribe)
- 17 Triumvirate (ruled by three magistrates)
- 18 Tyranny (ruled by a tyrant or absolute ruler)
- 19 Utopia (unrealistic but perfect society)
- 20 Viceroyalty (ruled by a viceroy)

* Roll again to determine base government

Table 3–15: Size and Population

- 1 Thorp [10–50]
- 2 Thorp [51–100]
- 3 Hamlet [101–200]
- 4 Hamlet [201–300]
- 5 Hamlet [301–400]
- 6 Village [401–550]
- 7 Village [551–700]
- 8 Village [701–900]
- 9 Small town [901–1000]
- 10 Small town [1001–2000]
- 11 Large town [2001–3500]
- 12 Large town [3501–5000]
- 13 Small city [5001–7000]
- 14 Small city [7001–8000]
- 15 Medium city [8001–10000]
- 16 Medium city [10001–12000]
- 17 Large city [12001–18000]
- 18 Large city [18001–25000]
- 19 Metropolis [25000–50000]
- 20 Metropolis [50001–100000]



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LORDS AND LADIES

Table 3–16: Rulers

- 1 August Illesoar Bodisava, placed on the throne in a deadly coup by assassins
- 2 Czar Logais Mandrake, works to clear the beggar wards (either with shelters or through exile)
- 3 Czarina Wanda Darkmare, secretly hides and funds a dark cult
- 4 Dictator Shagam Orpheus, known for abolishing the long-standing laws of slavery
- 5 Emir Altonas Panlier, hires trainers and monks to teach him martial defense
- 6 Emperor Valebor Kromwul, who secretly runs his cities' own black market
- 7 Empress Lena Avandell, works to keep her throne amid half-blood rumors
- 8 Governor Marcum Hirgor, planning on hiring an outside guild to manage taxes
- 9 King Ricar Starblade, working to forge an alliance with the barbarian dwarves
- 10 Lady Novak Kirmen, settling into her position at age 12 after father was killed
- 11 Majesty Jamar von Helwick, warrior who in his day put down the lich lord Migoul
- 12 Mayor Soloman Saffwyld, enforces very strict penalties for even minor crimes
- 13 Monarch Nikolos Demorrow, focuses all resources on military might
- 14 Prince Tyrel Cormaven, raising taxes to fuel his own debauchery
- 15 Princess Imelda Vaun, tasking suitors to pass her own bizarre tests
- 16 Queen Olivia Tsimron, formerly a practicing high cleric from neighboring land
- 17 Regina Alexandria Yeddime, survived three husbands and has a rep as a black widow
- 18 Satrap Sabir al-Battin, plots to murder his brother to take over his lands
- 19 Sovereign Sebastian Glain, planning for the marriage of his only daughter
- 20 Sultan Badr Rashid, works hard to end the riots near the trading camps

Table 3–17: Gentry

- 1 Abbess Ramona Malichai, calculating her way up the ministry to control the local church
- 2 Administer Terriss Dechtere, quickly disposing of assets after being investigated for tax fraud
- 3 Admiral Elmar Saveage, interviewing shipbuilders for his new flagship
- 4 Archbishop Gymen Guenloi, needs help exploring ancient sewer ways discovered under the church
- 5 Captain of the Guard Bedegrayne Wilhelm, searching for the horned assassin, his nemesis
- 6 Chancellor Varick Margawse, seeking to adopt a ward after the death of his wife
- 7 Counselor Wilhelmina Lysanor, seeking to remove her connections to local brothels
- 8 Governor Haldis Astolat, seeking to draft guard to defend against hostile barbarians
- 9 Grand Priestess Pastora Bedegrayne, getting rich by selling the dead to necromancers
- 10 Guildmaster Barrin Guanhumora, secretly searches outside guild for his replacement
- 11 Judge Eldred Argante, seeks to push for maximum sentencing against beggars and thieves
- 12 Justicar Chalmar Culhwch, makes his side money by helping a team shave coins
- 13 Magistrate Dulwark Dodinel, planning his upcoming marriage in grand style
- 14 Marshal Wallace Ban, seeking guards to escort him to the capital
- 15 Matron Ottolie Benoyce, has her nieces and nephews listing to the dark voices in her basement
- 16 Palantine Dagna Condira, has inherited a magical relic from the desert kingdom
- 17 Prelate Arrigo Cath, owns the true history of the first king of lost Nydoria
- 18 Seneschal Iffarrin Brengwain, has memorized a map to a tomb with a working portal
- 19 Steward Henryk Turquine, pays others to discredit his peers in office
- 20 Vizier Sewell Royns, works hard to lure ambassadors into false security

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Table 3–18: Power Behind the Throne

- 1 Advisor Ethaba Belkorae, formerly of the staff of the ruler's enemies
- 2 Captain Kand Nantura, doppelganger lord from Darkfael Glade
- 3 Commander Iranahr Insoorro, she of dark knowledge granted by a devil usurper
- 4 Councilor Laugala Methvae, master of bribery and condemnation
- 5 Dock master Vanuuir Durramen, former pirate king of the Windskal Isles
- 6 Duchess Cassanda Coventar, the black widow, mistress of poison
- 7 Duke Goranor Kabari, master of the hunt and a favorite advisor
- 8 Governor Thant Vagilark, lord of charm magicians
- 9 Guild leader Shadar Morma, grandfather assassin
- 10 Guild master Aleyago Dotharme, merchant guild master, black market specialist
- 11 High Cleric Oteme Betule, actually the head of a shadow cult
- 12 High Wizard Namael Falrinan, whose mind is a slave to astrology
- 13 King's Sister Lenora Glanae, younger twin to the current sovereign
- 14 Lady Miligros Kane, a beautiful seductress with her eyes on power beyond the throne
- 15 Lord Zakrees Falcomire, former adventuring leader of the Shadow Company
- 16 Prime Minister Uson Ildrego, unknown bastard child of the current ruler
- 17 Prince Soltiel Shaul, miserly son of the current ruler
- 18 Princess Octavia Ethavarc, master socialite who commands information and goods
- 19 Queen's Brother Laugon Gandtur, poisons the king to keep him inept and lacking wit
- 20 Seneschal Karzhan Vankerkin, famous bounty hunter who always got his quarry

Table 3–19: Ambassadors

- 1 Balbard Dworbanin, ambassador of the dwarves, come to sign an accord with humans
- 2 Bella Cuillerer, diplomat of the necromancer holds, come to approve the necropolis
- 3 Black Dougal, thief's guild envoy, seeks an arranged meeting with his guild and the foreign beggars
- 4 Genshyn Furro, ambassador of the sea realms, come to meet with trade houses and shipbuilders
- 5 Gunila the Wry, ambassador from the sorcerous lands, come to negotiate a treaty with elementals
- 6 Harcourt, ambassador of the dales, come to negotiate about a border dispute with the ruler
- 7 Iradamolten, silver dragon sage, come to guide and shape the new university
- 8 Khamat Katephis, messenger from the east, come to accept marriage terms with the princess
- 9 Lady Selpenna, ambassador from noble lands, come to regulate trade disputes and business guilds
- 10 Lexus Thyhal, ambassador of the ancients, come to re-sign the ancient treaty of peace
- 11 Lord Hesus II, ambassador of the western kingdom, come to learn from the magi tower
- 12 Lucilus Bestia, acolyte of the great church, come to consecrate the new all-temple
- 13 Mildelgrim, ambassador of the pride lands, come to protest hunters and poachers of the city
- 14 Rugnuk, orc ambassador, come to deliver his tribe's demands to the city's hunters
- 15 Sciorachh, ambassador of an enemy land, come to study defenses in preparation for attack
- 16 Silael Ryneiri, liaison of the gray elves, come to peruse the claim of pirate activity
- 17 Ssurak the Infamous, ambassador from the pirate kingdoms, come to negotiate off-limit sea routes
- 18 Synder Telloth, ambassador of the drow, come to deliver propaganda against the elf allies
- 19 Veleif Storolfsson, son of the khan from the northern lands, delivering a frost worm trophy to king
- 20 Ysnyr the Usurper, ambassador of the barbarian lands, come to seek change in sacrifice laws

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Table 3–20: Legendary Heroes

- 1 Carthon. A famous bard whose exploits include calming a riot with his voice.
- 2 Corin Fiercemane. A knight who traveled the land with his warhorse, wielding a powerful magic lance to protect others on the road. There are tales of him in nearly every country.
- 3 Delanna Windwalker. An elf wizard who specialized in air magic, she stopped tornadoes created by an irate elder elemental from destroying a town that had offended it.
- 4 Elinian Bluebell. An elf ranger who tracked a corrupted druid and his fiendish dire bear companion across 300 leagues to avenge the destruction of a large forest town.
- 5 Felinda Demonbane. The high priestess of a small city was attacked by a demon summoner. She rallied her acolytes and won the day, defeating a demon-sorceress general.
- 6 Garen Steelfang. A half-orc pit fighter who never lost, and never took a life, even when the crowd demanded it.
- 7 Hergin Frosthammer. A dwarven defender who single-handedly held the entrance to his lord's hall against a squad of assassins while the royal family escaped, though it cost him his life.
- 8 Hestor Lionheart. A commoner who became a paladin, he fought social injustice as often as evil creatures, battling selfish lords and vile blackguards in equal measure.
- 9 Jelikar Grindall. A paladin whose exploits include raiding the tombs of great kings to ensure the current sovereign has the symbols of his forefathers.
- 10 Keeriden. A kobold sorcerer who nearly died defending a human village from a rampaging pack of trolls, he created peace between their people which is said to last to this day.
- 11 Landasner De Maris. A fighter from a corrupt noble family who led the people of his kingdom to throw down their rulers and replace them.
- 12 Shadern Ironveins. A dwarven cleric who defeated an incursion of extraplanar beasts who sought to take his people as slaves.
- 13 Sir Craddock of Trent. This fighter defeated the blackguard lieutenant of the lich king of the east in single combat, buying enough time for his companions to steal the lich's phylactery.
- 14 Ternian Feldstaff. A wizard whose has written first-hand account books on the planes. His battle against a death knight in a swirling vortex of chaos has been sung of by bards, far and wide.
- 15 Thorsun Hyerdaal. A barbarian chieftain who defeated the gnoll hordes of the lands of the north and freed the northern reaches for settlers.
- 16 Trenigar. This ranger led a squad of light infantry in hit and run attacks on an orc army that threatened to overrun an entire duchy. He and his troops demoralized the army, driving them off.
- 17 Turalna Diremantle. Once a slave to darkness, this sorceress threw off the yoke of evil and destroyed her master, a fiendish dragon-king who enslaved several cities near his mountain tower.
- 18 Tynden Von Enstrin. A paladin who entered a caldera to destroy a clan of fire giants terrorizing the surrounding area. He never returned, but the attacks ceased. No one has ever found his remains.
- 19 Yarva the White. A druid from the desert who slew a blue dragon that sought to poison the largest, most important oasis in the desert.
- 20 Zardog. A rogue whose bold exploits, including stealing the crown jewels and replacing them with livestock, inspired the overthrow of the cruel overlord of her nation.

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Table 3–21: Local Legends 1

- 1 Ancient walls sometimes kill all vegetation growing nearby
- 2 Apples picked from certain tree during eclipse turn gold
- 3 Children born near a waterfall or under a full moon have tails
- 4 Cursed, deformed son of a prominent politician haunts countryside
- 5 Dire rodents eat local lettuce and dance to strange music
- 6 Dwarf clan adopts giant baby and raises it as a dwarf
- 7 Famed madman spouts secrets of kingdoms rising and falling
- 8 Famous beheaded warrior searches for retribution and head
- 9 Gang of lantern bearers works with the thieves' guild to lure victims
- 10 Ghost of a hanged innocent stalks the city offices
- 11 Ghost of child in red cloak in forest said to hunt other children
- 12 Ghosts of local lovers seen on opposite sides of a river
- 13 Great magical duel was once fought at the city prison towers
- 14 Horse with fiery hoofs rides into dreams and steals thoughts
- 15 Local lord is really a lich disguised by strong illusions
- 16 Local man's body damaged by angry spirits before being raised
- 17 Monsters are kept in the sewers to destroy trash and intruders
- 18 Old manor was the home of a grizzled necromancer
- 19 Pirate ship of a cursed crew cannot die in battle
- 20 Pretty wife of an ugly man said to be magically animated statue

Table 3–22: Local Legends 2

- 1 Princesses said to sneak out of the castle at night to go dancing
- 2 Queen raised her brother from the dead but did spell wrong
- 3 Rare coin making its way around the market is actually magical
- 4 Regional god shows displeasure by raining turtles from sky
- 5 Riots ages ago left many neighborhoods burned to the ground
- 6 Ripper killing beggars and homeless is actually a monstrous insect
- 7 Roadway cobblestone has powerful magic glyph on opposite side
- 8 Ruins where a church once stood can never be built on again
- 9 Ruling castle was built on ancient druid ruins
- 10 Seeing a snake in a home means it is targeted by rivals
- 11 Sewer system can lead into many secret basements and vaults
- 12 Shoemaker secretly assisted by fae during the night
- 13 Slime creature dwells in the sewers
- 14 Sometimes the ruler comes to carouse in disguise at local tavern
- 15 Song of wind through the willows calls people to their death
- 16 Swamp hag turns into a beautiful princess for one willing to kiss her
- 17 Wall once collapsed during ancient siege
- 18 War hero settled in a neighborhood
- 19 Wererat den lives in the old clock tower
- 20 Yearly mayor's party always *the* place for entertainment

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CIVICS

Table 3–23: Noble Power Source/Interests

- 1 Alchemy
- 2 Banking
- 3 Brewing
- 4 Construction
- 5 Education
- 6 Entertainment
- 7 Exploration
- 8 Investors
- 9 Jewelers
- 10 Landholders
- 11 Metallurgy
- 12 Politics
- 13 Protection
- 14 Religious
- 15 Shipbuilding
- 16 Smuggling
- 17 Sponsorship
- 18 Stonemasonry
- 19 Trade
- 20 Transportation

Table 3–24: Noble Dwellings

- 1 Bastille
- 2 Castle
- 3 Chateau
- 4 Citadel
- 5 Enclave
- 6 Estate
- 7 Fortress
- 8 Grounds
- 9 Halls
- 10 Holdings
- 11 Keep
- 12 Lodge
- 13 Manor
- 14 Mansion
- 15 Palace
- 16 Redoubt
- 17 Rook
- 18 Stronghold
- 19 Towers
- 20 Villa

Table 3–25: Noble Households 1

- 1 Anasiou
- 2 Bellford
- 3 Blackwalker
- 4 Botham
- 5 Brasswell
- 6 Canlarro
- 7 Cedarholm
- 8 Crimsonblade
- 9 DeGriffin
- 10 Deschene
- 11 Dragonguard
- 12 Eldridge
- 13 Fairlawn
- 14 Foxborough
- 15 Garlander
- 16 Goldright
- 17 Goodchild
- 18 Hartwhiler
- 19 Hellifax
- 20 Hildebrandt

Table 3–26: Noble Households 2

- 1 Kademian
- 2 Knightsmark
- 3 Linds Morrow
- 4 Maidenbrook
- 5 Mochrelum
- 6 Montcastle
- 7 Motekaita
- 8 Northbourne
- 9 Osmantel
- 10 Ringholt
- 11 Salvatore
- 12 Snowcott
- 13 Steadlass
- 14 Stouthammer
- 15 Todalsco
- 16 Whitworth
- 17 Windsoar
- 18 Wolfram
- 19 Xantheer
- 20 Zaragus

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Table 3–27: Nobles

- 1 Archduke Wyrzar, Baron of Kellendam, attends and hosts famous parties as often as possible
- 2 Baron Aronor, Baron of Mt. Althoth, is in hiding for tax evasion
- 3 Baroness Carister, Baroness of Helimdale, collects small statues of dragons
- 4 Count Ivan Thorne the Great, Baron of Dilemrise, wants recognition for valor on the Battle of Eve
- 5 Countess Carran, Mistress of the city of Mastovyn, breeds fine racing horses
- 6 Demoiselle Kelfora, Mistress of the Katenzor Mountains, has been trained in martial fighting
- 7 Duchess Celeste Talos III of the Basalt Lands, has a pack of hunting dogs that rival all others
- 8 Duke Crysera Gromoth the Pious, Master of Krandolen, has a reputation for slumming for fun
- 9 Earl Cromard Armis, Baron of the Principality of Cerrington, hires sages to teach offspring
- 10 Grandee Elgor Radrias, Master of Kellendale, dons guards in black armor to intimidate locals
- 11 Honorable Guivere Silver the Proud, given title for slaying Ghuulflaxx the red dragon
- 12 Ingenue Ola the Holy, Baroness of Seagate Isle, is rumored she can't tell a lie
- 13 Jeune Fille Oras the Red, Baroness of the Carrik Bay Region, rumored to have married a pirate
- 14 Lord Damis the Holy, Master of Korkar's Pass, collects exotic animals for his menagerie
- 15 Magnate Wynhearth of Abermere, Master of the Nolen Woods, secretly funding rebels against king
- 16 Majestic Incane IV, has groups of scribes documenting his many false adventures
- 17 Marquis Radpen the Black, Master of the Misty Forest, currently allied with elf rangers
- 18 Mogul Tristam, Baron of the Tanaze, seeks a route across the Sands of Time desert
- 19 Noble Velgath the Bastard, Baron of Saydarr, more a bastard for his temperament than his birth
- 20 Satrap Aliz, Master of Elendrose Forest, claimed the forest for his own exclusive hunting grounds

Table 3–28: Upper Class

- 1 Archdukes, dukes
- 2 Barons, baronets
- 3 Counts, viscounts
- 4 Emperors, empresses
- 5 Great mages
- 6 Greater nobles
- 7 Guildmasters
- 8 Heads of state
- 9 High clerics
- 10 High knights
- 11 Honorary knights
- 12 Judges and magistrates
- 13 Kings, queens
- 14 Landed gentry
- 15 Landholders
- 16 Lord Marshals
- 17 Mayors
- 18 Princes, princesses
- 19 Royal officials
- 20 Viziers

Table 3–29: Middle Class

- 1 Alchemists
- 2 Architects
- 3 City officials
- 4 Engineers
- 5 Esquires
- 6 Great scholars
- 7 Guild leaders
- 8 High military officers
- 9 Important clerics
- 10 Jewelers
- 11 Knights
- 12 Lawyers
- 13 Lesser nobles
- 14 Merchants
- 15 Royal officials
- 16 Ship owners
- 17 Stable masters
- 18 Substantial mages
- 19 Successful authors
- 20 Sword smiths

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Table 3–30: City Official

- 1 Accountant
- 2 Bailiff
- 3 Barrister
- 4 Captain of the Guard
- 5 Castellan
- 6 Chancellor
- 7 Clerk
- 8 Constable
- 9 Herald
- 10 Judge
- 11 Justicar
- 12 Knight
- 13 Magistrate
- 14 Majordomo
- 15 Minister
- 16 Notary
- 17 Reeve
- 18 Steward
- 19 Tax Collector
- 20 Treasurer

Table 3–32: Coat of Arms

- 1 Anchor on blue parchment
- 2 Boar on green cloth
- 3 Chalice on white field
- 4 Clover on red field
- 5 Crossed axes on checkered field
- 6 Crown against tan banner
- 7 Diamond on crossed flags
- 8 Dog against blue field
- 9 Feather on sea-blue field
- 10 Helmet on brown parchment
- 11 Rabbit against green field
- 12 Ring on silver and white field
- 13 Scepter against gold field
- 14 Seahorse against blue sky field
- 15 Ship against purple banner
- 16 Spear on red and black field
- 17 Stag against green and brown parchment
- 18 Sword on black and white field
- 19 Tiara against purple field
- 20 Unicorn on cloudy white field

Table 3–31: Military Ranks

- 1 Brigadier
- 2 Captain
- 3 Centurion
- 4 Chief
- 5 Commissar
- 6 Command Sergeant
- 7 Constable or High Constable
- 8 Decurion
- 9 Dragoon
- 10 Ensign
- 11 Equestrian
- 12 Field Marshall
- 13 First Sergeant
- 14 Legate
- 15 Lieutenant
- 16 Marshall
- 17 Major
- 18 Private
- 19 Second Lieutenant
- 20 Sergeant

Table 3–33: Lower Class/Peasantry*

- 1 Apprentices
- 2 Beggars
- 3 Church tenders
- 4 Coachmen
- 5 Dock workers
- 6 Fishermen
- 7 Guardsmen
- 8 Healers
- 9 Hedge wizards
- 10 Herdsmen
- 11 Huntsmen
- 12 Laborers
- 13 Minor officials
- 14 Monks
- 15 Performers
- 16 Servants
- 17 Students
- 18 Tavern keepers
- 19 Tutors
- 20 Vendors

* For more commoner occupations, see page 384.

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CRIME AND PUNISHMENT

Table 3–34: Guards

- 1 Eight guards and a magi patrolling with spears and leather armor
- 2 Eight guards and two magi stationed at a guardhouse, each with long sword and leather armor
- 3 Eight guards with long swords and leather armor and shields
- 4 Four guards and captain patrolling, short swords and leather armor
- 5 Four guards and two dogs, leather armor and spears
- 6 Four guards patrolling with signal whistles, spears, and padded armor
- 7 Four guards with scimitars, chainmail, and bucklers
- 8 Four guards with signal whistles, heavy clubs, and leather armor
- 9 Four guards with spears and padded armor and shields
- 10 Six guards and captain patrolling, long swords and shields
- 11 Six guards and two dogs with a captain and magi, chainmail, and long swords
- 12 Six guards patrolling with a mage and carrying glaives
- 13 Six guards stationed with long spears and chainmail
- 14 Six guards, each with a dog, patrolling in leather armor
- 15 Six guards, two captains, and one mage patrolling with leather armor and glaives
- 16 Ten guards and two captains stationed at a tower
- 17 Ten guards stationed with heavy clubs, padded armor, and a mage
- 18 Two guards and a captain patrolling, clubs
- 19 Two guards and dog, padded armor and short swords
- 20 Two guards with clubs and shields

Table 3–35: Prisons, Exotic

- 1 Beacon of Hope: Run by staunch clerics and paladins, this prison reforms and "educates"
- 2 Black Oubliette: Hole in the ground barely large enough for a person, with a grate on top
- 3 Cells of Limbo: Cages hanging over a bottomless pit
- 4 Citadel Bingar: This old, run-down castle has been converted to a prison for the worst criminals
- 5 Despair: This offshore prison ship closely packs its prisoners in the hold
- 6 Dwarf Prison: Human political prisoners are sent into underground cells and held without light
- 7 Dwarf House: Originally built for dwarfs, this prison does not permit its inmates to stand up
- 8 Grim Gulag: Ancient dwarf work camp sends prisoners into deep mines to quarry hard granite
- 9 House of the Damned: Prisoners hang from their shackled arms inside abandoned tenements
- 10 Icemar Dungeon: Prisoners are kept alive as a blood source for the vampires that run the dungeon
- 11 Iron Bar Gulag: Iron works prison, where prisoners are forced to work the bellows in iron smelting
- 12 Pentae Prison: Hobgoblin work camp, from which captured humans and nonhumans never return
- 13 Prison Brimstone: Built into the sealed off-tubes of a volcano
- 14 Prison Deef: Prison famous for torture and disease; few ever return
- 15 Rat Cellar: Prisoners are chained to the walls of a rat-infested sewer
- 16 Sarron Hall: Special prison for wizards, built with anti-magic, walls of force, and electrified floors
- 17 Sunken Prison: Prison built on half-sunken swampland and known for vile diseases
- 18 Tower of Silence: Prisoners are magically blinded and deafened 23 hours a day
- 19 Vulture's Peak Stockade: Prison at the top of a high, sheer mountain
- 20 Waterwheel: This small prison tortures its inmates by tying them to a waterwheel until they talk



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Table 3–36: Prisoners

- 1 Alchemist for dangerous experiments
- 2 Beggar caught begging in the noble quarter
- 3 Drunk and disorderly dwarf
- 4 Dwarf who damaged an inn
- 5 Elven rogue with the two gems he stole
- 6 Gambler too heavily in debt to pay dues
- 7 Gentryman caught with illegal weaponry
(and no coins for a bribe)
- 8 Guildhall treasurer accused of embezzlement
- 9 Half-orc bandit who is last of his gang
- 10 Half-orc mercenary arrested for harassment
- 11 Local merchant for not paying taxes
- 12 Mother caught stealing food for her children
- 13 One-handed thief (half his life in prison)
- 14 Sorcerer for casting a spell within city walls
- 15 Thief who runs a local racketeering ring
- 16 Thief who stole from a prominent noble
- 17 Town guard who abandoned his post
- 18 Wizard caught using charm on store owners
- 19 Woman caught spying in others' windows
- 20 Woman claiming innocence

Table 3–37: Local Criminal Gangs

- 1 Abbesses: Prostitution
- 2 Bully Bluffers: Racketeering
- 3 Clips: Pickpockets
- 4 Dimble Danders: Fences
- 5 Dunkaneers: Wharf thugs
- 6 Filching Morts: Coin shavers
- 7 Hedge Creepers: Spy network
- 8 Judicial Nippers: Witnesses-for-hire
- 9 Magsmen: Arsonists
- 10 Moon Men: Second-story gang
- 11 Natty Lads: Smugglers
- 12 Pincer Ladies: Safe house network
- 13 Rank Riders: Highwaymen
- 14 Savvy Birds: Knowledge brokers
- 15 Sharpshooters: Assassins
- 16 Spice Racketeers: Illegal substances
- 17 Thatch-Gallows: Hijackers
- 18 Vizards: Forgery
- 19 Whip Jacks: Blackmailers
- 20 Wild Rogues: Con Men

Table 3–38: Crimes 1

- 1 Accessory to a crime
- 2 Activity without proper license
- 3 Adultery
- 4 Aiding and abetting a criminal
- 5 Armed robbery
- 6 Arson
- 7 Assault
- 8 Battery
- 9 Breaking and entering
- 10 Bribery
- 11 Burglary
- 12 Coin shaving
- 13 Counterfeiting
- 14 Desecration
- 15 Destruction of property
- 16 Disobeying an order
- 17 Disorderly conduct
- 18 Embezzlement
- 19 Extortion
- 20 Fleeing arrest

Table 3–39: Crimes 2

- 1 Fleeing slavery
- 2 Forgery
- 3 Harboring a criminal or escaped slave
- 4 Heresy
- 5 Impersonation
- 6 Inciting a mob
- 7 Maiming
- 8 Manslaughter
- 9 Misuse of charm magic
- 10 Misuse of destruction magic
- 11 Murder
- 12 Mutiny
- 13 Perjury
- 14 Pickpocketing
- 15 Piracy
- 16 Prison break
- 17 Selling shoddy goods
- 18 Trespassing
- 19 Unarmed robbery
- 20 Unpaid debt

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Table 3–40: Punishment 1

- 1 Banishment
- 2 Beheaded
- 3 Branded
- 4 Burned at the stake
- 5 Clubbed
- 6 Confiscation of worldly goods
- 7 Crucified
- 8 Drafted into military
- 9 Drawn and quartered
- 10 Excommunicated
- 11 Fed to insect swarm
- 12 Fight in the arena
- 13 Fined
- 14 Flogged
- 15 Hanged
- 16 Indentured servitude
- 17 Iron maiden
- 18 Jaw broken
- 19 Keel-hauled
- 20 Lose ear/eye/nose

Table 3–41: Punishment 2

- 1 Lose finger/toe
- 2 Lose limb
- 3 Magical mark
- 4 Magical curse
- 5 Magical transformation
- 6 Maimed
- 7 Placed in magical stasis
- 8 Poisoned
- 9 Prison sentence
- 10 Publicly humiliated
- 11 Publicly mauled by animals
- 12 Rack
- 13 Recompense to victim
- 14 Slavery
- 15 Starved
- 16 Stocks
- 17 Stoned
- 18 Thumb screws
- 19 Tongue removed
- 20 Whipped



LAW AND ORDER

Trials and Tribulations

In fantasy roleplaying, the various court systems and local laws can take on myriad forms. As a gamemaster, you have some choices to make. How detailed do you want the laws and justice system of a particular land or city? Do you base any of it on real-world ideals, or do you take a more fantastic approach from fiction or your own imagination? Regardless, here are some ideas to keep in mind, meant to be tailored to your own campaign.

Arrested for Trial

First, to have a trial you need living criminals... or do you? Right off we see some unique features. Is the city watch trained in subduing opponents first, defending themselves only with weaponry, or do they attack in full and anyone who survives is simply lucky enough to go to trial? Or, using special magic to communicate with the dead, does the city also bring in corpses for questioning and involvement? If so, at what cost to the city and taxpayers?

Held for Trial

A number of different lodgings are available to criminals, depending on the laws and disposition of the city and its law enforcers. Criminals not awaiting trial (for minor laws or public disruption) might face a night or two sleeping it off in a local watch outpost and maybe a small fine. For trial criminals, the city dungeons or special tower jails are used. Here they are provided with basic food and water and may or may not suffer any sort of collateral effects. To speed trials, magical questioning and probing may be employed, or in more draconian cities, torture for confession may play a part here.

The Trial Itself

Not every game needs a courtroom scene, but some amazing roleplaying stories over the years have come about from some important trial to further the plot. Trials consist of opening statements by a solicitor, barrister, or lawyer for the defendant and the prosecution. A judge, magistrate, or bailiff oversees the trial, possibly with a jury of peers of selected common folk and possibly magical aid for detecting lies or other magic in use. Witnesses may be called in to verify either side's story. Depending on the skullduggery and shady side of the city, "professional" witnesses paid for their point of view by either side may come into play. Once significant proof is reached closing arguments are heard by all, again by both sides.

Sentencing and Punishment

This is where the real diversity comes in (and the tables provided for you are used). Determining the punishment for a criminal may be specified (if you do *this, that* is your punishment) or determined based on the severity of the crime, jury reaction, and possible magistrate payoff. Certain magistrates gain reputations for tweaking punishments to fit the crimes they specifically abhor, and the outlook of a city's rulers (evil or good) can determine if the punishments lean toward further torture, disfigurement/violent death, or to fines, forced servitude, or banishment.

Magic

In a world of magic and spellcasters, the entire judicial system must take into account the effects. Special materials might be used as lining in jails or prisons to prevent scrying or teleportation. Perhaps special manacles prohibit spellcasting hand motions, or deliberate magic-dead zones are used for trials. Does the court allow or hire those who can sense lies, illusions, or other deception through magic? Are members of the clergy allowed to testify or officiate? Answering these questions can lead to a new twist on the subject.

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Table 3–42: Trials

- 1 Bench trial, magistrate dispensing the law
- 2 Brought before king
- 3 Council advisory and vote
- 4 Inquisitional by council
- 5 Jury and execution in one
- 6 Jury of peers
- 7 Jury of professional jurors
- 8 Justice of the peace
- 9 King and advisor dispense justice
- 10 Law guild assemblage
- 11 Magical determination of innocence or guilt
- 12 Military declaration
- 13 Officiated by priests (god of law)
- 14 Officiated by barristers
- 15 Overseen by royal judge
- 16 Trial by combat
- 17 Trial by ordeal
- 18 Tribunal
- 19 Vote of nobles
- 20 Vote of witnesses

Table 3–43: Trial Complications 1

- 1 Accidental discrepancy in presenter's story
- 2 Ally/patron provides money/influence
- 3 Comments or important fact overruled
- 4 Conflicting laws cause arguments/tangents
- 5 Conflicting witness testimony raises questions
- 6 Confusing laws on subject must be navigated
- 7 Corruption exposed in defense/prosecution
- 8 Claims of racial bias or unfair treatment
- 9 Evidence goes missing
- 10 Evidence points to conflicting stories
- 11 Fight breaks out among witnesses/attendants
- 12 Fortunate loophole in law
- 13 General confusion from evidence/testimony
- 14 High-ranking priest perjures self
- 15 Hung jury
- 16 Impatient lawyers or barristers
- 17 Intimidation used on witness
- 18 Judge (overseer) confused by events/evidence
- 19 Judge declares a mistrial, mysteriously...
- 20 Judge declares trial censure

Table 3–44: Trial Complications 2

- 1 Judge has personal interest in case
- 2 Judge orders sequestering of jury/witnesses
- 3 Judge subpoenas gentry, noble, or royalty
- 4 Judge or jury biased against the defendant
- 5 Judge or jury requests magical evidence/scry
- 6 Judge or jury suggests a compromise to trial
- 7 Judge postpones trial and reschedules
- 8 Local cleric casts "truth" spell
- 9 Local cleric testifies as character witness
- 10 Magical evidence disputes witness testimony
- 11 Magical evidence is not allowed in case
- 12 Magical evidence points to numerous causes
- 13 Magical evidence unbalances evidence of case
- 14 Nervous witness is open to suggestion
- 15 New evidence presented
- 16 Normal proceedings without incident
- 17 Payoff occurs behind the scenes
- 18 Poor or insubstantial evidence
- 19 Profound testimony impresses judge
- 20 Prosecution/defense is a rival of the judge

Table 3–45: Trial Complications 3

- 1 Recent changes in local laws affect trial
- 2 Show of dazzling rhetoric stuns the jury
- 3 Someone else suddenly confesses to crime
- 4 Special witness interviewed in private
- 5 Surprise witnesses comes forward
- 6 Testimony is forgotten/ignored by jury
- 7 Testimony is stricken by judge
- 8 Unusual incident postpones trial
- 9 Violent outburst from victim or witness
- 10 Witness appears slovenly or untrustworthy
- 11 Witness arrives drunk and/or unintelligible
- 12 Witness badgered until he cracks
- 13 Witness caught in double-talk and cover-up
- 14 Witness caught in a lie or embellishment
- 15 Witness murdered before trial begins
- 16 Witness perjures self
- 17 Witness perjures self but isn't caught
- 18 Witness restrained by bailiff or judge
- 19 Witness threatens defendant openly
- 20 Witness testimony is stricken by judge



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ARCHITECTURE AND ATMOSPHERE

Table 3–46: Building Descriptions

- 1 Complicated connections span a series of buildings all owned by a single landlord
- 2 Large business fortification for private arms maker
- 3 Large family home for extended relatives with two towers
- 4 Large family home with extended yard and family graveyard
- 5 Large government building housing judicial and tax papers and workers
- 6 Large guildhall for meetings with stage and secret entrance
- 7 Large manor home with servant quarters and private stable
- 8 Medium business hall for multiple craftsmen
- 9 Medium family home with two stores and private entrance
- 10 Medium family villa near park with second-story balconies
- 11 Medium government building for planning with secret entrance
- 12 Medium intricate market for nearby fishermen and trappers
- 13 Medium keep with collapsed tower in great need of repair
- 14 Simple large tower housing multiple students from nearby colleges
- 15 Simple one-family home with common room
- 16 Small craft business in need of repair
- 17 Small family home near a riverside with a private dock
- 18 Small government building for community meetings and votes
- 19 Small manor house with one tower
- 20 Small tavern or service building with simple stables

Table 3–47: Architecture

- 1 Ancient and influenced by dwarves
- 2 Angled towers accentuate smaller buildings
- 3 Close-quarter planning with little open spaces
- 4 Colorful and hardy stonework
- 5 Column worked into roofing and porches
- 6 Cramped and towering
- 7 High vaulted towers
- 8 Large grounds and whitewashed brick
- 9 Log walls and tree designs and motifs abound
- 10 Many domes in higher towers
- 11 Muted slate and stonework
- 12 Open with numerous doors and windows
- 13 Rounded buildings with curved intersections
- 14 Second-story structures with many windows
- 15 Simple houses designed to withstand coastal storms and heavy rains
- 16 Squared buildings with rigid angles
- 17 Stucco finish to most buildings
- 18 Thick, sturdy buildings withstand time
- 19 Treated wood integrated with greenery
- 20 Walls lack seams (mage craft and spell work)

Table 3–48: Districts and Quarters

- 1 Caravan quarter
- 2 Castle district
- 3 Guard and jail district
- 4 Inn and tavern district
- 5 Magic district with towers
- 6 Market district with open ground
- 7 Military quarter
- 8 Noble quarter
- 9 Prison district
- 10 Red-light district
- 11 Residential district
- 12 Residential district, wealthy
- 13 Slave quarter
- 14 Slum district
- 15 Tannery district
- 16 Temple district with graveyard or necropolis
- 17 Theater district
- 18 Walled keep
- 19 Warehouse district
- 20 Waterfront with docks

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Table 3–49: Neighborhood Features

- 1 City gate in the area
- 2 Businesses plentiful
- 3 Civic area with many official buildings
- 4 Dwarves prominent
- 5 Elves prominent
- 6 Embassies scattered about
- 7 Fine diverse shops
- 8 Garrison with siege weapons
- 9 Guild workshops gathered
- 10 Heavy security
- 11 High crime rate in alleys
- 12 Lightly patrolled
- 13 Nonhuman prominent
- 14 Numerous inns and taverns
- 15 Park district with wide streets
- 16 Plentiful gardens and flowerboxes
- 17 Poorly maintained
- 18 Riverside with docks
- 19 Shantytown and shelters
- 20 Simple and open, impoverished

Table 3–50: Monuments

- 1 Arch
- 2 Catacombs
- 3 Cenotaph
- 4 Columns
- 5 Crypt
- 6 Druidic stone circle
- 7 Grave stones
- 8 Historic keep/watchtower
- 9 Mausoleum
- 10 Memorial
- 11 Obelisk
- 12 Palace
- 13 Pyramid
- 14 Shrine
- 15 Spire
- 16 Statue
- 17 Terminating vista
- 18 Triumphal arch
- 19 Tomb
- 20 War memorial

Table 3–51: Flag Symbols 1

- 1 Anvil and bolt
- 2 Arcane sigil
- 3 Book and candle
- 4 Boot and coins
- 5 Bow and arrow
- 6 Box and barrel
- 7 Broken shield
- 8 Clashing armies
- 9 Cross and sunburst
- 10 Crossed swords
- 11 Demonic helmet
- 12 Dragon flying
- 13 Dragon and tower
- 14 Eagle and telescope
- 15 Field of stars
- 16 Fiery lance
- 17 Fist and dagger
- 18 Gate and spear
- 19 Griffon head
- 20 Griffon and snake

Table 3–52: Flag Symbols 2

- 1 Hammer and anvil
- 2 Horse and wheat
- 3 Intricate coat of arms
- 4 King's head in profile
- 5 Lightning jags
- 6 Lock and key
- 7 Orc head on pike
- 8 Oriflamme and skull
- 9 Raised gauntlet
- 10 Ram's head
- 11 Runes
- 12 Scroll, ink, and paper
- 13 Scimitar and sun
- 14 Shield and helmet
- 15 Ship and sail
- 16 Sphinx
- 17 Sword and shield
- 18 Tower and sunburst
- 19 Wall and hippogriff
- 20 Wave and cloud



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Table 3–53: Building Types 1

- 1 Abandoned structure
- 2 Amphitheater
- 3 Apartment block
- 4 Apothecary
- 5 Aqueduct
- 6 Archway (spanning)
- 7 Arena
- 8 Armory
- 9 Art gallery
- 10 Asylum
- 11 Bank
- 12 Barn
- 13 Barracks
- 14 Basilica
- 15 Bathhouse
- 16 Bazaar
- 17 Blockhouse
- 18 Brewery
- 19 Brickhouse
- 20 Bridge

Table 3–54: Building Types 2

- 1 Brothel
- 2 Bunker
- 3 Capitol
- 4 Castle
- 5 Cathedral
- 6 Chapel
- 7 Church
- 8 Circus (chariot racing)
- 9 Citadel
- 10 City gate
- 11 City hall
- 12 Collapsed structure
- 13 Coliseum
- 14 Concert hall
- 15 Condominium
- 16 Consulate
- 17 Cottage
- 18 Courthouse
- 19 Defensive wall
- 20 Docks/Harbor

Table 3–55: Building Types 3

- 1 Dumas
- 2 Embassy
- 3 Factory
- 4 Farm house
- 5 Fort
- 6 Fortification
- 7 Forum
- 8 Fortress
- 9 Foundry
- 10 Gambling den
- 11 Garden/Greenhouse
- 12 General store
- 13 Granary
- 14 Graveyard
- 15 Gristmill
- 16 Guardhouse
- 17 Guard tower
- 18 Guildhouse
- 19 Hay loft
- 20 Hospice

Table 3–56: Building Types 4

- 1 Hospital
- 2 Hostel
- 3 Imperial forum
- 4 Imperial palace
- 5 Inn
- 6 Insula
- 7 Jail
- 8 Keep
- 9 Kiln (outdoor)
- 10 Laboratory
- 11 Library
- 12 Livery
- 13 Manor house
- 14 Marina
- 15 Market (outdoor)
- 16 Market building
- 17 Meadhall
- 18 Mill
- 19 Mining
- 20 Monastery

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Table 3–57: Building Types 5

- 1 Mosque
- 2 Museum
- 3 Observatory
- 4 Opera house
- 5 Oratory
- 6 Pen
- 7 Prison
- 8 Residence
- 9 Ruined structure
- 10 Sanitarium
- 11 Senate house
- 12 Sewer
- 13 School
- 14 Shanty
- 15 Shed
- 16 Shop
- 17 Shrine
- 18 Silo
- 19 Smithy
- 20 Stable

Table 3–58: Building Types 6

- 1 Stage (outdoor)
- 2 Stadium
- 3 Sty
- 4 Tavern
- 5 Teahouse
- 6 Temple
- 7 Theater
- 8 Tower
- 9 Trading post
- 10 Training grounds
- 11 Triumphal arch
- 12 University
- 13 Warehouse
- 14 Watchtower
- 15 Watermill
- 16 Well (exposed)
- 17 Well house
- 18 Windmill
- 19 Winery
- 20 Wizard tower

Table 3–59: City Sights

- 1 Bard performs on a street corner with an animal friend
- 2 Castle decorated for local celebration
- 3 Children playing by waterside with a dog
- 4 City official tours the neighborhood under tight security
- 5 Dock workers offloading caged animals from ship
- 6 Exotic foreign ship pulling into harbor
- 7 Fountain square gathers women and children talking and cleaning
- 8 Funeral procession heading to cemetery
- 9 Guards arrest a shopkeeper while his family protests
- 10 Gypsy camp sets up in the middle of the street
- 11 Horse trainer has street demonstration
- 12 Local crowd partaking of a public stoning or execution
- 13 Local gang shouts threats at passerby
- 14 Procession for a local noble and entourage passes by
- 15 Public auctioneer draws an impressive crowd
- 16 Recently burned or weather-damaged building
- 17 Sanitation crews pass with full wagons of garbage
- 18 Street mountebank offers special elixirs for health and looks
- 19 Tall ivory walls mark a neighborhood transition; folks sit atop it
- 20 Tall marble statue of local war hero



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Table 3–60: City Sounds 1

- 1 Bard singing a song of sadness
- 2 Beggar asking for coin
- 3 Bell chimes
- 4 Bird cracking shell
- 5 Bird song
- 6 Boiling of water
- 7 Broom sweeping
- 8 Cat hissing
- 9 Child calling out
- 10 Cloth tearing
- 11 Clothes on line snapping
- 12 Crackle of a fire
- 13 Crowd of people talking
- 14 Dog barking
- 15 Dog digging
- 16 Glass breaking
- 17 Hammer striking wood
- 18 High-pitched laughter
- 19 Horse hooves on rocks
- 20 Leaves crunching

Table 3–61: City Sounds 2

- 1 Lovers parting
- 2 Lute strumming
- 3 Meat sizzling
- 4 Merchant selling wares
- 5 Metal file scraping against stone
- 6 Metal splintering wood
- 7 Metal striking metal
- 8 Paper ripping
- 9 Parts of a loom moving
- 10 Person addressing a crowd
- 11 Puddle splashing
- 12 Sailor yelling to shore
- 13 Saw cutting wood
- 14 Scissors snipping
- 15 Shovel into dirt
- 16 Singing of a tavern crowd
- 17 Wagon wheels squeaking
- 18 Water dripping
- 19 Wind whipping
- 20 Woman yelling

Table 3–62: City Smells 1

- 1 Blood
- 2 Body odor
- 3 Brandy
- 4 Bread baking
- 5 Burnt sugar
- 6 Candy
- 7 Charcoal burning
- 8 Cheap perfume
- 9 Cigar smoke
- 10 Cinnamon
- 11 Coffee
- 12 Cut grass or bushes
- 13 Decomposing food
- 14 Disease
- 15 Dust
- 16 Fish
- 17 Flowers
- 18 Forge
- 19 Freshly tanned leather
- 20 Fruit

Table 3–63: City Smells 2

- 1 Garlic, onions, pepper, herbs, or spices
- 2 Hemp rope
- 3 Lemons and honey
- 4 Maple
- 5 Mead and yeast
- 6 Mildew
- 7 Musk
- 8 Oil
- 9 Roasting meat
- 10 Rotting flesh
- 11 Sea air
- 12 Sewage/trash
- 13 Skunk
- 14 Talc
- 15 Tar
- 16 Wet animals
- 17 Wet leaves
- 18 Wood burning
- 19 Wood shavings
- 20 Wood smoldering

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Table 3–64: Monument Description

- 1 Arch, made of white marble and infused with lines of cobalt blue, formed at the apex like strong, gauntlet-covered hands in friendship or accord.
- 2 Catacombs, showing burial pits and ledges, various rites and symbols meant to protect the departed from thieves, historians, or necromancers.
- 3 Cenotaph, depicting Korov, a mighty general of the goblinkin wars from the Age of Deception, with his trio of mighty wardogs at his side.
- 4 Columns, with decorative lines as if a dragon's claws had grasped them and run down the sides, every line varying in width and depth.
- 5 Crypt, interring the many nameless and forgotten souls who have been found dead in the city over the years, sponsored by a suspicious ruler.
- 6 Druidic stone circle, each a slightly different oval shape with a single rune on them of a forgotten tongue, scarred where spellcasters have tried divining their meaning.
- 7 Grave stones, carved in the shapes of runes representing the birth signs of the deceased to protect them and as a tribute to their ages.
- 8 Historic keep/watchtower, with designs of shells and sea creatures in homage to the mermaid scions of the undersea kingdom of Arquatonia.
- 9 Mausoleum, of the Berkshire family and their servants, who helped give the current people their vision for the city and nation they call home.
- 10 Memorial, for the Company of the Fyrespyke Staff, defenders of the Prince of Ash, who became king after a revolt against the tyrannical Arychast the Usurper.
- 11 Obelisk, each side dedicated to one elemental god and its avatars, genies, or servants who helped shape the world by combining their might (from a creation myth).
- 12 Palace, with high spires meant by the builder to challenge (and pay homage to) the great monuments of the giant lords of old.
- 13 Pyramid, with the very top portion missing, making a small flat space deliberately left by the original architects for some unknown reason.
- 14 Shrine, for the goddess of magic, crafted of worked metal fused with stone, impervious to unhallowed curses and any misuse by her foes.
- 15 Spire, with a curve just enough to resemble a colossal beast's claw or tooth, reaching out from the earth, bone-chillingly realistic.
- 16 Statue, of an ancient knight with a star mark on his head, riding a six-legged horse atop the clouds, a truly marvelous representation by a master craftsman.
- 17 Terminating vista, the coliseum of the savage ancient tribes where great mock battles were fought for the gods' enjoyment and judgment.
- 18 Triumphal arch, with both edges bearing the family names and runes of the respective warriors who perished fighting to free the land from bugbear slavers.
- 19 Tomb, for the giant Boskir, who led the pilgrimage of the ancient gods to the lands of promise, as ordained by the god of prophecy.
- 20 War memorial, for the heroes of the dwarf war, honoring the greatest human and elf allied generals, who finally bought their people together as one.

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Table 3–65: Statue Description

- 1 Blue and white marbled statue. When light shines on it, it captures and magically reflects the light back in a kaleidoscope of colors. “In honor of Oben Dreamweaver” is inscribed on it.
- 2 Elf Tree of Light. This pure white oak tree’s leaves are platinum in color. The tree’s girth is wider than the arm span of a dozen elves.
- 3 Gathrak’s Lagacy. A statue of Gathrak the legendary troll of the northern marshes. Graffiti — written in several languages — covers part of it.
- 4 Golden statue of the king standing with his foot on the head of a dragon, based on an old tale often told by bards.
- 5 Huge anchor cast in bronze lies near the wharf. When touched, a name can be uttered and that name, providing it is of one who truly was lost at sea, appears on the massive base.
- 6 Huge fully armed figure cast in pure obsidian from top to base stands tall. Its armor is spiked and its hands rest on the hilt of its sword, which rests point down into the base.
- 7 Huge obsidian stone statue of a spider spans the street, forcing people to walk beneath its belly. Its origins are unknown.
- 8 Large silver unicorn statue acts as the centerpiece of a large fountain. At night the unicorn’s horn glows brightly, providing a soft light to all those who tarry around it.
- 9 Marble statue of an elf rises from the base and roots of an ancient tree. The tree must have been massive while it lived, and the figure’s meticulous craftsmanship suggests a nonhuman sculptor.
- 10 Monument of an elf riding a wolf and holding a book, its backpack overflowing with scrolls. It is titled Tristam’s Legacy.
- 11 Pillar of souls, a monolith made entirely of skulls. Stark white in color, mist appears to spill out from the mouths rising to the sky. When wind blows the right way it sounds like it is moaning.
- 12 Primitive statue stands at the entrance to the city. Made of local stone and weathered by time it still stands its full eight feet tall. In goblin the plaque states *Uglemesh great leader and king of mighty clans*.
- 13 Serpent’s Rock. This enormous rock is shaped like a dragon. On the belly is a memorial to a silver dragon that once defended the area.
- 14 Small stone, about the size of a large tome, lies half in and half out of the ground. It seems a marker of some sort but the writing is difficult to make out.
- 15 Statue of an armored knight. “To honor all those who fell before you” is inscribed at the base. Foul markings have been scribed on its surface.
- 16 Statue of a plate-armored figure with his sword raised high and the symbol of the god of valor on his shield. “In honor of Laramo who valiantly strove against evil no matter the odds.”
- 17 Stones hang in a perfectly circular formation from their bases, each one carved with a historical scene which spirals down from base to tip in chronological order.
- 18 Tall, once pure-white obelisk rises to the sky. It is covered with strange ancient writings and is rumored to be only one of many.
- 19 Torren’s Might: A statue of Torren the adventurer mentalist of Redlarch, longspear in hand, who died while killing a great black dragon.
- 20 Tree is actually a sculpture, living and growing. Its branches twist and turn in fanciful ways. Every tiny branch has been sculpted, even to the very top branches, suggesting it was done either by small winged creatures or is the work of magic.

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Table 3–66: Gravestone Description

- 1 Aldeman Targath: Lived 68 years, died 2 months ago.
“Merchant, Mayor, Friend” is marred by graffiti that reads “Burn in Hell.”
- 2 Shane Ashar: Lived 82 years, died 47 years ago.
His headstone has fallen down and cracked in half. Patriarch of the Finneran Clan.
- 3 Brother Silas: Lived 47 years, died 73 years ago.
The weather-worn plaque on his gravestone reads, “May his next life be as full as this one was.”
- 4 Darlen Olafsdottir: Lived 23 years, died 19 years ago.
“A life for a life, mother to daughter. We miss you, always.”
- 5 Eldara Sinalalin: Lived 659 years, died 7 years ago.
An arrow trailing sparks behind it across a crescent moon is carved into her headstone.
- 6 Esmerala Tetkith: Lived 113 years, died 17 years ago.
“Best cook in the land,” followed by “Always go easy on the basil. Too much can overwhelm the stew.”
- 7 Herrin Charlas: Lived 21 years, died 4 years ago.
“Beloved son, brave warrior. Evil took him from us too soon.”
- 8 Hettie Bonchell: Lived 38 years, died last week.
“Dearest soul mate, wondrous mother” is partially obscured by a flowered grave blanket.
- 9 Ilsa Trueweave: Lived 482 years, died 26 years ago.
“World’s Greatest Illusionist.” A permanent illusion makes the words flash in different colors.
- 10 Kanira Petal: Lived 12 years, died 14 years ago.
A single wildflower grows on her grave, and the angel-topped headstone reads,
“Sleep well, little one. Our Lady holds thee now.”
- 11 Lerthan Hammerhand: Lived 178 years, died 87 years ago.
*His sturdy, black stone monument has a carving of an anvil, a hammer, and tongs on it.
It looks as though it is cleaned regularly.*
- 12 Oltar Keselmun: Lived 60 years, died 8 years ago.
This headstone is small and simple. It is overgrown with weeds and neglected.
- 13 Phinean Kanter: Lived 34 years, died 8 years ago.
His simple marker is covered in filth. Beneath the grime, it reads, “May he know no peace.”
- 14 Rendril Batenford: Lived 211 years, died 28 years ago.
A baying wolf and a wickedly curved blade are carved on his monument.
- 15 Seldin Ironhand: Lived 51 years, died 12 years ago.
*A huge monument topped with a holy symbol and carved with accounts of his deeds marks this grave.
The guards next to it, hired from a mercenary company in perpetuity, only reinforce this paean to his ego.*
- 16 Sir Carthon of Angare: Lived 52 years, died 6 years ago.
A shield decorated with a mailed hand holding a ball of flame is carved on this monument.
- 17 Thog: Lived 32 years, died 2 years ago.
“The gentlest of giants, protector of our children.” Toys, seemingly left in tribute, lie about the headstone.
- 18 Tomas Alrain Ixelmeier: Lived 4 years, died 6 years ago.
A lamb is carved into this headstone, and fresh flowers lie on top of the grave.
- 19 Yaniza El-Fariq: Lived 26 years, died 3 years ago.
A craven sigil is carved into the strange stone marker, defaced by the word “Witch” painted on it in red.
- 20 Zyndris Farsee: Lived 96 years, died 10 years ago.
*This is in the shape of a pedestal with a book on it. Inscribed on the book is a quote:
“True wisdom flows from the heart, not the mind.”*

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ECONOMIC COMMERCE

Table 3–67: Prime Industry

- 1 Artists
- 2 Bakeries and brewing
- 3 Carpentry/construction
- 4 Cartwrights/wainwrights
- 5 Coal mining
- 6 Colleges/universities
- 7 Copper mining
- 8 Farming (surrounding land)
- 9 General mining
- 10 Gold mining
- 11 Guilds
- 12 Herding (surrounding land)
- 13 Iron mining
- 14 Libraries and museums
- 15 Masonry/construction
- 16 Mills
- 17 Shipwrights
- 18 Silver mining
- 19 Smithing
- 20 Trade

Table 3–68: Caravan Goods 1

- 1 Alcohol
- 2 Armor/barding
- 3 Barrels/baskets
- 4 Beans
- 5 Berries
- 6 Books
- 7 Bronze
- 8 Brushes
- 9 Canvas
- 10 Camel hair
- 11 Ceramics
- 12 Cloth
- 13 Clothes, finished
- 14 Coal
- 15 Cocoa
- 16 Coffee
- 17 Cookware
- 18 Copper
- 19 Cotton
- 20 Crafts, finished

Table 3–69: Caravan Goods 2

- 1 Decorative pottery
- 2 Dried food
- 3 Dye
- 4 Gems
- 5 Glassware
- 6 Gold
- 7 Grain (barley, oatmeal, rye, etc.)
- 8 Herbs
- 9 Honey
- 10 Incense
- 11 Ink
- 12 Iron
- 13 Jewelry
- 14 Lamps/lanterns
- 15 Linen
- 16 Livestock
- 17 Lye
- 18 Musical instruments
- 19 Nuts
- 20 Oil

Table 3–70: Caravan Goods 3

- 1 Ore, unrefined
- 2 Paper
- 3 Pelts
- 4 Perfume
- 5 Rawhide
- 6 Rope
- 7 Rugs
- 8 Sailcloth
- 9 Salt
- 10 Seeds
- 11 Silk
- 12 Silver
- 13 Slaves
- 14 Spices
- 15 Sugar
- 16 Tea
- 17 Tobacco
- 18 Tools
- 19 Weapons
- 20 Wool

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Table 3–71: Special Market Goods 1

- 1 Animal Products
- 2 Baskets
- 3 Bells
- 4 Bolts of fabric
- 5 Candles
- 6 Carnivorous plant seeds or sprouts
- 7 Cheese, cow or goat
- 8 Colored inks or paints
- 9 Cure-alls, real or false
- 10 Cutlery
- 11 Dungeon loot
- 12 Dyed yarn
- 13 Exotic animals
- 14 Exotic foods
- 15 Fertilizer (fresh or dried)
- 16 Firewood
- 17 Flour (wheat, rye, or barley)
- 18 Fortune telling or tarot reading
- 19 Garden produce
- 20 Glass trinkets and baubles

Table 3–72: Special Market Goods 2

- 1 Herbs, fresh and dried
- 2 Honey or molasses
- 3 Horn (drinking horns and blowing horns)
- 4 Ivory and scrimshaw
- 5 Leather products (belts, sacks, water skins)
- 6 Local fruit (see Table 3–80)
- 7 Magical beasts' young or eggs
- 8 Maps and cases or books
- 9 Melons
- 10 Mushrooms (fresh, dried, or marinated)
- 11 Nonmetal jewelry (bone, coral, shell, stone)
- 12 Nuts (in shells, shelled, or in syrup)
- 13 Oils, flammable or edible
- 14 Perfume, scented oils, and soap
- 15 Pickled products (see Table 3–82)
- 16 Pipes and tobacco
- 17 Pots and pans (bread, cake, frying, pie, tea)
- 18 Rugs or tapestries
- 19 Trapper wares (unusual meats and pelts)
- 20 Wool products (socks, coats, and blankets)

Table 3–73: Domestic Animals/Pets

- 1 Bee
- 2 Camel
- 3 Canary
- 4 Cat
- 5 Dog, guard (bandog)
- 6 Dog, herding
- 7 Dog, hunting
- 8 Donkey
- 9 Dove
- 10 Horse, draft
- 11 Horse, riding
- 12 Llama
- 13 Mouse/Rat
- 14 Monkey
- 15 Reindeer
- 16 Mule
- 17 Snake
- 18 Spider/Tarantula
- 19 Ox
- 20 Yak

Table 3–74: Livestock

- 1 Alpaca
- 2 Bison
- 3 Buffalo
- 4 Bull
- 5 Calf
- 6 Cow
- 7 Deer
- 8 Game Fowl (see table 3–75)
- 9 Goat
- 10 Horse
- 11 Lamb
- 12 Llama
- 13 Mule
- 14 Ox
- 15 Pig
- 16 Rabbit
- 17 Reindeer
- 18 Rooster
- 19 Sheep
- 20 Yak

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Table 3–75: Game Fowl

- 1 Bittern
- 2 Duck
- 3 Finch
- 4 Game hen
- 5 Goose
- 6 Grouse
- 7 Guinea hen
- 8 Heron
- 9 Lark
- 10 Moorhen
- 11 Ostrich
- 12 Partridge
- 13 Pheasant
- 14 Pigeon
- 15 Plover
- 16 Quail
- 17 Snipe
- 18 Thrush
- 19 Turkey
- 20 Woodcock

Table 3–77: Bread Products

- 1 Barley bread
- 2 Biscuit
- 3 Biscuit, ship's
- 4 Black bread
- 5 Corn bread
- 6 Croissant
- 7 Dumpling
- 8 Fruit bread
- 9 Hard roll
- 10 Hardtack
- 11 Muffin
- 12 Oatmeal bread
- 13 Pancake
- 14 Roll
- 15 Rye bread
- 16 Sweet bread
- 17 Tortilla
- 18 Wheat bread
- 19 White bread
- 20 Whole wheat bread

Table 3–76: Fish

- 1 Albacore
- 2 Anchovy
- 3 Bass, sea
- 4 Blue fish
- 5 Carp
- 6 Cod
- 7 Flounder
- 8 Grouper
- 9 Hake
- 10 Halibut
- 11 Herring
- 12 Mackerel
- 13 Ocean perch
- 14 Red snapper
- 15 Rockfish
- 16 Roughy
- 17 Swordfish
- 18 Tuna
- 19 Turbot
- 20 Yellowtail

Table 3–78: Basic Food

- 1 Beef
- 2 Berries
- 3 Biscuit
- 4 Bread
- 5 Buttermilk
- 6 Cake
- 7 Cheese
- 8 Cookie
- 9 Dumpling
- 10 Egg
- 11 Fish
- 12 Fruit
- 13 Milk
- 14 Nuts
- 15 Oats
- 16 Pickles
- 17 Poultry
- 18 Rice
- 19 Sweet roll
- 20 Vegetable

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Table 3–79: Garden Produce

- 1 Beans
- 2 Beets
- 3 Broccoli
- 4 Cabbage
- 5 Carrots
- 6 Cauliflower
- 7 Corn
- 8 Cucumber
- 9 Eggplant
- 10 Garlic
- 11 Lettuce
- 12 Onions
- 13 Peas
- 14 Potatoes
- 15 Pumpkin
- 16 Radishes
- 17 Spinach
- 18 Squash or zucchini
- 19 Tomato
- 20 Turnips

Table 3–80: Fruits (fresh, in jars, or dried)

- 1 Apples
- 2 Apricots
- 3 Blackberries
- 4 Black currants
- 5 Blueberries
- 6 Cherries, bitter
- 7 Cherries, sweet
- 8 Cloudberry
- 9 Elderberries
- 10 Gooseberries
- 11 Grapes
- 12 Loganberries
- 13 Peaches
- 14 Pears
- 15 Plums
- 16 Quince
- 17 Raspberries
- 18 Red currants
- 19 Strawberries
- 20 White currants

Table 3–81: Exotic Foods*

- 1 Avocado
- 2 Banana
- 3 Breadfruit
- 4 Coffee (tropical)
- 5 Coconut
- 6 Dates and figs (warm and arid climates)
- 7 Guava
- 8 Kiwi
- 9 Lemon
- 10 Lychee (Asian regions)
- 11 Mango
- 12 Olives (Mediterranean climates)
- 13 Orange
- 14 Papaya
- 15 Passion fruit
- 16 Pineapple
- 17 Pomegranate
- 18 Rhubarb (Asian areas)
- 19 Sweet potato (tropical)
- 20 Tamarind

* Fresh, dried, or in jars

Table 3–82: Pickled Foods

- 1 Asparagus
- 2 Beans
- 3 Beets/turnips
- 4 Cabbages
- 5 Capers
- 6 Chilies/hot peppers
- 7 Carrots
- 8 Cucumbers/gherkins
- 9 Eggplant
- 10 Eggs
- 11 Fish
- 12 Garlic
- 13 Ginger
- 14 Green beans
- 15 Mixed pickled vegetables
- 16 Mushrooms
- 17 Olives
- 18 Onions
- 19 Radishes
- 20 Sauerkraut



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Table 3–83: Clothing 1

- 1 Apron
- 2 Blouse
- 3 Boots
- 4 Buskins
- 5 Cannon
- 6 Cape
- 7 Cassock
- 8 Coat
- 9 Codpiece
- 10 Cowl
- 11 Doublet
- 12 Dress
- 13 Frock
- 14 Gloves
- 15 Gown
- 16 Jacket
- 17 Jerkin
- 18 Jersey
- 19 Kilt
- 20 Leggings

Table 3–84: Clothing 2

- 1 Loincloth
- 2 Pantaloons
- 3 Pants
- 4 Parka
- 5 Petticoat
- 6 Pinafore
- 7 Poncho
- 8 Robe
- 9 Sari
- 10 Scarf
- 11 Shirt
- 12 Skirt
- 13 Slip
- 14 Slippers
- 15 Smock
- 16 Tabard
- 17 Tights
- 18 Trousers
- 19 Vest
- 20 Waistcoat

Table 3–85: Common Tools 1

- 1 Axe
- 2 Bit and brace
- 3 Broom
- 4 Brush
- 5 Chain-cutter
- 6 Chisel
- 7 Clamp
- 8 Crow bar
- 9 Cutters
- 10 Drawknife
- 11 Drill
- 12 File
- 13 Gouge
- 14 Grindstone
- 15 Hammer
- 16 Hammer, sledge
- 17 Hatchet
- 18 Hay fork
- 19 Hoe
- 20 Hook

Table 3–86: Common Tools 2

- 1 Knife
- 2 Mallet
- 3 Measuring line
- 4 Measuring stick
- 5 Mop
- 6 Pickaxe
- 7 Pliers
- 8 Pry bar
- 9 Punch
- 10 Rake
- 11 Right angle
- 12 Rope
- 13 Saw
- 14 Sawhorse
- 15 Scissors
- 16 Scythe
- 17 Shears
- 18 Shovel
- 19 Sickle
- 20 Spade

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Table 3-87: Furs

- 1 Bear
- 2 Beaver
- 3 Cheetah
- 4 Cougar
- 5 Ermine
- 6 Fox
- 7 Jaguar
- 8 Lamb
- 9 Leopard
- 10 Lion
- 11 Lynx
- 12 Marmot
- 13 Mink
- 14 Otter
- 15 Puma
- 16 Rabbit
- 17 Sable
- 18 Seal
- 19 Tiger
- 20 Wolf

Table 3-88: Healer Goods

- 1 Balm
- 2 Bandages, gauze, etc.
- 3 Brace
- 4 Cream
- 5 Curative
- 6 Digestive
- 7 Elixir
- 8 Extract
- 9 Gel
- 10 Infusion
- 11 Lotion
- 12 Mixture
- 13 Oil
- 14 Ointment
- 15 Plaster
- 16 Poultice
- 17 Restorative
- 18 Salve
- 19 Tonic
- 20 Water

COMMERCE

Some haggling may liven an exchange with a merchant or store owner.

Guilds insist on a minimum set price from members who are guaranteed to sell quality goods. You can get it cheaper, but it might not hold up or be the best quality.

Remember supply and demand. If everyone wants an item, the price goes up. And if there is overstock or no one is interested, the price drops.

Some towns lack iron, grapes, and other staples. The local craft may be cheap, but weapons and "drink" are expensive to import. Frontier life is neither easy nor inexpensive.

Table 3-89: Medicinal Herbs

- 1 Angelica, a digestive tonic
- 2 Anise, for insomnia
- 3 Balm, as a skin purifier or sedative
- 4 Basil, an anti-inflammatory
- 5 Chamomile, for wounds and open sores
- 6 Foxglove, as a purifier
- 7 Garlic, as an antiseptic
- 8 Hawthorn, for blood pressure
- 9 Henbane, a poisonous narcotic and sedative
- 10 Laurel, as a tonic for soothing
- 11 Mallow, for swollen eyes or lung inflammation
- 12 Mandrake, for cough, asthma or hay fever
- 13 Mugwort, as a sedative
- 14 Nettle, as an anti-inflammatory
- 15 Nightshade, a poisonous remedy for fever
- 16 Rosemary, as a stimulant
- 17 Sage, as an antiseptic
- 18 Skullcap, for spasms or convulsions
- 19 Valerian, as a calming sedative
- 20 Wormwood, for gallbladder and liver

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Table 3–90: Coin Names 1

- 1 Candareen
- 2 Cent
- 3 Circlet
- 4 Condor
- 5 Cross
- 6 Crown
- 7 Denier/Dinar
- 8 Doubloon
- 9 Dragon
- 10 Dreyling
- 11 Ducat
- 12 Eagle
- 13 Falcon
- 14 Florin
- 15 Guilder
- 16 Guinea
- 17 King
- 18 Koban
- 19 Kroner
- 20 Laurel

Table 3–91: Coin Names 2

- 1 Noble
- 2 Queen
- 3 Pence/Penny
- 4 Pinch
- 5 Pound
- 6 Prince
- 7 Real
- 8 Regal
- 9 Royal
- 10 Shilling
- 11 Skull
- 12 Sovereign
- 13 Stamp
- 14 Star
- 15 Stepple
- 16 Sun
- 17 Talons
- 18 Tirce
- 19 Warrant
- 20 Zehner

Table 3–92: Merchant Houses: Livery/Primary Goods

- 1 Bosele Family. A black griffin on a silver background. *Precious metals and iron.*
- 2 Dasent, Harmunger, and Associates. A tome of gold on a red background. *Books and paper products.*
- 3 Deneldin Family. A sheep with a calligraphic “D” on it. *Wool and other fabrics.*
- 4 Fenin and Urelli. A gold coin on scarlet. *Precious metals and uncut gems.*
- 5 House Bairnbaum. A stylized sun rising over a tree. *Finished wood products.*
- 6 House Endiri. A heavily muscled arm holding a battleaxe. *Weapons and armor.*
- 7 House Engel. A silver needle threaded with gold on black velvet background. *Silk and fabrics.*
- 8 House Melarin. A yellow hippogriff against royal blue. *Paintings, sculptures, and exotic goods.*
- 9 House Orinion. A unicorn horn on a purple background. *Ivory, spices, and silk.*
- 10 House Wenteera. A white bull on a black field. *Livestock and horses. Secretly runs a slave trade.*
- 11 Ikoorl and Daughter. A stylized serpent holding a winged scepter in its tail. *Exotics and art objects.*
- 12 Ironhand Trading Co. A stylized dwarf holding a pick. *Iron, copper, lead, and base metals.*
- 13 Jarnour Family. A raven perched on the fin of a large fish. *Fish and other foodstuffs.*
- 14 Lartmunder and Sons. A stein clutched in a mailed fist. *Ale and spirits.*
- 15 Pendel and Sons. The silhouette of a pine tree sitting on an open palm. *Lumber.*
- 16 Ruggboden and Family. Three casks stamped with a gothic-style “R.” *Ale, mead, and exotic beverages.*
- 17 Silineer, Frassus, and Yarl. Brilliant-cut sapphire on a red-trimmed, white cushion. *Gems and jewelry.*
- 18 Stonehammer Clan. A hammer and chisel. *Migrant dwarven workers, engineers, and architects.*
- 19 Venoriol Family. A wine glass sitting on a grape leaf. *Fine wines.*
- 20 Zentura and Larvin. Three horses pulling plows. *Foodstuffs, spices, and seeds.*

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Table 3–93: Common Crafts/Professions

- | | |
|----|----------------|
| 1 | Barrelmaking |
| 2 | Bookbinding |
| 3 | Bowmaking |
| 4 | Bricklaying |
| 5 | Calligraphy |
| 6 | Carpentry |
| 7 | Casting |
| 8 | Cobbling |
| 9 | Gemcutting |
| 10 | Glassblowing |
| 11 | Leatherworking |
| 12 | Locksmithing |
| 13 | Needlework |
| 14 | Painting |
| 15 | Pottery |
| 16 | Sculpting |
| 17 | Smithing |
| 18 | Stonemasonry |
| 19 | Woodcarving |
| 20 | Weaving |

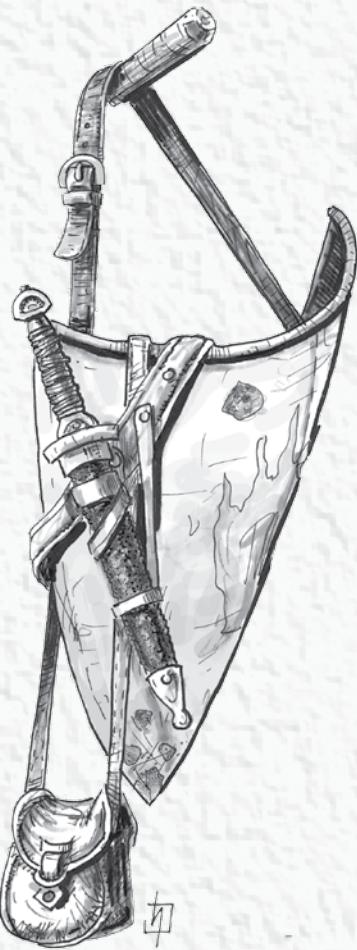


Table 3–94: Magic item Availability

- | | |
|----|---|
| 1 | Item is not available and will not be. |
| 2 | Item is not available and will not be. |
| 3 | Item is not available and will not be. |
| 4 | Item is not available and will not be. |
| 5 | Item is not available, but name/location of someone who may be commissioned to make it is provided. |
| 6 | Item will be available in about two months. |
| 7 | Item will be available in about a month. |
| 8 | Item will be available in about two weeks. |
| 9 | Item will be available in about a week. |
| 10 | Item will be available in 1d4 days. |
| 11 | Item will be available in 24 hours. |
| 12 | Item is available*, 1 available |
| 13 | Item is available*, 1d4 available† |
| 14 | Item is available*, 1d6 available† |
| 15 | Item is available*, 1d8 available† |
| 16 | Item is available*, 1d10 available† |
| 17 | Item is available*, 2d4 available† |
| 18 | Item is available*, 2d6 available† |
| 19 | Item is available*, 2d8 available† |
| 20 | Item is available*, potentially limitless |

* as economy and community stats, and the individual campaign dictate.

† this is for relatively inexpensive items based on community economy.

In Table 3–89 Medicinal Herbs we detail some of the more common herbs and their useful purposes in simple medicine that would no doubt be found in a city or community. For a full list of herbs and plants for such a purpose, see Chapter Six, tables 6–93 through 6–96.



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CRIME

Table 3–95: Pick Pocket Yield 1

- 1 1d3cp
- 2 1d6cp
- 3 1d10cp
- 4 1d6cp, 1d6sp
- 5 1d10cp, 1d8sp
- 6 1d3cp, 1d8sp, 1gp
- 7 2d6sp
- 8 1d20sp
- 9 1d8sp, 1d3gp
- 10 1d3cp, 1d3sp, 1d3gp
- 11 1d6cp, 1d6sp, 1d6gp
- 12 1d10cp, 1d10sp, 1d10gp
- 13 1d20cp, 2d6sp, 1d12gp
- 14 1d6cp, 1d12sp, 1d20gp
- 15 1d4cp, 3d4sp, 3d4gp
- 16 1d12sp, 1d12gp
- 17 1d4cp, 1d4sp, 1d20gp
- 18 1d20cp, 1d4sp, 1d10gp
- 19 1d8cp, 2d8sp, 1d4gp
- 20 1d20cp, 1d20sp, 1d20gp

Table 3–96: Pick Pocket Yield 2

- 1 2cp
- 2 3cp
- 3 6cp
- 4 7sp
- 5 11sp
- 6 4cp, 3sp
- 7 5cp, 4sp
- 8 4sp, 2gp
- 9 8sp, 7gp
- 10 2cp, 2sp, 2gp
- 11 2cp, 3sp, 11gp
- 12 2cp, 4sp, 1gp
- 13 3cp, 8sp, 7gp
- 14 4cp, 3sp, 2gp
- 15 4cp, 7sp, 11gp
- 16 4cp, 9sp, 2gp
- 17 7cp, 6sp, 5gp
- 18 11cp, 2sp, 6gp
- 19 11cp, 7sp, 6gp
- 20 11cp, 10sp, 9gp

Table 3–97: Pick Pocket Yield 3

- 1 Archery gloves
- 2 Badge
- 3 Bell
- 4 Belt pouch
- 5 Bowl
- 6 Brooch
- 7 Cameo
- 8 Candle
- 9 Cape
- 10 Chalk
- 11 Charcoal
- 12 Cloth
- 13 Compass
- 14 Cup
- 15 Dagger
- 16 Dart
- 17 Decanter
- 18 Diamond
- 19 Diamond, flawed
- 20 Diamond, uncut

Table 3–98: Pick Pocket Yield 4

- 1 Dice
- 2 Flask (empty)
- 3 Flask of acid
- 4 Flask of alcohol
- 5 Flask of blood
- 6 Flask of fine wine
- 7 Flask of Greek fire
- 8 Flask of holy water
- 9 Flash of “moonshine”
- 10 Flask of oil
- 11 Flask of paint
- 12 Flask of perfume
- 13 Flask of powder/salt
- 14 Flask of spoiled milk
- 15 Flask of vinegar
- 16 Flask of water
- 17 Flint and steel
- 18 Foodstuff
- 19 Foodstuff wrapped in cheesecloth
- 20 Fork

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Table 3–99: Pick Pocket Yield 5

- 1 Gem
- 2 Handkerchief
- 3 Hairpin
- 4 Healing salve
- 5 Holy symbol
- 6 Hunting knife
- 7 Iron rod
- 8 Iron spike
- 9 Jagged nails/metal shards
- 10 Jar (empty)
- 11 Jar of fine powder
- 12 Jar of food
- 13 Jar of spices
- 14 Jar of stewed vegetables
- 15 Jewelry
- 16 Jeweler's hammer
- 17 Key
- 18 Keys, ring of
- 19 Knife
- 20 Knucklebones

Table 3–100: Pick Pocket Yield 6

- 1 Leather cap
- 2 Leather strap
- 3 Letter, address
- 4 Letter, architectural drawing
- 5 Letter, arrest warrant
- 6 Letter, award
- 7 Letter, bill
- 8 Letter, building plans
- 9 Letter, code/cipher
- 10 Letter, contract
- 11 Letter, crier/script
- 12 Letter, crumbled*
- 13 Letter, deed
- 14 Letter, debt
- 15 Letter, directions
- 16 Letter, forms (filled)
- 17 Letter, forms (unfilled)
- 18 Letter, instructions
- 19 Letter, love
- 20 Letter, marriage certificate

Table 3–101: Pick Pocket Yield 7

- 1 Letter, military orders
- 2 Letter, music notes
- 3 Letter, newspaper sheet
- 4 Letter, open (torn or cut)
- 5 Letter, order
- 6 Letter, password
- 7 Letter, poem
- 8 Letter, plans
- 9 Letter, prayer
- 10 Letter, ransom
- 11 Letter, recipe
- 12 Letter, sealed
- 13 Letter, shopping list
- 14 Letter, shipping manifest
- 15 Letter, sketch
- 16 Letter, spell
- 17 Letter, treaty
- 18 Letter, wanted poster
- 19 Letter, will
- 20 Letter, writ

Table 3–102: Pick Pocket Yield 8

- 1 Lock
- 2 Lock and key
- 3 Lodestone
- 4 Magnet
- 5 Magnifying glass
- 6 Manacles
- 7 Map, leather
- 8 Map, parchment
- 9 Map, vellum
- 10 Mask
- 11 Mason jar
- 12 Medal
- 13 Medallion
- 14 Metal brush
- 15 Mirror
- 16 Monacle
- 17 Mug, small
- 18 Necklace with charm
- 19 Orison charm
- 20 Opera sheet music



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Table 3–103: Pick Pocket Yield 9

- 1 Page torn from book
- 2 Page torn from journal
- 3 Page torn from law book
- 4 Page torn from ledger
- 5 Page torn from newspaper
- 6 Page torn from novel
- 7 Page torn from opera/play
- 8 Page torn from prayer book
- 9 Page torn from spellbook/ritual
- 10 Page torn from unholy text
- 11 Pan pipes
- 12 Parchment
- 13 Pen
- 14 Pencil
- 15 Pendant
- 16 Perfume bottle
- 17 Pin
- 18 Piton
- 19 Potion
- 20 Prism

Table 3–104: Pick Pocket Yield 10

- 1 Pouch of biscuits/hardtack
- 2 Pouch of buttons
- 3 Pouch of clover
- 4 Pouch of coins
- 5 Pouch of charms/fetishes
- 6 Pouch of fine powder/flour
- 7 Pouch of gems
- 8 Pouch of glass beads
- 9 Pouch of herbs
- 10 Pouch of marbles
- 11 Pouch of metal shavings
- 12 Pouch of nails
- 13 Pouch of nuts and dried fruit
- 14 Pouch of rock/shell collection
- 15 Pouch of sand
- 16 Pouch of seeds
- 17 Pouch of small mammal teeth
- 18 Pouch of soot
- 19 Pouch of tea leaves
- 20 Pouch of trinkets

Table 3–105: Pick Pocket Yield 11

- 1 Quill
- 2 Religious icon
- 3 Ring
- 4 Ring, signet
- 5 Rope
- 6 Scarab
- 7 Scroll case
- 8 Sealing wax
- 9 Sewing needle and thread
- 10 Silk scarf
- 11 Silver dagger
- 12 Smokestick
- 13 Smoking pipe
- 14 Snuff box, ivory
- 15 Snuff box, jade
- 16 Snuff box, metal
- 17 Snuff box, ornate
- 18 Snuff box, wooden
- 19 Soap
- 20 Soap, perfumed

Table 3–106: Pick Pocket Yield 12

- 1 Spectacles
- 2 Spoon
- 3 Spell components
- 4 String
- 5 Thieves' tools
- 6 Tinderbox
- 7 Tobacco
- 8 Toy
- 9 Trinket
- 10 Vial (empty)
- 11 Vial of alchemical powder
- 12 Vial of antitoxin
- 13 Vial of dead insects
- 14 Vial of holy water
- 15 Vial of poison
- 16 Vial of rare herbs
- 17 Vial of unholy water
- 18 Waterskin/Wineskin
- 19 Whetstone
- 20 Whistle

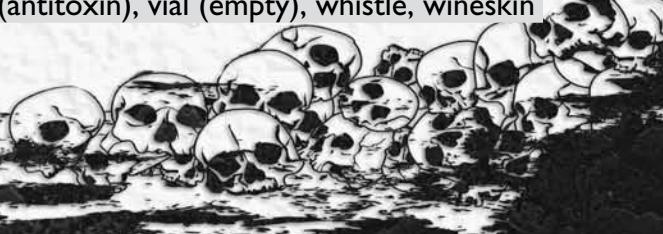
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Table 3–107: Adventurer’s Backpacks 1

- 1 5 ft. of chain, iron rations (1 day), lead pipe, necklace with cameo, silver dust, waterskin (leaking)
- 2 10 ft. silk rope, black silk mask, chalk, dried apples (four), smoked meat, salt lick, steel mirror
- 3 50 ft. silk rope, acid vial, gold cloak pin, hardtack, jar of black grease, tattoo needle, unholy symbol
- 4 Acid vial, bag of fruit, half-eaten turkey leg, silk bedroll, steel trap, wooden box of caltrops
- 5 Arrow fitted with quill tip, map case filled with paintbrushes, small journal, small steel mirror, 4gp
- 6 Artisan’s tools, book, gem (100gp), magnifying glass, map case, thieves’ tools, vial of acid, vial of poison
- 7 Bandage rolls (two), brandy flask, breadcrumbs, mistletoe, pan pipes, thick leather belt, wooden box
- 8 Bar of lavender soap, fileting knife in sheath, hairbrush, hand mirror, manacles, wanted poster
- 9 Bar of rough soap, leather pouch with gem, oil flask, two matching broken arrows, wooden map case
- 10 Bedroll, iron rations (5 days), lockpicks hidden in seam, pipe and pouch of tobacco, vial of poison
- 11 Bell, blanket, dagger, diary, ink, merchant’s scale, manacles, quill, pouch of nails, smoking pipe
- 12 Belt, belt pouch, fishhook, iron pot, mug, short bow, three arrows, vial (empty), whetstone, wineskin
- 13 Bone case (empty), dog collar and whistle, hourglass, ivory flute, map case with sheet music, 7sp
- 14 Book of poetry, personal journal, mapmaking tools, pen and ink, ring or keys, steel bracelet, 3gp
- 15 Boots, cape, chalk, crudely drawn map, dart, healing salve, iron spike, jar of grease, piton, two daggers
- 16 Blanket, folding stool, flint and steel, magnifying glass, silk pouch with 10gp, two empty potion vials
- 17 Bolt of silk, chipped knife, dice, holy water, musical instrument, snuff box, tongs, wooden bucket
- 18 Bottle of rum, navigation instruments, preserved creature’s eye in jar of formaldehyde, tinderbox
- 19 Bottle of wine, fishing net, flask of fragrant oil, map case with map (several Xs), oil lamp, tinder box
- 20 Bread, comb, hatchet, ornate snuff box, mirror, soap, smoking pipe, wooden stake, wool cloak, 6sp

Table 3–108: Adventurer’s Backpacks 2

- 1 Burn salve, coffer, decanter, flask of acid, healer’s kit, helmet visor, hooded lantern, pillow, whetstone
- 2 Candle, dice, fruit, magnifying glass, mortar and pestle, silk scarf, vial of perfume, wineskin, 15sp, 3gp
- 3 Charcoal sticks, flask of rum, jar with a cricket inside, map case with parchment, small silver bell
- 4 Clay mug, dwarven runestone, gemcutter tools, hourglass, smoking pipe, spell component pouch
- 5 Cold iron lock and key, grappling hook (broken), note with address (crumpled), pungent cheese wrapped in oilskin, three white candles, signet ring, vial of perfume, vial of red ink, whetstone
- 6 Cooking utensils, dagger, fine silver thread, iron pot, shield (dented), short sword, spices, whetstone
- 7 Crowbar, gold and ruby earring, lockpick (broken), jar of buttons, needle, spool of black thread
- 8 Crowbar, four arrows, grappling hook, lantern, merchant log book, sickle, sword hilt, throwing axe
- 9 Crowbar, hunting knife, lock, parchment, pipes, short sword, scroll case, sealing wax, tuning fork
- 10 Dice, merchant gram weights, pliers, polished silver mirror, pouch of soot, silver ring, spyglass
- 11 Fish hook and string piercing a wine cork, grappling hook, loaf of bread, sack (empty), wine skin
- 12 Gold bar (1 pound), gold ingot (1 pound), hairpin, silk scarf, tartan cloth, torn page of journal, 17pp
- 13 Gold necklace (broken), flask of holy water, tiny silver dagger, spool of thin wire, whetstone
- 14 Hammer, iron pot, pitons (six), sack of marbles, skin of ale, throwing knife case (empty), 14cp
- 15 Holy symbol, poem, pouch of marbles, signet ring, silver necklace, silver dagger, spyglass, tobacco
- 16 Holy symbol (gold), leather belt pouch, roc feathers (seven), spyglass, 6gp hidden in seam
- 17 Iron rations (three days), love letter (crumpled), sack (empty), silver ink pen, vial of salt, vial of soot
- 18 Letter (to mayor), journal, pen, pencil, prism, silk pouch, snuff box, tobacco, toy, whistle, 4cp
- 19 Map, map case, pouch of glass beads, scarab, tinderbox, vial of antitoxin, vial of blood, vial of ink
- 20 Map, mirror, pouch of feathers, silk scarf, soap, tunic, vial (antitoxin), vial (empty), whistle, wineskin



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Table 3–109: Unusual Thief Tools 1

- 1 Acid
- 2 Air bladder
- 3 Alcohol
- 4 Ash/soot
- 5 Ball of twine
- 6 Blade boots
- 7 Book
- 8 Bottle of dye
- 9 Caged sparrow
- 10 Caltrops
- 11 Candy
- 12 Cat stink
- 13 Chalk
- 14 Change of clothes
- 15 Charcoal
- 16 China marker
- 17 Compass
- 18 Dice or dice cup
- 19 Disguise kit
- 20 Drugged meat

Table 3–111: Unusual Thief Tools 3

- 1 Knife
- 2 Lens
- 3 Listening cup
- 4 Little black book
- 5 Lockpicks
- 6 Lucky charm
- 7 Map
- 8 Marbles
- 9 Mask
- 10 Metal file
- 11 Money belt
- 12 Mug
- 13 Notebook
- 14 Oil
- 15 Paint
- 16 Paintbrush
- 17 Paper
- 18 Putty or clay
- 19 Raw meat
- 20 Rope

Table 3–110: Unusual Thief Tools 2

- 1 Emergency rations
- 2 Empty glass vial
- 3 Eyeglass
- 4 Fake diamonds
- 5 Finger blade
- 6 Fishing wire
- 7 Forged identification papers
- 8 Garrote
- 9 Gem
- 10 Glass cutter
- 11 Gloves
- 12 Glue
- 13 Grappling hook
- 14 Hidden pouch
- 15 Holy symbol
- 16 Ink
- 17 Ink brush
- 18 Ink pen
- 19 Itching powder
- 20 Jewels for bribe

Table 3–112: Unusual Thief Tools 4

- 1 Sand
- 2 Sealed message
- 3 Seeds
- 4 Shaved coin
- 5 Shovel
- 6 Silver dust
- 7 Skin of water
- 8 Small sack
- 9 Smoke bomb
- 10 Sneezing powder
- 11 Spoiled meat
- 12 Spyglass
- 13 Thunderstone
- 14 Tindertwig
- 15 Umbrella
- 16 Various coins from various realms
- 17 Vial of bleach
- 18 Wig
- 19 Wire
- 20 Wire cutter

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Table 3–113: Improvised Weapons 1

- 1 Barrel
- 2 Beer mug or bottle
- 3 Belaying pin
- 4 Belt
- 5 Boot or shoe
- 6 Boiling water
- 7 Brick
- 8 Broken glass
- 9 Broom or mop
- 10 Candelabra
- 11 Cane or walking stick
- 12 Cloak
- 13 Crockery
- 14 Fireplace poker
- 15 Frying pan
- 16 Hairpin
- 17 Handful of dirt
- 18 Helmet
- 19 Ice pick or icicle
- 20 Jeweler's tools

Table 3–114: Improvised Weapons 2

- 1 Lute or mandolin
- 2 Meat cleaver
- 3 Metal pipe
- 4 Metal platter
- 5 Mirror
- 6 Oar or paddle
- 7 Pen
- 8 Rock
- 9 Rope
- 10 Sewer grate
- 11 Shaving razor
- 12 Shovel
- 13 Sign
- 14 Stein or tankard
- 15 Table or chair leg
- 16 Umbrella
- 17 Umbrella cane
- 18 Unconscious person
- 19 Vial of ink
- 20 Wooden shiv

Table 3–115: Hidden Weapon Location

- 1 Arm/shoulder sheath
- 2 Behind ear
- 3 Belt
- 4 Boot
- 5 Boot heel
- 6 Bottom of foot
- 7 Disguised as common item
- 8 Fold of cloak
- 9 Glove
- 10 Glued to skin
- 11 Hair
- 12 Hem of clothing
- 13 Hollow scabbard
- 14 Inner thigh
- 15 Leg of breeches
- 16 Nape of neck
- 17 On back
- 18 Sleeve
- 19 Undergarments
- 20 Weapon grip

Table 3–116: Bribes, Basic

- 1 Act as double agent
- 2 Assassination
- 3 Chance for partnership
- 4 Coerce confession from another in jail
- 5 Discount on business
- 6 False promise*
- 7 Fence goods
- 8 Fine wines or ales
- 9 Frame someone
- 10 Info on more lucrative crime
- 11 Lookout
- 12 Passwords to criminal dens
- 13 Payment in coins or gems
- 14 Percentage of the take
- 15 Perform a favor
- 16 Protection
- 17 Remove a threat
- 18 Stool pigeon
- 19 Turn in superior
- 20 Turn over illicit goods



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Table 3–117: Bribes, Advanced 1

- 1 Allow local tough guy to beat you up to impress someone
- 2 Arrange (with the jailer) for a short visit with someone currently inside a prison
- 3 Arrange for a day pass to a guild's library
- 4 Arrange for a large donation to your deity's temple
- 5 Arrange for a one-time "insider's rate" at the local armory or potion shop
- 6 Arrange for a shipment to be lost
- 7 Arrange for a weapon to be smuggled into a party/gathering
- 8 Arrange for all of the guests at a party/gathering to be mildly poisoned
- 9 Arrange for someone to display romantic interest in another
- 10 Arrange for someone to forget a romantic interest in another
- 11 Arrange for someone's case to be reopened/re-examined
- 12 Arrange for you to talk for a few minutes with an influential person
- 13 Convince a diviner to report a false reading
- 14 Convince a supplier of goods or services not to serve a particular individual
- 15 Convince a witness to give false testimony
- 16 Convince a perjurer to recant his false testimony
- 17 Frame someone for a crime
- 18 Get someone a job where he can gather information
- 19 Have a paperwork snafu and delay an execution for a few days
- 20 Help arrange a secret meeting

Table 3–118: Bribes, Advanced 2

- 1 Help obtain rare/banned items
- 2 Help person pass as someone of higher/lower ranking
- 3 Hold illegal goods for an allotted time
- 4 Lure goblins into town so you can rescue the town from them
- 5 Make sure the best suite at the inn is reserved for person
- 6 Obtain the correct password for a secret meeting
- 7 Provide an alibi
- 8 Provide a contact at the magistrate's office to cut through some red tape
- 9 Provide a detailed map of dungeon/manor house/tower
- 10 Provide a distraction
- 11 Provide a hiding place
- 12 Provide information on a cargo shipment
- 13 Provide inside information for a bet
- 14 Provide monetary reward
- 15 Provide a place to offload goods
- 16 Smuggle illegal weapons/goods into town
- 17 Smuggle wanted person out of town
- 18 Take care of someone's mount becoming *injured*
- 19 Tell an official's schedule
- 20 Wrangle an invitation to the local ball

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Table 3–119: Safehouses

- 1 Alchemy shop that doubles as a gambling den
- 2 Basement beneath a church library
- 3 Behind a smithy with double tong emblem
- 4 Bolthole at the basement of Grim's Tavern
- 5 Cot hidden in the attic of a small home
- 6 Cottage at the end of Dusty Alley
- 7 Forgotten niche at the base of a keep
- 8 Hayloft above a legitimate livery
- 9 Hidden parlor inside a brothel
- 10 Lean-to hidden above a tavern
- 11 Magical scroll that creates an invisible tent
- 12 Moneylender's vault behind a greengrocer
- 13 Small room at the back of a meatlocker
- 14 Spare room above a jeweler's shop
- 15 Storage room at back of seamstress shop
- 16 Studio behind a secret door
- 17 Small apartment between two bakeries
- 18 Two-story apartment behind a cooper
- 19 Unattended wagon at the end of High Street
- 20 Under a brewery crawlspace

Table 3–120: Rogue Guilds

- 1 Acrobats of Grace and Guile
- 2 Archers of the Silent Arrow
- 3 Black Dragon Monarchs
- 4 Eye and Lens Guild
- 5 The Gold Circle
- 6 Guild of the Dying Song
- 7 Hidden Dagger Guild
- 8 The Jade Hand
- 9 Kingsbane
- 10 Knights of the Underworld
- 11 The Lamplighters
- 12 Old City Raiders
- 13 Order of Midnight
- 14 The Quiet Night Guild
- 15 The Rapier's Point
- 16 Rogues of the Green Blade
- 17 Silver Shadow Swordsmen
- 18 Twin Daggers
- 19 The White Skull
- 20 Undercity Guardians

Table 3–121: Rogue Guild Descriptions

- 1 Alliance of the Cloak. Multiracial league of spies, contract thieves, and discreet mercenaries.
- 2 The Black Cloister. An ancient order of thieves that can only be joined through familial bloodlines.
- 3 Broken Bones. Thugs, racketeers, and intimidation experts. No one wants them visiting their shop.
- 4 Cats' Claws Guild. Part intimidation and part burglary, this guild is notorious for charm and guile.
- 5 Crawling Eyes. Information hounds, the Eyes are everywhere and pay handsomely for gossip.
- 6 Cutpurse Moan. Mostly pickpockets, these rogues also steal from low-rent businesses and homes.
- 7 Fraternity of Mist. A complex order, complete with rituals, ranks, and blood oaths.
- 8 The Gauntlet. Mostly lockpickers and safecrackers, members of the Gauntlet work for anyone.
- 9 Glassmen. Thieves who also maintain skills in craftsmanship and weaving.
- 10 Gorgon and Fist Guild. A new guild using cryptic runes to mark their territory and safehouses.
- 11 Grey Knights. Thieves who have convinced themselves that their deeds are for the good of all.
- 12 The Hatsmen. Shopkeepers and community leaders who run/steal illegal goods behind the scenes.
- 13 Ivan's 40. A gang of thieves who dress similarly and work in tandem to evade guards.
- 14 Miner's Guild. A front for an otherwise disorganized group of thieves.
- 15 The Nevermen. A now-dead guild that rumor says sold its name to a mercenary company.
- 16 Orcs. A misnomer used to distract authorities from their true purposes...
- 17 The Orphans. Working mostly with crowds to find marks, shill for coin, and con everyone.
- 18 Sisters of Shadow. An all-woman's group of confidence tricksters and brokers.
- 19 Skull Ward. A mysterious group of thieves connected to almost everything.
- 20 Venom Shards. A poorly named group made up of young vagabonds with little direction.

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RELIGION

Table 3–122: Church Descriptions, Detailed

- 1 All doors and windows of the church face south. It has a nave with three chapels, a choir alcove, two altars in the transept, and a main altar. To the north of the main altar are a belfry and a sacristy. The convent, which forms an annex to the church, now houses an archaeological museum where holy relics captured in crusades into evil lands in ages past are displayed.
- 2 Building is actually an ancient mansion left to the church, only recently secured by church funds. Inside are sprawling rooms dedicated to different aspects of the deity. The walls have been left intact, so while there is no one common hall of worship, many smaller ceremonies are simultaneously going on.
- 3 Building housing the church is shaped like a morningstar or mace, with a long entry hall showcasing many of the shields or banners used by the faithful when going to battle. At the business end, the building branches out like a star, with the main worship hall in the center and clerics' quarters, high priest's retreat, holy relics, and care and health halls branching outward.
- 4 Built into a gigantic tree in the center of the community which dwarfs all those around it. The tree is an icon of the deity and is said to have grown with the blessing of the god. Both naturally hollowed-out rooms and man-made additions on sturdy branches hold the various offices and prayer chambers of the faithful, a majestic natural stair winding up to all.
- 5 Church consists entirely of connected towers, the main hall divided by a screen depicting saints and scenes from the religion's history. Gray slate and white beams are used to help support the towers and their multiple levels. There are no chairs or pews; during ceremonies all worshippers are expected to stand. Small towers toward the edges of the property house the church's popular meditation pools.
- 6 Church is built around the skeleton of an ancient dragon that perished trying to force the faithful from the land in years past. The skeleton acts as the framework for the walls; the head an atrium, its ribcage the worship hall, and the tail and limbs leading to clerics' chambers and rooms of solitude. Thin, clear ultra-thick glass windows all face the sunset.
- 7 Church of magic is built into the side of an ancient and now-dormant volcano, shaped through spells to form the volcanic glass into walls and towering spires dedicated to the deity. It all has a very organic feel; the magic used created ultra-smooth glass walls and flowing hallways rounded and calming to those who walk them. There are icons of the faith about, but they are small, leaving the majority of the place very open and accessible.
- 8 Church was destroyed in a magical storm and the current high cleric continues the services among the ruins. Stone walls with dangerous rubble removed are all that remains around simple tents used to house the clerics of the deity. They believe themselves unworthy and make amends to the deity. They refuse any outside aid, saying when they have atoned the church will rise again.
- 9 Designed in a simple disk shape, with a domed ceiling made of material to capture the light of the sun and keep it in at all times of day or night. Inside are many curved balconies, with stair and ladder access leading to study rooms with books, meditation chambers with resting facilities, and clerics' quarters.
- 10 Entrance of the church is full of fine wall paintings and the interior is entirely gold-painted. Domed towers encircle the main building at all points of the compass. The roof is ringed by gargoyles. The main atrium has an ivy-covered altar and marble floors flanked with nearly 20 alcoves, where eternal candles burn. The windows have been bricked up to form archer holes.

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- 11 Hollowed-out stone cave by the shoreline with a path leading to it. Inside the walls are decorated with the paraphernalia of the deity and its faithful. While it is essentially one great worship hall, there are many side caves where clerics rest and goods are stored. Candles flickering from shore winds give the place a look of movement.
- 12 Monastery stands surrounded by huge pine trees. Many outbuildings have been converted to schools to teach the children of the land. It is partially famous for a statue of the god of learning, which is said to weep from time to time over the curse of ignorance.
- 13 Most of its buildings converted to a hospital during a time of war and its primary function shifted to this after that time. Within the walled perimeter can be found a small grove of ancient olive trees said to promote the healing magic of the faith. The church is not overly adorned with holy relics, but many chambers now serve a more practical purpose for patients of the land.
- 14 Part of a gigantic stone bridge, built by the faithful in ages past to connect two warring nations. Accessed by entrances on either side, its roof is crossed by marching soldiers and beast-drawn wagons. Underneath are the rooms of clerics, a great worship hall suspended over the waterway below, and facilities in the arches of the bridge for storing holy weapons and relics.
- 15 Part of this church was accidentally burnt down in recent times and is currently under reconstruction. Three small chapels are on the holy ground owned by the church, with a long pergola covered in grape vines between them and the main domed building, which houses cleric quarters and the main altar. The main building has marble floors.
- 16 A ruin, what stones remain are scorched, the land around it appears salted or cursed, the walls invaded by vines of ivy. There are several pikes with bodies impaled upon them. The church was burned down by a necromancer, lore says, and the bodies are his and those of his undead. The church followers were victorious over the defilers. However, the rebuiling effort has halted, showcasing the dead as a warning to godless villains.
- 17 Ruler of the kingdom took a deep personal interest in the otherwise unremarkable church and commissioned a well-known artist to paint large imposing murals on the ceiling, columns, and walls of the square and rigid buildings and the atrium. The windows are all circular and filled with green and blue stained glass.
- 18 Shrine's first floor is halfway below ground level, judging by the low windows. The women of the church are multi-talented: some paint icons, others embroider vestments and items for liturgical use. Hand-painted eggs are famous around the land, as are the sisters' prayer ropes, bookmarks, and other crafts. The church members make incense for use in ceremonies and for private prayer, which is usually done in the many private alcoves.
- 19 Temple consists of the main building, both grandiose and towering, and several outbuildings built nearby which have been annexed by the church in its many years. It shows signs of obvious wealth, with grand chandeliers and luxurious tapestries woven by masters of the church. Statues of saints holding fonts of holy water, symbols of the faithful, and holy cloth are common and usually of bronze, silver, and even gold.
- 20 Two massive towers straddle the main building of this oval-shaped temple, with massive pillars holding up a partial roof around the circumference of the church. Inside the oval building is a large inner courtyard with a sundial, around which are a cloistered walkway and numerous cells and halls. The vaulted ceilings of the halls are tastefully painted with floral decorations and scenes from the church scriptures.

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Table 3–123: Churches 1

- 1 Abbey
- 2 Asylum
- 3 Basilica
- 4 Bethel
- 5 Bastion
- 6 Cathedral
- 7 Chantry
- 8 Chapel
- 9 Church
- 10 Cloister
- 11 Collective
- 12 Compound
- 13 Convent
- 14 Covey
- 15 Cult
- 16 Fane
- 17 Fellowship
- 18 Hall
- 19 Haven
- 20 Holy ground

Table 3–124: Churches 2

- 1 House
- 2 Kirk
- 3 Mission
- 4 Monastery
- 5 Mosque
- 6 Naos
- 7 Nunnery
- 8 Rectory
- 9 Refuge
- 10 Reliquary
- 11 Retreat
- 12 Sanctum
- 13 Sanctuary
- 14 Shrine
- 15 Stupa
- 16 Synagogue
- 17 Tabernacle
- 18 Temple
- 19 Tower
- 20 Wat

Table 3–125: Clerical Titles

- 1 Abbot
- 2 Acolyte
- 3 Archbishop
- 4 Ayatollah
- 5 Bishop
- 6 Brahman
- 7 Cardinal
- 8 Deacon
- 9 Guru
- 10 Imam
- 11 Lama
- 12 Minister
- 13 Missionary
- 14 Pastor
- 15 Priest
- 16 Prophet
- 17 Saint
- 18 Shaman
- 19 Shah
- 20 Wise Woman

Table 3–126: Worshippers

- 1 Come for self-image
- 2 Come out of popular duty
- 3 Come to atone for religious wrongdoing
- 4 Come to pray for another's failure
- 5 Come to pray for another's success
- 6 Come to pray for communal well-being
- 7 Come to pray for personal gain
- 8 Come to pray for protection from others
- 9 Come to receive holy abjuration magic
- 10 Seek advice on current troubles
- 11 Seek advice on the future
- 12 Seek advice on the past
- 13 Seek confirmation of faith
- 14 Seek correct path of choice
- 15 Seek enlightenment
- 16 Seek holy healing
- 17 Seek holy water or blessing
- 18 Seek inner peace
- 19 Seek solace from the public
- 20 Seek to impress others

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Table 3–127: Holiday Names 1

- 1 All Saints Day
- 2 All Spirits Day
- 3 Ascension Day
- 4 Autumnyule
- 5 The Betrothing
- 6 Bluemoon
- 7 The Bounty
- 8 Calling of Luck
- 9 Clement's Advent
- 10 Conqueror's Day
- 11 Dawning Dead
- 12 Day of Receiving
- 13 Day of Romping
- 14 Day of Warding
- 15 Fallsend
- 16 Feast of Arts
- 17 Festival of Fire
- 18 Festivus
- 19 Fools Day
- 20 Games Day

Table 3–128: Holiday Names 2

- 1 Harvestide
- 2 High Hills Day
- 3 Horror's Day
- 4 Innocence Day
- 5 King's Day
- 6 The Lucktide
- 7 Midsummer Moot
- 8 Morn of the Sea Queen
- 9 Naming Day
- 10 New Year Day
- 11 Night of Splendors
- 12 Queen's Fair
- 13 Ritual of Fathers
- 14 The Shearing
- 15 Starlight Celebration
- 16 Storm's Keeping
- 17 Summer Solstice
- 18 Trades Day
- 19 Twelve Nights of Magi
- 20 Winter Solstice

Table 3–129: Holiday Celebrations 1

- 1 Celebrate the life of the deceased
- 2 Celebrate a bounty
- 3 Celebrate a great victory
- 4 Celebrate creation of a deity
- 5 Celebrate rare lunar or solar moment
- 6 Celebrate rise of a ruler
- 7 Celebrate the beginning of a new year
- 8 Celebrate the constellation and stars
- 9 Comet or death of a star
- 10 Contest of prowess
- 11 Day after harvest trading foodstuffs
- 12 Day of a great hero
- 13 Day of jesters, comics and practical jokes
- 14 Day of purifying fasting
- 15 Day when animals bred for fur are shorn
- 16 Day when weddings are announced or held
- 17 End of a dark time or great war
- 18 Establish a border
- 19 Fair showing strides in art or creation
- 20 Fair where new inventions are exhibited

Table 3–130: Holiday Celebrations 2

- 1 Great triumph over evil
- 2 Harvest day
- 3 Holiday of cleansing
- 4 Honor city guards
- 5 Joyful holiday to raise morale
- 6 Midsummer festival
- 7 Midwinter festival
- 8 Passing of a deity
- 9 Religious holiday for blessings
- 10 Religious holiday for the saints
- 11 Remember a tragedy
- 12 Respect for a hero or group of heroes
- 13 Respect for an ancient order of magicians
- 14 Sacrifices for a mild winter
- 15 Scary holiday for children
- 16 Trade festivals and signing pacts
- 17 Treaty with an old enemy
- 18 Ward off bad luck and encourage good
- 19 Ward off bad weather
- 20 Winning independence

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GUILDS

Table 3–131: Guilds 1

- 1 Accounting
- 2 Adventurers
- 3 Alchemists
- 4 Alloy
- 5 Animal Husbandry
- 6 Apothecary
- 7 Architects and Builders
- 8 Armorers
- 9 Artisans
- 10 Artists and Sculptors
- 11 Assassins
- 12 Bakers
- 13 Barbers
- 14 Barkeepers
- 15 Barristers
- 16 Beekeepers
- 17 Beggars
- 18 Blacksmiths
- 19 Bookbinders
- 20 Bounty Hunters

Table 3–132: Guilds 2

- 1 Bowyers
- 2 Brass
- 3 Breeding
- 4 Brewers
- 5 Bricklayers
- 6 Butchers
- 7 Captains
- 8 Carpenters
- 9 Cartwrights
- 10 Chimney sweeps
- 11 Chirurgery
- 12 Cloth workers
- 13 Coachdrivers
- 14 Cobblers
- 15 Cotton
- 16 Couriers
- 17 Courtesans
- 18 Criers
- 19 Curing
- 20 Custodians

Table 3–133: Guilds 3

- 1 Diviners
- 2 Dyers
- 3 Enchanters
- 4 Engineers
- 5 Entertainers
- 6 Explorers
- 7 Export
- 8 Fishermen
- 9 Falconry
- 10 Fighters
- 11 Foresters
- 12 Fortune Tellers
- 13 Foundation
- 14 Gemcutters
- 15 Glassworkers
- 16 Goldsmiths
- 17 Gravediggers
- 18 Grooming
- 19 Healers
- 20 Horse breeders

Table 3–134: Guilds 4

- 1 Hostlers
- 2 Hunting
- 3 Import
- 4 Innkeepers
- 5 Ironmongers
- 6 Lamplighters
- 7 Leatherworker
- 8 Livery
- 9 Locksmiths
- 10 Masons
- 11 Mercenaries
- 12 Merchant Marines
- 13 Merchants
- 14 Metalsmiths
- 15 Morticians
- 16 Millers
- 17 Miners
- 18 Navigators
- 19 Pages
- 20 Painters

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Table 3–135: Guilds 5

- 1 Painters
- 2 Pearl divers
- 3 Philosophers
- 4 Poison
- 5 Porters
- 6 Potters
- 7 Produce
- 8 Rangers
- 9 Roofers
- 10 Rope makers
- 11 Sailors
- 12 Salt
- 13 Scholars
- 14 Security
- 15 Servants
- 16 Shipwrights
- 17 Silversmiths
- 18 Slavers
- 19 Sorcerers
- 20 Stage

Table 3–136: Guilds 6

- 1 Stewards
- 2 Stonemasons
- 3 Swordsmiths
- 4 Tanners
- 5 Teamsters
- 6 Thieves
- 7 Tinkers
- 8 Tool smithing
- 9 Traders
- 10 Vintners
- 11 Waggoners
- 12 Wainwrights
- 13 Weavers
- 14 Wenching
- 15 Whalers
- 16 Wheelwrights
- 17 Woodsmen
- 18 Wool
- 19 Wreckers
- 20 Wrights

Table 3–137: Fantastic Guilds

- 1 Abjuring Guild. Concentrating on protective and shielding magic for both hire and consultation.
- 2 Arcana Guild. A guild that studies possible lost sources of magic power.
- 3 Conjunction Guild. Regulates and studies the possibilities of creation magic.
- 4 The Created Guild. A guild studying the uses and creation of golems, homunculi, and other created.
- 5 Divining Guild. Regulates fortune tellers, stargazers, and any using arcane methods for foresight.
- 6 Evocation Guild. Associated with battlefield magi and spells of harm.
- 7 Exorcism Guild. A guild overseeing the eradication of possessive spirits.
- 8 Fey Magic Guild. Associated with the esoteric and unexplained mysteries of seelie/unseelie arcana.
- 9 Fire Magic Guild. Regulates and oversees practical use of flame magic within civilization.
- 10 Fleshcrafting Guild. A guild associated with the academic study of fleshcrafting.
- 11 Glyphs and Wards Guild. Associated with abjurations specifically involving warding a settlement.
- 12 Healer Guild. Associated with arcane and divine magic involving healing.
- 13 Illusion Guild. Associated with the illusion school of magic.
- 14 Necrology Guild. A guild associated with the academic study of undead.
- 15 Necromancy Guild. Associated with the necromancy school of magic and its applicable uses.
- 16 Occultism Guild. A guild associated with the academic study of cults and the occult.
- 17 Prophecy Guild. Associated with divinations specifically involving future events.
- 18 Scrying Guild. Associated with divinations specifically targeting another person.
- 19 Summoning Guild. A guild associated with the academic study of conjured and summoned beings.
- 20 Transmutation Guild. Associated with magic that provides for-changing magic.

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Table 3–138: Monthly Guild Operations

- 1 Guild suffers a 25% setback in operations
- 2 Guild suffers a 20% setback in operations
- 3 Guild suffers a 15% setback in operations
- 4 Guild suffers a 10% setback in operations
- 5 Guild suffers a 5% setback in operations
- 6 Extraordinary circumstances decrease guild operations in many different ways
- 7 Guild neither gains nor loses money —seems to be in a holding pattern with dim prospects
- 8 No real setbacks, but guild sees a slight decrease in membership
- 9 No real setbacks, but guild sees a disturbing decrease in membership
- 10 Guild operates normally, meeting membership expectations. Maintains a balance with expenses.
- 11 Guild operates normally, meeting membership expectations. Maintains a balance with expenses.
- 12 No real gains, but guild sees a slight increase in membership
- 13 No real gains, but guild sees a promising increase in membership
- 14 Guild neither gains nor loses money—seems to be in a holding pattern with good prospects
- 15 Extraordinary circumstances increase guild operations in many different ways
- 16 Guild enjoys a 5% increase in operations
- 17 Guild enjoys a 10% increase in operations
- 18 Guild enjoys a 15% increase in operations
- 19 Guild enjoys a 20% increase in operations
- 20 Guild enjoys a 25% increase in operations

Table 3–139: Guild Complications

- 1 Bandits delay or capture shipment of goods, which needs to be returned.
- 2 External interest in the guild's operations are up, increasing membership interest.
- 3 Fire, flood, or storm damages guild house in significant way.
- 4 Fire, flood, or storm damages or delays goods by land or sea for manufacture and distribution.
- 5 Guild in a nearby city or community closed down or suffered collapse. Memberships rise locally.
- 6 Guild's products/services aren't of immediate use to the community, whose interests lay elsewhere.
- 7 Guild's interest meets the local authority's or rulers, and a large order comes in.
- 8 Influx of settlers to the area (general increase of population).
- 9 Large or extended noble family with many members in the guild uses leverage.
- 10 Local taxes on guild operations are high, membership benefits are lacking, or overall morale fails.
- 11 Members are suspected of selling out to rivals.
- 12 Mysterious benefactor or member makes increased donations to increase his standing in the guild.
- 13 Overall economy is suffering and purchases in general are down.
- 14 Propaganda from another guild makes belonging to the PCs' guild look unfavorable.
- 15 Rival guild is making a superior product or offering better services.
- 16 Rival guild is troubled or suffering setbacks and the PCs' guild becomes the favorite for its services.
- 17 Rival guild offers a better overall membership deal.
- 18 Sudden demand for goods through popularity increases revenue.
- 19 Trade or interest of the guild becomes synonymous with the community in general.
- 20 War or tragedy in a nearby land increases the need for the guild's products or services.

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Table 3–140: Guild Adventures 1

- 1 Guild asks the PCs to investigate the city sewer system under certain guild houses to be sure they aren't using the ducts for purposes other than removing waste.
- 2 Guild claims innocence when a band of mercenaries begins roughing up its members for "shoddy workmanship." Who is behind this bullying?
- 3 Guild discovers two vital tomes missing from an until-recently neglected portion of its library. A former member turned swampland hermit is suspected, and the PCs are hired to retrieve the books at any cost.
- 4 Guild member approaches a PC. He believes a rival is trying to kill him. He asks the PC to investigate while he hides in the city.
- 5 Guild member is attacked by a lycanthrope and it's nearly a full moon. She wants the PCs to escort her to a priest in the next town who can help quickly, keep it quiet, and protect innocents.
- 6 Guild members who have their business cut by local humanoids who excel at their craft (dwarves for stonework and elves for bowmaking) demand action.
- 7 Guild rivalries are so strong, open attacks on the street are common. Recently a group of innocent bystanders were injured, and now the townsfolk want something done.
- 8 Guild rivalry turns bitter and violent when a high-ranking journeyman of one guild turns up dead. The PCs are asked to help intervene, but once involved find more culpable guild members.
- 9 Guild's contacts start to dry up in the city, being replaced or bought out by a rival or enemy of the guild. Once the economy is "locked down," no one will be able to operate without approval.
- 10 Guildmaster friend of the PCs is suffering from a seemingly incurable and painful illness. While healers have high hopes, he asks them to help him run the guild temporarily.
- 11 High-ranking guild member seeks out the PCs to sponsor him for the next rank. There is much at stake, and perhaps the PCs can't agree on who should sponsor the NPC.
- 12 High-ranking member of the guild hears of the PCs' exploits and wants to hire them for a "personal matter." He wants a family member escorted out of the city for protection.
- 13 Important specific trail maps have been stolen from a wayfarer's guild and the PCs are asked to retrieve them. Do they lead somewhere someone wants kept a secret?
- 14 It is said an astronomer's guild has uncovered a dire prediction for the land, but those few suspected of being members have disappeared.
- 15 It is suspected that caravans guarded by the guardsmen's guild are hit harder than others, and some members may be leaking route info to bandits.
- 16 Large numbers of flawed magic scrolls appear in the marketplace and links tie this back to the wizard's guild. But is the answer this simple?
- 17 Local respected bard is being paid by businesses (who don't respect the guild hierarchy) to plant tales of corruption among the townfolk.
- 18 Local respected bard is being paid by businesses (who don't respect the guild hierarchy) to plant tales of corruption among the townfolk.
- 19 Master of a craft has set up shop exactly two feet outside the limit of where the guild territory of his trade operates in the city. His work is so good many folk still risk the full day's journey to his shop. He refuses to join under any circumstances.
- 20 One of the PCs' teachers in the guild was overly harsh to three other apprentices in recent weeks. Now that instructor turns up dead.

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Table 3–141: Guild Adventures 2

- 1 Outstanding merchant with consistent business refuses to join the guild. Some members want him pushed into joining, while others respect his privacy. Could he be using materials or practices that the guild forbids?
- 2 Paranoid and bitter guildmaster hires a group of wizards to help him run his guild, using divination magic to uncover traitors and spies. Unfortunately, some known honest merchants (even PCs' allies) are targeted.
- 3 PCs' guildmaster receives a promotion to a new city and must leave a successor, here. No one in this city is fit to govern, nor does he trust anyone. Without a guildmaster, the PCs must keep tabs on the infighting that follows.
- 4 PCs' guildmaster receives a blackmail note. It's something she didn't do, but the culprit claims to have evidence to the contrary.
- 5 PCs overhear that a group has learned of the next meeting place of a highly secretive guild. They plan to spy and sell the secrets if they can.
- 6 PCs are set up to "accidentally" overhear a plot to assassinate the guildmaster to test their loyalty.
- 7 PCs uncover a plot between guilds wherein stargazers' guild predicts a massive drought destroying crops so the various farm and food guilds can raise prices in response, giving the stargazers a cut.
- 8 Powerful evil creature seeks to usurp a guild to ensure control over a facet of business in which it has great interest, and the PCs run afoul of the plot.
- 9 Rotten guildmaster has been arrested. Many suspect there are many still loyal to him in the ranks. The PCs are asked to work with the jailed guildmaster to hunt down these remaining members.
- 10 Royalty whose coffers are running dry begins plotting to take over the nearest and most profitable guilds by planting relatives in key positions.
- 11 Several small guilds (with an equal number of members) each try to gain notoriety over the others. A famous adventurer might be the answer, and each guild aggressively tries to recruit the PC.
- 12 Small community guild slipping in power wants to lure masters from a nearby city to join its ranks and increase its prestige. They are willing to go (deeply) into debt to secure the right people.
- 13 Some merchants are getting too comfortable with the guild's advantages and as a result let their work slack off, much to the dismay of the honest merchants.
- 14 Someone on the inside, close to the guildmaster, is betraying the guild's secret signs to a bunch of thieves, probably for a cut.
- 15 Stubborn, rich noble wishes to start a rival guild to one already established because he wants to be guildmaster.
- 16 Two guildmasters, of vastly different organizations, consider joining their guilds as one despite the bizarre membership trials and complexity that would be involved.
- 17 Well-respected member of the community wins a long bid to become guildmaster, but a powerful adventurer comes to town hunting this person for crimes against his family long ago.
- 18 When many members are confronted with late dues, they all insist they already paid. Soon is it learned that someone is posing as the guild's dues collector, having made off with the money.
- 19 While on route to a lucrative treaty meeting, two guildmasters are waylaid by highwaymen, who demand an outrageous ransom.
- 20 Young apprentice friend of the PCs injures himself or has a prize craft stolen and cannot pay his dues or rent. The guild does not extend favors to members of his rank.

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TAVERNS, INNS, AND RECREATION

Table 3–142: Taverns and Inns 1

- 1 Admiral's. This place is run by a navy man, who uses many colorful sayings.
- 2 Ale Well. Only ale is served here.
- 3 Bean Inn. This place is covered with trellises during the winter and beans in summer.
- 4 Bell Tower. A tavern was built around the old bell tower.
- 5 Bellmaker's. This place is run by the town's bell maker. His shop is in the back of the building.
- 6 Black Portrait. A large portrait of black paint sits above the mantle.
- 7 Boomer's. The owner's bellowing voice shakes the rafters. His name is Tiny.
- 8 Brine Cat. Named for a mythical creature that lives in the brine and eats sea birds and urchins.
- 9 Bull's Horns. A large set of horns graces the front door, far too large for an ordinary bull.
- 10 Burrow. Caters to small patrons.
- 11 Chapel. This building was once a church. Some of the stained glass remains in the windows.
- 12 Cheaters. The owner loves retelling the tale of the green slime which robbed him of his arm.
- 13 Chessman. If a patron beats the owner at chess he gets free room and board for one night.
- 14 Cloister. Loud voices and noises are prohibited in this otherwise normal tavern.
- 15 Coop. The entire second floor houses chickens. Eggs and chicken dishes are served every meal.
- 16 Copper Drake. A copper dragon head leans out over the bar. It blinks occasionally.
- 17 The Corsair. Owned by an ex-merchant marine who spins tales of the sea (true or otherwise).
- 18 Cracked Pot. Cheap mutton and bear meat fill the menu, along with watered-down drinks.
- 19 Cricket's. Run by a bard named Cricket who plays one song for the crowd every night.
- 20 Cudgel. A huge wooden club hangs from the front of the building, with the rune for storm on it.

Table 3–143: Taverns and Inns 2

- 1 Dancer and the Dark Mage. This place is run by twin brothers who are exact opposites.
- 2 Dancing Bear. This place boasts a caged dire bear, which seems well treated if cramped.
- 3 Dart Room. Nightly dart-throwing contests bring in most of the business here.
- 4 Decimator's. The intelligent sword that hangs on the mantle sometimes tell tales of past glories.
- 5 Deer's Perch. A wooden carved deer perches on a pole jutting from the front of the building.
- 6 Dragon's Horn. This place is run by former prostitutes, of both sexes and different races.
- 7 The Eagle's Landing. Built atop a small knoll, the tavern is known for its all-night parties.
- 8 Ebby's Galley. Inside the place is furnished to resemble a ship's galley, including porthole windows.
- 9 Emporium. An ex-adventurer runs this place. It is decorated with odds and ends from his quests.
- 10 Endless Decanter. Named after the magic item of the same name that dispenses ale.
- 11 Errant Fighter. Though the owner is never around, the staff continue to work the tavern.
- 12 Fallen Star. A meteor fell through the roof here. The owner left it where it fell.
- 13 Feral Daughter. The owner refuses to serve anything from a farm, only wild game.
- 14 Father's Tavern. Shiny trinkets hang from the rafters on string. Contributions are welcome.
- 15 Fern's. Guard dogs are chained to the back door and to the cellar door. The windows are barred.
- 16 Fish Story. A sea serpent's head hangs above the bar. The owner loves to talk about it.
- 17 Fisher's. A large net covers the ceiling of the place; assorted nautical and beach finds adorn it.
- 18 Gladiator's Hole. Exotic weapons adorn the walls of this tavern.
- 19 Griffin's Nest. A nest, sized for a griffin, rests on the flat roof of this place. There are feathers in it.
- 20 The Gorgon's Grog. Named for an infamous (and potent) drink that no one can drink two of.

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Table 3–144: Taverns and Inns 3

- 1 Hag's End. The proprietor is a comely young lass with a mysterious past.
- 2 The Harbinger's Stein. Rumors persist that the drinks here kill, but those are just rumors...
- 3 Hellgate. This place was built around a massive stone portal. One of the stones is missing.
- 4 Hero's Horne. Long ago the horn was used to rally the townsfolk against attacks.
- 5 Hive. A bakery run by beekeepers, they serve mead and honeyed cakes, and sell beeswax candles.
- 6 Hospice. This is an inn as well as a temple to the local deity of travelers.
- 7 Houndsman. The owner sets his hounds free at night to protect horses and guests from wolves.
- 8 Hunter's Blind. A tavern that serves as a mercantile for hunting supplies (blinds, nets, traps, etc.).
- 9 Iron Urn. Named for the ale that is served in a three-foot tall iron flask.
- 10 Jacques'. An effete and regal drinking hall for accomplished adventurers and gentry.
- 11 Jester's. The owner is rarely seen, but the inn's mainstay is Bremen, who always has a smile.
- 12 Kirin's Gift. There is only one barrel behind the bar, and all types of drinks can be taken from it.
- 13 Knaves. The jester head outside and the constant music make this a well-known "town secret."
- 14 Laurel's. Named for the blind old woman who sits near the fire, who was once a local hero.
- 15 Lazy Dog. Known for its extensive daytime drinking, poor lighting, and generous tab system.
- 16 Left and Right. A meadhall for military men and gladiators. There are no bards or minstrels here.
- 17 Lighthouse. Obviously once a lighthouse, it is now an inn, with a single suite at the top.
- 18 Logar's Helm. The first two floors are stone and the roof is a storm giant's metal helmet.
- 19 Lyre's Tale. Run by a one-legged bard, who specializes in riddles and puzzles.
- 20 Magog. A dank, horrid tavern catering to antisocial misfits and the like.

Table 3–145: Taverns and Inns 4

- 1 Medusa's Garden. Stone statues can be found everywhere, but they are obviously crafted by hand.
- 2 The Midwife's. The owner is also the town's midwife and chief gossipmonger.
- 3 Mighty Quill. Run by a bear of a man who writes ballads during slow hours and may sing if asked.
- 4 Misty Tavern. Built in a depression, it fills with fog during morning and evening hours.
- 5 Mosaic Lantern. A six-foot-tall steel lantern sits outside; the panes are stained glass.
- 6 Mosaics. The walls, both inside and out, are covered with tile mosaics of fantastic creatures.
- 7 The Moor. Nowhere near water, the tavern still boasts all manner of shipping adornments.
- 8 Moss Room. Boasts four stories, two of them underground, where folks gather in the hot months.
- 9 Muddy Greyeye. No one knows the origin of this tavern's name, it having been built 100 years ago.
- 10 Mug. The owner is a wizard and sells or trades sobering spells for a high cost.
- 11 Museum. This place used to be a manor house and many antiques can be found within.
- 12 Ole Crick's. Old Crick has long since passed on, but the name remains.
- 13 Orange Cat. The place is overrun with cats, all orange.
- 14 Painted Hall. The tavern runs in the front, with gambling and escorts in the back (for a price).
- 15 Paper House. This place has Asian-style rugs and paper-paneled room dividers.
- 16 Pink Moose. Some joker keeps painting the wooden statue of a moose outside this place.
- 17 Piper's. The owner's blind daughter plays the pipes after dark.
- 18 The Pond. Sits on the bank of a large pond. The locals rave about the fish, eels, and frogs served.
- 19 Portland. The owner secretly trades in slavery and blackmarket goods, ferrying away drunks.
- 20 Post. Full-service stables take up most of the building and the interior is a faux stable.

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Table 3–146: Taverns and Inns 5

- 1 Queen's Rounds. Known for ample portions and expensive drink. Not everyone is allowed in.
- 2 Rainbow Round. All the lanterns here have glass prisms, painting the room in rainbows.
- 3 Roost. Run by several older widows, who make quilts and crafts when business is slow.
- 4 Round World. Run by a man who believes the world is round. He brews the finest ale.
- 5 Rovers. A roadhouse at the edge of town, The drinks are cheap and the cots plentiful.
- 6 Rows and Weeds. Mostly a drinking hall for farmers and daylaborers, with no entertainment.
- 7 Rusted Drake. Run by a family that migrated from far across the sea with stories of lands beyond.
- 8 Rusty Anchor. Half of a large rusty anchor sits upon the mantle. The owner is free with the story.
- 9 The Safehouse. Run by smugglers and thieves, the tavern is among the safest places in the city.
- 10 Sand Pit. Instead of sawdust on the floor, this inn has sand nearly a foot deep.
- 11 Shelby's. The husband and wife owners both share the same first name.
- 12 Silent Dancer. The contortionist dancers here don't speak to anyone, but work for tips.
- 13 Silver Stone. Stones set into mortar shine like mica, brightening the common room.
- 14 Sleeping Dragon. The owner escorts patrons to the basement; a window shows a sleeping dragon.
- 15 Slippery Pig. The owner has the fastest pigs in town and provides them for greased-pig contests.
- 16 Spirits. For extra silver the barkeep will read fortunes with cards. The locals swear by him.
- 17 Spooky's. Each night the owner sits in the darkened common room and tells scary tales.
- 18 Squirrel's. Overrun by squirrels, which take food from patrons' hands, whether offered or not.
- 19 Stone Cow. The cow statue seems very lifelike, almost unnaturally so.
- 20 Stone Inn. Made entirely out of stone, with small wood stoves in each room for warmth.

Table 3–147: Taverns and Inns 6

- 1 Stone Maiden. There doesn't seem to be any statue here. The owner was once stone herself.
- 2 Stone Shoe. A giant shoe statue outside, rumored to belong to a giant who was turned to stone.
- 3 Stopover. Every hour on the hour an illusion appears in a closed-off booth for a few seconds.
- 4 Striped glass. A gaudy establishment that serves a special glass mug filled with layers of spirits.
- 5 Tangle. Looks grown from thick vines and roots. The locals claim it was a druid's retreat.
- 6 Tankard Flat. This mistakenly named tavern does suspiciously good business.
- 7 Tapestry. The tapestry shows a great battle, important to the locals and the owner.
- 8 Tempest. The staff here are all male of various ages and races.
- 9 Three Sisters. Run by three sisters who take turns at the various duties.
- 10 Tiny Wager. Won in a bet, the name of the tavern was changed as soon as the wager was won.
- 11 Tricky Turkey. A painted turkey sign hangs over the door; a circle of arrows rings the turkey.
- 12 Troll's Hand. A troll's hand sits in a sticky substance inside a thick glass jar. It moves occasionally.
- 13 U. Not so much a name as a horseshoe above the door; the owner is superstitious and pensive.
- 14 Vault. All the doors and windows on this building have excellent locks and the windows are barred.
- 15 Victory Garden. Travelers sit amid the flowers and plants inside the building.
- 16 Waystation. Once a small waystation, now built into a full-sized inn by two wayward rangers.
- 17 Werewolf's Rest. The owner claims he once killed a werewolf. The place sports silvered weapons.
- 18 Wild Cats. This place is rumored to be visited by the avatar of a deity of wines and spirits.
- 19 Wishing Well. A large, very deep well sits in the center of the common room.
- 20 Wyvern's. Visitors should order *firebreath*, a well-known single-malt Scotch, at 2gp per shot.

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Table 3–148: Tavern Interior

- 1 Floor covered with straw, three long tables and five round tables, and a spiral stair leading to the balcony bar with ten stools where a number of wenches patrol for patrons.
- 2 Four long tables, one small table for dice, and one dart board. A statue of the local ruler is in the center surrounded by mighty columns
- 3 Four long tables, four round tables, and a short bar with six stools. There's also a trophy case with well-worn gear within from fallen adventurers.
- 4 Four long tables, six round tables, and a bar with eight stools crowd this smoky interior containing several game boards.
- 5 Four private booths, four round tables on the first floor, and four round tables on the balcony above the bar for gambling.
- 6 Four small booths, six small tables, two bar stools. There is a rack of exotic glasses behind bar. The help is well-groomed.
- 7 Hearth at one end with a number of sleeping dogs. Four long tables and a bar with seven stools are near a stage for singing.
- 8 Horseshoe-shaped bar with ten stools with a lowered interior; four booths and four long tables sport colored candles.
- 9 Many animal trophies are behind a large bar with twelve stools. Six round tables and a banquet table surround the huge hearth.
- 10 Oak bar is curved around one corner with eight stools. There are also two round tables and two long tables. A stage stands in the center of the far wall, with an ancient tapestry behind it.
- 11 One huge well-lit wagon wheel chandelier overlooks a central hearth. The room has six long tables and a stool for performances.
- 12 One long table, four small round tables, eight bar stools, and an extra-large stage for play performances grace this interior.
- 13 One round table, two long tables, and six bar stools are scattered haphazardly around a central brick hearth in need of repair.
- 14 Two private booths, two round tables, and two long tables fill this crowded and very dark taproom with black-curtained windows.
- 15 Six long tables are set around a central hearth. Two bars at each end are each heartily stocked with foreign ales and have six stools.
- 16 Six private booths, four round tables, and two long tables are lit by stained-glass windows nearby. There's a large hearth at one end. The help are all nicknamed for gemstones (Jade, Sapphire, etc.).
- 17 Smoky interior with four private booths, a performing stage, six round tables, and a central decorated stone hearth.
- 18 Three long tables, two tables, twin hearths, and a bar with twelve stools support a gaming environment.
- 19 Three round tables, two gaming tables, and three long tables surround an exceptionally large central brick hearth.
- 20 Wrap-around balcony with eight round tables. On the main floor are two small and four long tables and a bar with six stools.

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Table 3–149: Tavern Population 1

- 1 Empty dilapidated table
- 2 Empty table
- 3 Five dwarves surrounded by empty mugs
- 4 Four human apprentice laborer/craftsmen
- 5 Four humans and a dwarf
- 6 Four humans and a member of exotic race
- 7 Four humans gambling and throwing dice
- 8 Four humans hiring an elf guide
- 9 Group of six adventurers arguing over the bill
- 10 One dwarf
- 11 One dwarf and one elf
- 12 One dwarf and one orc arm wrestling
- 13 One dwarf and three humans negotiating
- 14 One dwarf mumbling to himself
- 15 One dwarf, one half-orc, and two humans
- 16 One half-elf and two dwarves
- 17 One half-orc and one human
- 18 One half-orc and three dwarves playing darts
- 19 One half-orc and two elves arguing
- 20 One human

Table 3–150: Tavern Population 2

- 1 One human and elf dressed like hunters
- 2 One human and two half-elves
- 3 One human looking pensive
- 4 Three dwarves and a human
- 5 Three human merchants
- 6 Three human soldiers look for a place to sit
- 7 Three humans
- 8 Three humans and a half-elf
- 9 Three humans and a half-orc porter
- 10 Three humans and an orc prisoner
- 11 Three humans flirting with the barmaid
- 12 Two elves and a human dandy
- 13 Two elves searching the room for someone
- 14 Two human merchants telling tales
- 15 Two humans
- 16 Two humans and a dwarf sage appraise a ring
- 17 Two humans and a dwarven smith
- 18 Two humans and an elf reading a map
- 19 Two humans hiding out
- 20 Two humans, a half-orc, and an elven sage

Table 3–151: Tavern Crowd

- 1 All delving into a fine meal that seems out of character for the place.
- 2 Bad news must have passed, as the crowd is somber and quiet with their drinks.
- 3 Bar patrons are trying to outdo each other with loud, boastful toasts.
- 4 Colorful group of musicians has most of this crowd dancing away.
- 5 Crowd gathers around an adventurer's table swapping tales.
- 6 Drinking game already in progress with a few passed-out patrons.
- 7 Everyone is laughing and trying to get the owner's cat that is caught in the rafters.
- 8 Grumbling regulars complain about a missing or late performer scheduled to play.
- 9 Heated political debate has spread out to all corners of this lively crowd.
- 10 Jokes are traded as a toothless old man tries to woo a bar wench.
- 11 Lecherous patrons have offended a barmaid, and valorous patrons confront them.
- 12 Lively dart game in progress has drawn an interested, betting crowd.
- 13 Men and dwarves sing a favorite local drinking tune loud and strong.
- 14 Most of the patron's eyes turn to meet newcomers and they whisper among themselves.
- 15 Old man with a beard has a group of children enraptured with a tale by the fire.
- 16 Owner is trying to oust a con man who set up a table; patrons are rallying.
- 17 Patrons are in awe of a huntsman with his caged hunting bird of prey.
- 18 Rich gambling game table with gold piled high has drawn a gawking group.
- 19 Some generous patron just announced "drinks on the house" to a loud cheer.
- 20 Two men wrestle their differences away and the crowd provides the ring.

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Table 3–152: Tavern Patrons 1

- 1 Abusive human drunk and a few of his companions shout occasional insults at other patrons.
- 2 Angry young man preparing himself for battle with a few hard drinks
- 3 Band of three outland farmer brothers taking a break before heading back home
- 4 Bar seems overstocked with help, as the barkeep trains a new crew among the many patrons
- 5 Beggar with a recently “found” coin pouch buying himself more drinks than he is used to
- 6 Commoner buying the best drink she can afford with her paltry few coppers
- 7 Dandy with a small entourage and a large bag of coins
- 8 Drunk dwarf arguing with every patron at the bar over every slight
- 9 Drunk dwarf loudly boasts of his latest adventure to any who can hear him
- 10 Drunken brawl is just about settling down
- 11 Drunken miners sing a local song in and out of tune
- 12 Dwarven merchant — buying a round of drinks — as he plans a journey through the mountain pass
- 13 Dwarven merchant planning for a trip across a hostile border, his maps and notes strewn on a table
- 14 Ex-spouse of the innkeeper demanding some of the past year’s profits
- 15 Fellow adventurer looking for members of his old mercenary company and/or a new group to join
- 16 Gallant soldier trying to be civil while his comrades drink and act poorly
- 17 Half orc and a dwarf... the dwarf draws attention while the half orc pockets an item
- 18 Half-elven patron generously buys the entire house a free tankard of a local popular beverage
- 19 Half-elven traveler who is not drinking, but grilling the innkeeper for local information
- 20 Half-orc’s table is covered with empty mugs, but he continues to down more

Table 3–153: Tavern Patrons 2

- 1 Human alchemist (facing bankruptcy) looks to recover a shipment of hijacked supplies
- 2 Human noble and his entourage take up all the help available to the detriment of the other patrons
- 3 Human woman who is really a lady of the evening sets her eyes on one of the patrons
- 4 Human tax collector (and bodyguards) sits in the corner counting the tithes
- 5 Innkeeper is arguing with an old friend, who thinks his standing means an extra discount
- 6 Innkeeper is kept busy by a group of humans, who apparently found a small sack of gold
- 7 Missionary from an exotic church preaches about the wickedness of drink
- 8 Nobleman and son slumming it in local watering hole
- 9 Plate-armored female warrior (with supplies) waits for the rest of her small mercenary band
- 10 Rough-looking rogue delivering a “protection plan” warning to the innkeeper
- 11 Slick diplomat from a neighboring country is haggling the innkeeper to wits end
- 12 Tiny woman tries to pay her tab with a fistful of nearly worthless gems
- 13 Town watch captain is standing in the corner eyeing the patrons
- 14 Two dwarves and two humans, all smiths or metal workers complain loudly about local policy
- 15 Two dwarves give the comely half-elven serving girl unappreciated compliments
- 16 Two elves talk in low tones, turning away from any who look at them for too long
- 17 Two half-orcs try to start a brawl with two patrons, who take turns holding each other back
- 18 Two human couples are sitting dangerously close to one another in the corner, laughing
- 19 Two human merchants whisper softly and nod as they scope out the other patrons
- 20 Woman with a frazzled appearance seems to be searching for her husband among the patrons

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Table 3–154: Overheard Conversations

- 1 Ah, my friend. I have some terrible news to tell you tonight. Please, bear with me. This comes at an awkward time, I have meetings and speeches to be written.
- 2 Do you think she knows? I don't know how I ever let you talk me into this... No, and she won't either. There are plenty I've met who then never remember my face.
- 3 Fortune favors you, the stars tell us the Ritual of Astaghast must be done in three days. And if it doesn't I don't want to even think of the evils that will befall us all.
- 4 How much does he owe you now anyway and why do you keep letting this slip? Too much, but he's good for it. I have ways of collecting that he fears I'll use.
- 5 I can't meet with you later, I have an appointment with the Duke and you know him... He's no good; don't fall for his cheap lines and wealth, he's a shallow heel of a man.
- 6 I'm a dock worker not a priest. Stop being stupid and let me handle things. You're dealing with people out of your element, these are guardsmen of nobility!
- 7 I'm glad the old man is dead. If anyone had any idea of his recent activities... Why don't you tell them? Show Tutorilis' degradations to the world, the old monster!
- 8 Its terrible news, they said his head was missing and they can't find her either. She's got Family outside of town, but it's far away, she'll have to charter a coach or ship.
- 9 I've heard their bond is unnatural. It gives me the shivers to even think of it. They speak of an unholy alliance in his history, the blood of a devil is in his past.
- 10 Just give me two days to have this settled. I swear you won't have any complaints. But he was known to dabble in necromancy; my superiors won't wait any longer.
- 11 The Haunted Lady will be pleased. I look forward to working with you again. Not a chance, I nearly got caught and I'm out of this business as of right now, sorry.
- 12 The sword cut through the beast like butter. It is said to have runes of a god on the hilt. I don't care about that. I just want to know what I can get for it.
- 13 The prince is calling for a special audience. I'm sure he's going to name his bride to all. Good grief, I hope it's not that barbarian. He'll lose all respect from the nobles.
- 14 They are headed for the Hills of Skulldug, and they are bringing the scroll with them. If we leave now we can cut them off at Hangman's Crossing. Let's go!
- 15 They say you know how to contact Simand the alchemist, we have need for his specialty. Perhaps I do and perhaps I don't. You have my usual fee, I presume...?
- 16 They're saying the Oracle has been taken by the Red Cloak Clan, I feel sorry for her... Not as sorry as I feel for them, she sees all; she expected this and is using them.
- 17 So I said to him, the guild doesn't accept items like this, and he said oh... they will! He's taking an awful risk, but he knows his business. I envy him that leverage.
- 18 Take this. It's very dangerous so don't open it until the time is right and you won't be seen. You can trust me. I have never failed to deliver for you yet, relax. I mean it.
- 19 Twenty gold bars, it can't be traced, and all you have to do is keep your mouth shut. Twenty more and I'll make sure your brother never talks about it either.
- 20 You can't tell him you know what he will do. I'll be killed for certain... You told me you had an out, that all would be safe.

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Table 3–155: Alcohol 1

- 1 Ale (brown, dark, pale, red)
- 2 Ale, dwarven
- 3 Applejack
- 4 Armagnac or Cognac
- 5 Barley wine
- 6 Beer
- 7 Beer, dwarven or orc
- 8 Bitters
- 9 Bourbon
- 10 Brandy (apple, apricot, blackberry, cherry)
- 11 Brandy, elf
- 12 Brandy, plum
- 13 Cider
- 14 Gin
- 15 Ginger beer
- 16 Grappa
- 17 Grog
- 18 Irish whiskey
- 19 Lager
- 20 Lambic

Table 3–156: Alcohol 2

- 1 Mead
- 2 Moonshine
- 3 Pilsner
- 4 Pomace brandy or wine
- 5 Port or sherry
- 6 Porter
- 7 Raisinjack
- 8 Rice wine
- 9 Rum, dark or light
- 10 Rye whiskey
- 11 Scotch
- 12 Sour mash
- 13 Stout
- 14 Stout, dwarven or ogre
- 15 Tulca
- 16 Vodka
- 17 Vodka, goblin or orc
- 18 Wheat beer
- 19 Whisky
- 20 Wine, red or white

Table 3–157: Tavern Menu 1

- 1 Apple crumble
- 2 Baked goose grill
- 3 Baked quail cakes with butter sauce
- 4 Banana surprise
- 5 Blueberry crumble
- 6 Boiled chicken goulash
- 7 Boiled duck roll
- 8 Boiled steak with honey bread
- 9 Cherry bake
- 10 Fried duck with cheese
- 11 Fried mushroom sausages
- 12 Fried quail and lentils
- 13 Fried steak potatoes
- 14 Grilled veal roll
- 15 Goose pastries and carrots
- 16 Grilled fish bake
- 17 Grilled liver roast
- 18 Lemon bake
- 19 Rabbit stew with potatoes
- 20 Roast beef kebabs

Table 3–158: Tavern Menu 2

- 1 Roast beef roll
- 2 Roasted liver sandwiches
- 3 Roasted vegetable goulash
- 4 Roasted goat stew
- 5 Spicy goose stew
- 6 Spicy quail parcels
- 7 Steak roll
- 8 Walnut crumble
- 9 Baked goat hash
- 10 Baked veal with marinade
- 11 Boiled boar with bread
- 12 Boiled quail under glass
- 13 Fish kebabs
- 14 Fried pigeon bake
- 15 Goose goulash
- 16 Grilled horse sausages
- 17 Smoked liver casserole
- 18 Spicy boar parcels
- 19 Spicy chicken pasties
- 20 Spicy quail hash



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Table 3–159: Inn Diversions 1

- 1 Adventurers return after poor outing
- 2 Aggressive pet runs underfoot
- 3 Alcohol runs out
- 4 Ale turns sour
- 5 Arm wrestling contest
- 6 Bard sings unpopular song
- 7 Barkeep gets drunk with patrons
- 8 Barkeep has cold
- 9 Barkeep keeps an eye on specific customers
- 10 Barkeep offers taste of new ale
- 11 Barkeep works the counter slowly
- 12 Barmaid accosted by local thug
- 13 Barmaid quits in middle of busy shift
- 14 Barmaid stabs patron
- 15 Beggar stumbles in the door
- 16 Bloody chase ends at tavern doorstep
- 17 Bouncer getting too friendly
- 18 Bouncer catches patron in the act of a crime
- 19 Bounty hunter reading posters
- 20 Brawl erupts between two patrons

Table 3–160: Inn Diversions 2

- 1 Case of mistaken identity
- 2 Coach accident outside
- 3 Comedian takes act too far
- 4 Dancers outside drumming up business
- 5 Dart game grows louder
- 6 Dice game starts in corner
- 7 Dimwit stuffs beggar's bowl in patron faces
- 8 Disagreement over the bill
- 9 Domestic dispute turns ugly
- 10 Drinking contest open to everyone
- 11 Dropped tray filled with drinks and fine glass
- 12 Drunk being robbed
- 13 Drunk woman dancing
- 14 Dwarf wins a drinking contest, easily
- 15 Dwarven crowd begins cheer/song
- 16 Dust falls from rafters into food/drink
- 17 Elf harassed by racist patrons
- 18 Entire crowd boos/cheers entertainment
- 19 Fire erupts in kitchen
- 20 Firepit grows crowded in cold weather

Table 3–161: Inn Diversions 3

- 1 Fortune teller sets up at a corner table
- 2 Friendly game gets ugly
- 3 Gambler accused of cheating
- 4 Group of drunks sing poorly
- 5 Guards searching patrons
- 6 Hired assassin slips in the back door
- 7 Lady of evening soliciting
- 8 Lantern drops and cracks
- 9 Large group enters and demands service
- 10 Lost traveler wanders in, confused
- 11 Loud construction on second floor
- 12 Loud patron offers round of drinks
- 13 Mug shatters on floor
- 14 Old man begins to choke on food/drink
- 15 Old man begins story by fire
- 16 Old soldier recounts grisly war story
- 17 Orc shouts obscenities
- 18 Owner checking patrons
- 19 People turned away (too crowded)
- 20 Pickpocket (caught)

Table 3–162: Inn Diversions 4

- 1 Pickpocket (scanning the crowd)
- 2 Pickpocket (lifting from a patron)
- 3 Pickpocket (lifting from a PC)
- 4 Poor weather outside (crowded inside)
- 5 Press gang moves on weaker patrons
- 6 Proselytizer shouts impending omens
- 7 Rich merchant and guards make an entrance
- 8 Rock through window
- 9 Rogue flees through taproom
- 10 Roof leaks on patron
- 11 Simple magic spell goes awry
- 12 Sleazy patron approaches everyone in turn
- 13 Slumming nobles order local swill
- 14 Table tipped over by surly patron
- 15 Tax collector (and guard) collecting tithes
- 16 Two men fight over a woman
- 17 Unhired bard continues to sing
- 18 Unwanted orc refuses to leave
- 19 Watch patrol inspection/raid
- 20 Witch hunter stumbles in, wounded

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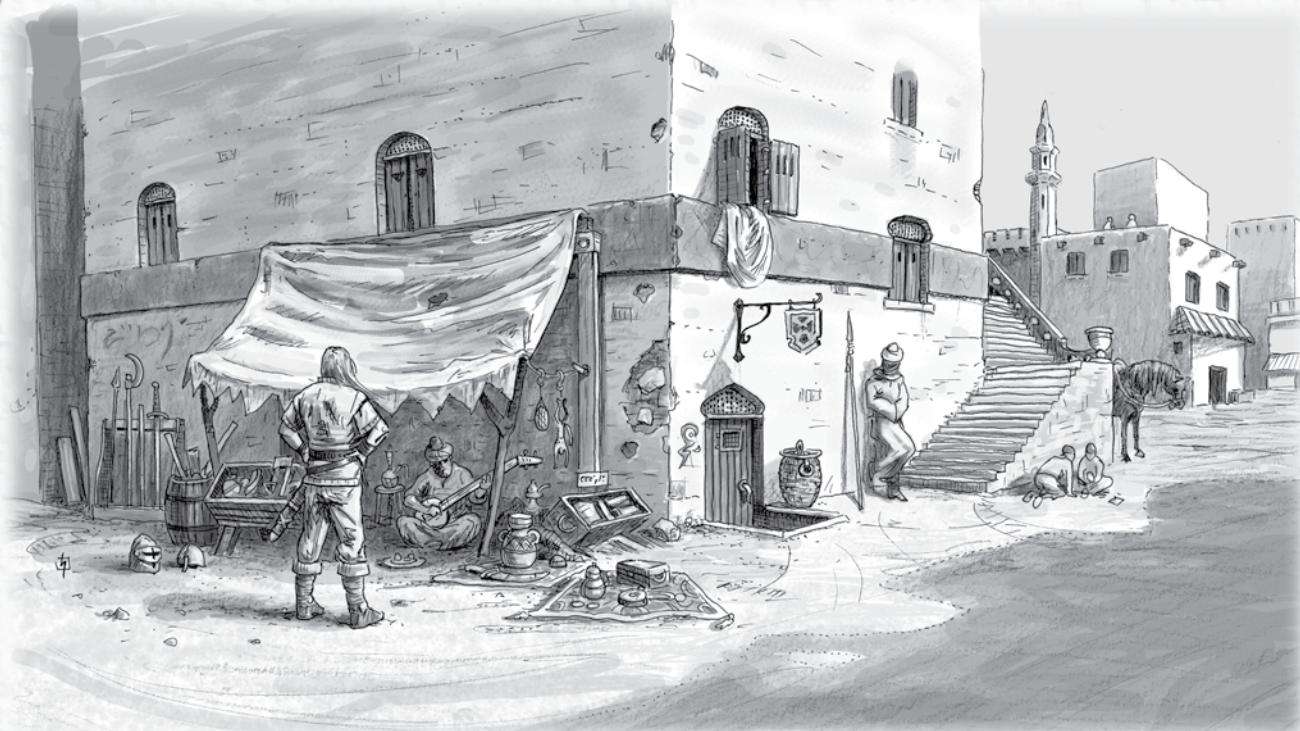


Table 3–163: Tavern Entertainers

- 1 Acrobat
- 2 Actor
- 3 Animal trainer
- 4 Artist
- 5 Bard/Minstrel
- 6 Coal walker
- 7 Dancer
- 8 Fortune teller
- 9 Gambler
- 10 Illusionist
- 11 Jester
- 12 Juggler
- 13 Mountebank
- 14 Musician
- 15 Orator
- 16 Poet
- 17 Sculptor
- 18 Singer
- 19 Storyteller
- 20 Sword swallower

Table 3–164: Tavern Games

- 1 Arm wrestling
- 2 Aunt Sally
- 3 Backgammon
- 4 Billiards
- 5 Boxing
- 6 Cards
- 7 Charades
- 8 Chess
- 9 Checkers
- 10 Darts
- 11 Dice
- 12 Draughts
- 13 Faro
- 14 Horseshoes
- 15 Mumblety peg
- 16 Orc in the hole
- 17 Pins
- 18 Pitch penny
- 19 Roulette
- 20 Yard of ale



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Table 3–165: Rooms for Rent (per night rate)

- 1 1d12 cots are available in the common room for 4 sp. A morning meal is 5 sp.
- 2 1d3 empty cots in the common room, 1 sp.
- 3 1d3 empty rooms, 1 gp.
- 4 1d4 empty two-bed rooms, 1 gp. Stabling services 2 sp per mount.
- 5 1d4 empty suites, 2 gp. Stabling services 3 sp per mount.
- 6 1d4 rooms are available for 7 sp. 1d4 cots in the common room are 2 sp.
- 7 1d4 rooms are available for 8 sp or 2 gp for three nights.
- 8 1d6 two-bed rooms are available for 1 gp. Rain barrel baths for 4 cp.
- 9 1d8 beds in the common room available for 2 sp. Rain barrel baths 2 cp.
- 10 1d8 small rooms are available for 4 sp. Stabling services are 5 cp per mount.
- 11 2d4 rooms available for 6 sp or 1 gp for two nights.
- 12 2d4 suites available for 3 gp, 4 gp with stabling services and private warm bath.
- 13 2d6 rooms available for 8 sp, 9 sp with stabling services, 1 gp with laundry and mending services.
- 14 2d6 rooms available here for 7 sp, 8 sp with a hot-water bath, 9 sp with stabling services.
- 15 2d6 rooms available for 1 gp. 1d4 suites are available as well for 2 gp. There are also stabling services for 3 sp per mount, private warm baths for 3 sp , and mending services for 3 sp.
- 16 2d8 cots available in the common room, 2 sp.
- 17 2d8 cots available in the common room for 3 sp, 5 sp with stabling services and small breakfast.
- 18 3d4 rooms are empty, 4 sp or 1 gp for three nights.
- 19 One empty suite, 8 gp.
- 20 One suite is empty, 1 gp. 1d4 rooms are also available at 4 sp.

Table 3–166: Room/Inn Amenities 1*

- 1 Armoire
- 2 Balcony
- 3 Bar, personal
- 4 Bath
- 5 Bath, attended
- 6 Bed
- 7 Bed, extra
- 8 Bookshelf
- 9 Boot cleaning
- 10 Breakfast
- 11 Bureau
- 12 Chambermaid, personal
- 13 Chaise lounge
- 14 Chest (with or without lock)
- 15 Closet
- 16 Coatrack
- 17 Concierge services
- 18 Courtesan services
- 19 Davenport
- 20 Discretion (no names for check-in, etc.)

Table 3–167: Room/Inn Amenities 2*

- 1 Fireplace
- 2 Fragrant oil
- 3 Fresh flowers
- 4 Fruit basket
- 5 Hot kettle and mug with tea leaves
- 6 Incense
- 7 Laundry service
- 8 Light fixture (lamp, sconce, etc.)
- 9 Luxuries (paintings, rug, tapestries, etc.)
- 10 Meals
- 11 Messenger services
- 12 Night cap
- 13 Night table
- 14 Nothing special
- 15 Padded chair
- 16 Pillows
- 17 Pouch of tobacco
- 18 Private entrance
- 19 Room divider
- 20 Room service

* Many of these services increase room rates.

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Table 3–168: Room/Inn Amenities 3*

- 1 Shoeshine service
- 2 Servant bell
- 3 Sommelier
- 4 Stabling service
- 5 Steam room
- 6 Stove
- 7 Strongbox, iron
- 8 Suite
- 9 Towels
- 10 Towels, hot
- 11 Trap door in floor
- 12 Turndown service
- 13 Valet, personal
- 14 Wardrobe
- 15 Water basin and ewer
- 16 Window
- 17 Window, barred
- 18 Wine, complimentary
- 19 Woodstove
- 20 Writing desk

* Many of these services increase room rates.

Table 3–169: Room Features, Mundane 1

- 1 Bars on window(s)
- 2 Bed smells of old smoke
- 3 Broken mirror
- 4 Broken window, boarded
- 5 Candles burn a pleasant incense
- 6 Ceiling leaks in rain
- 7 Constant creaking of the floorboards
- 8 Decent bed with small strongbox and key
- 9 Drawers missing handles
- 10 Fresh flowers in vase
- 11 Fresh sheets and a feather mattress
- 12 Good beds and pillow but no sheets
- 13 Hastily cleaned blood stains on wooden floor
- 14 Immaculate fireplace, with wood
- 15 Lamps/furniture bolted to floor
- 16 Large mundane spider web
- 17 Letter under mattress
- 18 Loose floorboard
- 19 Loose grill in fireplace
- 20 Mark on wall where a missing frame hung

Table 3–170: Room Features, Mundane 2

- 1 Missing pillows or mattress
- 2 No curtains on the window
- 3 Odd assortment of furniture
- 4 Outside noise heard through walls
- 5 Rodents scuttle behind walls
- 6 Scorch marks under bed
- 7 Secret door or compartment
- 8 Small private fireplace
- 9 Small writing desk with ink and quill
- 10 Smells of pleasant tobacco
- 11 Spy hole in ceiling or wall
- 12 Still occupied by another patron
- 13 Strange smell
- 14 Straw mattress and one window
- 15 Two windows in this room are nailed shut
- 16 Thick layer of dust on everything
- 17 Two beautiful windows with iron bars
- 18 Unclean room
- 19 Uneven bedposts
- 20 Window recently replaced

Table 3–171: Room Features, Strange

- 1 Bits of rope scattered throughout the room
- 2 Curtainless windows face east and west
- 3 Dead body on the floor, recently murdered
- 4 Expensive art hangs on the wall
- 5 Glass double doors lead to a small balcony
- 6 Incredibly lavish room for the price
- 7 Inexplicable loud noises throughout the night
- 8 Luggage/weapons left by previous tenant
- 9 Markings from a ritual remain on the floor
- 10 Note remains, intended for someone else
- 11 Odd bolts and hooks in the ceiling
- 12 One of the beds is missing or damaged
- 13 One restroom for the floor. No chamberpots.
- 14 Roof leaks
- 15 Rumpled bed and broken chair
- 16 Scratching sound from inside the walls
- 17 Small pet left behind by last occupant
- 18 Smell of perfume hangs in the air
- 19 Two straw mattresses infested with lice
- 20 Thick layer of dust on everything



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NPC

Table 3–172: Encounter Conditions 1

- 1 Angry
- 2 Arguing with someone
- 3 Bathing
- 4 Begging
- 5 Being chased
- 6 Being entertained
- 7 Belligerent
- 8 Bloodied
- 9 Bound and gagged
- 10 Branding an animal
- 11 Burying something/someone
- 12 Chasing someone
- 13 Climbing
- 14 Comatose
- 15 Confused
- 16 Conversing with someone
- 17 Counting something
- 18 Crazed
- 19 Crying
- 20 Dying/Dead

Table 3–173: Encounter Conditions 2

- 1 Deranged
- 2 Destroying something
- 3 Digging
- 4 Dirty
- 5 Dizzy
- 6 Drawing in ground
- 7 Drumming
- 8 Drunk
- 9 Dueling
- 10 Eating
- 11 Embarrassed
- 12 Engaged in art
- 13 Engaged in craft
- 14 Farming
- 15 Fatigued
- 16 Feverish
- 17 Fighting
- 18 Fishing
- 19 Frustrated
- 20 Hallucinating

Table 3–174: Encounter Conditions 3

- 1 Happy
- 2 Herding
- 3 Hiding something/someone
- 4 Hunting
- 5 Ill
- 6 Itching
- 7 Killing something/someone
- 8 Laughing
- 9 Learning
- 10 Lost
- 11 Mad
- 12 Meditating
- 13 Nauseated
- 14 Negotiating with someone
- 15 Nervous
- 16 On a quest
- 17 Overly insulting
- 18 Overly polite
- 19 Panicked
- 20 Paranoid

Table 3–175: Encounter Conditions 4

- 1 Planning
- 2 Playing a game
- 3 Playing an instrument
- 4 Plotting
- 5 Praying
- 6 Proud
- 7 Purchasing something
- 8 Questioning someone
- 9 Recently ambushed
- 10 Recently robbed
- 11 Relaxing
- 12 Resting
- 13 Riding a horse
- 14 Running
- 15 Saddling a horse
- 16 Scared
- 17 Searching for something/someone
- 18 Shamed
- 19 Shoeing a horse
- 20 Showing mercy

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Table 3–176: Encounter Conditions 5

- 1 Sick
- 2 Singing
- 3 Sleeping
- 4 Smoking a pipe
- 5 Smoking an animal carcass
- 6 Sorting through pack(s)
- 7 Studying
- 8 Surprised
- 9 Tanning an animal hide
- 10 Tending a garden
- 11 Thinking
- 12 Tired
- 13 Tracking
- 14 Training
- 15 Tutoring
- 16 Unconscious
- 17 Whistling
- 18 Working
- 19 Worried
- 20 Wounded

Table 3–177: NPC Attitudes

- 1 Angry
- 2 Cautious
- 3 Cheerful
- 4 Content
- 5 Curious
- 6 Disinterested
- 7 Distracted
- 8 Distraught
- 9 Eager
- 10 Friendly
- 11 Gruff
- 12 Helpful
- 13 Hostile
- 14 Indifferent
- 15 Insulting
- 16 Overwhelmed
- 17 Sarcastic
- 18 Suspicious
- 19 Talkative
- 20 Unfriendly

Table 3–178: NPC Mannerisms

- 1 Adjusts glasses or hair
- 2 Fidgets
- 3 Hands in pockets or holding jacket
- 4 Keeps looking about
- 5 Mixes up words
- 6 Nods when talking
- 7 Rhymes when talking
- 8 Scratches nose
- 9 Sings to self
- 10 Slurs word
- 11 Smokes cigar
- 12 Speaks as little as possible
- 13 Speaks softly
- 14 Squints
- 15 Stutters
- 16 Taps foot or fingers
- 17 Tugs at chin or beard
- 18 Uses same word a lot
- 19 Very deep voice
- 20 Whispers

Table 3–179: NPC Motivations

- 1 Altruism
- 2 Avarice/Greed
- 3 Cursed
- 4 Discovery/Experience
- 5 Envy/Lust
- 6 Faith
- 7 Fame/Idolatry
- 8 Family
- 9 Freedom
- 10 Glory
- 11 Greed
- 12 Honor/Oath-bound
- 13 Joy
- 14 Love
- 15 Power
- 16 Pride
- 17 Respect
- 18 Revenge
- 19 Survival
- 20 Wealth

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Table 3–180: NPC Encounters 1

- 1 Adkisor, squire, watching his liege practice
- 2 Alebard, conjurer, conversing with familiar
- 3 Allariar, disciple, preaching to converts
- 4 Ambrose, journeyman mage, seeks group
- 5 Antony, sailor, disembarking from journey
- 6 Ashalon, oracle, walking to the king's castle
- 7 Barmez, herald, handing out proclamations
- 8 Baut, butler, hunched as walking; looks guilty
- 9 Belliok, half-elf priestess, tending the diseased
- 10 Bendallo, falconer, feeding favorite bird
- 11 Benk, wagoneer, scolding his hired hands
- 12 Blothar, ogre fist, guarding rich slavers
- 13 Burnell, priest, tending the diseased and ill
- 14 Bykhan, dwarf mystic, studying magic gems
- 15 Caberyi, prophet, asking people to flee
- 16 Carnor, guard, looking for smugglers
- 17 Carter, baker, looking to set up shop
- 18 Cheol, scroll-keeper, hurrying to meeting
- 19 Clomen, merchant, changing prices on goods
- 20 Cyprian, fighter, sharpening his awl pike

Table 3–181: NPC Encounters 2

- 1 Dalreen, slave master, adjusting his skullcap
- 2 Danimer, chamberlain, bashfully retreating
- 3 Dansalig, dwarf berserker, hunting feral elves
- 4 Darius, watchmaker, setting all timepieces to the same time
- 5 Debichol, healer, caring for two young boys
- 6 Decima, bodyguard, flirting with his charge
- 7 Dedith-kyr, barbarian, chopping wood
- 8 Delaswar, elf sneak, inquiring about contacts
- 9 Dellar, woodworker, runs through crowd
- 10 Delon, fop, casing jade for possible theft
- 11 Depano, gourmand, accepting a bribe
- 12 Diongram, general, inspecting keep defenses
- 13 Doolan, stablehand, giving coin to a beggar
- 14 Ellerete, inquisitor, accusing elf of subterfuge
- 15 Englewulf, notary, falling down stairs
- 16 Errentin, knight, chasing a horse
- 17 Esfir-vislav, scout, hunting blacktalon lizards
- 18 Estou, crusader, mounting steed, riding forth
- 19 Forsythe, apprentice, getting very drunk
- 20 Forin, sorcerer, studying bloodlines at library

Table 3–182: NPC Encounters 3

- 1 Freskar, tanner, working to meet a deadline
- 2 Gaston, beekeeper, scalping tickets to theater
- 3 Ginnade, waiter, passing secrets to a spy
- 4 Glantoral, half-elf faithful, on first pilgrimage
- 5 Glau, dancer, listening to town crier intently
- 6 Golius, acrobat, purchasing poison in alley
- 7 Gortar, dwarf seer, seeking employment
- 8 Grendelit, ranger, customizing fletching
- 9 Gruk, half-orc guard, bullying dwarf children
- 10 Guis, tax collector, chastising guards
- 11 Halia, teacher, collecting children from crowd
- 12 Hehdis, carpenter, standing in line for healing
- 13 Heu, bottler, searching for homeless brother
- 14 Hja, bowyer, teasing men about her trophies
- 15 Holsman, alchemist, trying to perfect formula
- 16 Ianto, candlemaker, filling a big order
- 17 Imne, animal trainer, on her way to palace
- 18 Iolaus, sidekick, checking the wanted posters
- 19 Iunder, half-orc singer, scaring cats and dogs
- 20 Januez, high priest, blessing laymen followers

Table 3–183: NPC Encounters 4

- 1 Japheti, constable, considering hiring a bounty hunter
- 2 Jechevery, cook, learning from her aunt
- 3 Jessigo, elf weapon master, checking orders
- 4 Jierce, marshal, coordinating troops
- 5 Jjacob, treasurer, prepping wagon for trip
- 6 Jonte, herbalist, looking for assistant
- 7 Jorin, page, reading a book on magecraft
- 8 Jumali, spinster, trying to win a contract
- 9 Jwartz, numerologist, carrying abacus in case
- 10 Kerrik, steward, soliciting an escort
- 11 Kes, watchman, shadowing a suspected cheat
- 12 Knox, marine, purchasing cutlass from sailor
- 13 Kodur, gang member, scoping out alleyway
- 14 Konal, dwarf scout, seeking minotaur refuge
- 15 Krysullen, weaver, repairing her loom
- 16 Lagot, city guard, chewing his fingernails
- 17 Leda, bookbinder, researching an author
- 18 Leigh, diplomat, practicing the elf language
- 19 Lilth, serving girl, handing out cookies
- 20 Magare, engineer, purchasing (stolen) tools

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Table 3–184: NPC Encounters 5

- 1 Marilyr, midwife, boiling water for a visitor
- 2 Markel, engraver, working strange silver rock
- 3 Martine, leatherworker, outfitting watchmen
- 4 Mayrayes, ritual-guardian, seeking translator
- 5 Mazelina, shipwright, arguing plans with buyer
- 6 Michalton, scribe, talking to young men
- 7 Millen, guildmaster, double-checking ledgers
- 8 Mino, warlock, absently tracing pattern in dirt
- 9 Moyr, potter, closing shop for the last time
- 10 Nagaris, battle magi, entering mage guild
- 11 Nate, barkeep, cleaning his ears
- 12 Nathan, actor, practicing his lines
- 13 Nechtor, gladiator, being led through streets
- 14 Nelias, playwright, shouting and yelling
- 15 Nelodie, wizard, copying spells into her tome
- 16 Nuemon, blacksmith, searching for coal
- 17 Nunjor, pirate, repairing ship's sails
- 18 Obedthorn, chronicler, writing king's story
- 19 Ornibe, blood magus, harassed by local clergy
- 20 Pairsiln, dragoon, buying drinks for all present

Table 3–185: NPC Encounters 6

- 1 Parcyn, berzerker, wrestling a half-orc
- 2 Parnelli, elf mystic, shunning clients
- 3 Pedgryme, cleric, preaching on corner
- 4 Polina, gambler, looking for an honest game
- 5 Quabin, scholar, purchasing supplies for office
- 6 Qula, sage, opening business in his home
- 7 Raier, conjurer, conversing at length with imp
- 8 Renn, herald, trying to decipher handwriting
- 9 Renoust, wine-steward, dying in an alley
- 10 Ricsek, minstrel, composing while intoxicated
- 11 Ryal, gemcutter, buying tools from dwarves
- 12 Salerne, swordmistress, practicing in the park
- 13 Saer, butler, smoking in public square
- 14 Seeyu-mar, monk, seeking equal
- 15 Sirion, outlaw, purchasing disguise kit
- 16 Sivis, toll collector, returning home with coin
- 17 Slortho, shop owner, shaving coins
- 18 Sreida, first mate, purchasing six coastal maps
- 19 Talon, ferryman, closing for the day
- 20 Tevenot, Lookout, asleep while upright

Table 3–186: NPC Encounters 7

- 1 Thero, dwarf protector, drinking away failure
- 2 Titewell, horse trainer, seeking mare
- 3 Tiwerth, dwarf clerk, purchasing ink
- 4 Torrenik, slaver, leading caged wagons
- 5 Tryellen, cutpurse, scoping tavern
- 6 Turquan, cultist, purchasing animal blood
- 7 Ulger, student, trying new lens in monocle
- 8 Unari, guildsman, counting and accounting
- 9 Vanminer, ornamentalist, decorating lantern
- 10 Vanne, heretic, denouncing popular city faith
- 11 Victor, noble, with entourage and silver cane
- 12 Waleron, templar, buying new plate armor
- 13 Warrick, chanter, gathering fetishes
- 14 Werken, beggar, following troupe
- 15 Worshaw, burglar, studying plans
- 16 Xephellyn, questor, searching for killer
- 17 Yamallis, half-orc thief, sharpening knife
- 18 Ysenda, chaos mage, concentrating
- 19 Zenar, arbiter, gathering scrolls
- 20 Zwerat, dwarf skald, composing battle hymn



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Table 3–187: NPC Encounters, Detailed 1

- 1 Aar, old cook, rinses out pans in an alley and takes coins from a gang to gossip about a local politician who frequents the tavern where he works.
- 2 Adroth, nervous clothier, is certain the arbiter who is coming to collect a special request later today will be disappointed and punish him.
- 3 Amdan, foreign fortune-teller, sits at a lonely table with a deck of cards before her. A number of folks pass by but simply whisper and do not stop.
- 4 Chiash, known forester, buys a round of drinks for many of the underpaid consortium men who are sent out to help him for weeks at a time.
- 5 Clarina, skilled fishmonger, still manages to impress and turn the heads of local guardsmen, even with a smock covered in blood and guts!
- 6 Deliah, lord's gardener, saw a villainous visitor to her lord's estate last night and seeks someone to check on the safety of her master.
- 7 Enar, toothless gravedigger, goes from church to church collecting all manner of holy symbols no matter the religion they represent.
- 8 Fellynd, master huntsman, wants a strange crystal arrow he recovered on his latest expedition to the Tanglewood identified.
- 9 Flarrien, errant messenger, is winding through a crowd with a teak box under his arm and mistakes one of the characters as the recipient.
- 10 Furmail, pitiful storyteller, asks for help him. In acting out a scene he may have hurt his friend. He holds a bloody knife in his hands.
- 11 Gelnien, strong furrier, is drunk and picking a fight with a small group of dwarves. The dwarves try, but cannot talk their way out of the mess.
- 12 Glarcynd, bespeckled innkeeper, hastily describes the patrons in dark robes who stayed two nights, drank heavily, and disappeared without paying.
- 13 Gwuren, grizzled bouncer wraps, his hands in bandages as he relates the tale of the elf who managed to best him in a brawl last night.
- 14 Haland, weary miner, is trying to tell the tale of the yellow-eyed creatures he saw tunneling through the mine... but no one believes his story.
- 15 Henthel, ship's navigator, is carefully making subtle changes to a map he says he's selling for a magnificent fee to a group of pirates.
- 16 Idair, half-orc jeweler, is determined to find out a magical way of cutting diamonds, which he's sure is worth something if presented correctly.
- 17 Idnyr, young rat catcher, is running through the street with rats dangling from his pike, with an urban sewage-drenched druid chasing him.
- 18 Isior, witch hunter, says his father has a formula for a magic-detecting potion and needs help wrangling it away from his stepmother's guards.
- 19 Kalrora, matronly shoemaker, nervously keeps asking her patrons if they know anyone with diseases who can't seem to recover.
- 20 Kamdan, elf spy, seeks anyone who can provide him with plans to the black knight's fortress and details of the inner chambers and possible traps.

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Table 3–188: NPC Encounters, Detailed 2

- 1 Lochel, drunken brewer, is being hauled away after a barrel of his Blackeye Bourbon poisoned a group of guardsmen at the Lonely Lantern tavern.
- 2 Marrisca, unsure artist, is trying to find the perfect warrior to pose with a particular troublesome horse for a painting commissioned by the local magistrate.
- 3 Methniel, one-eyed peddler, pushes his cart through town, sending a number of young women running as he openly displays orc fetishes.
- 4 Neliek, dwarf moneylender, thinks he knows who has been shaving coins, but being a longtime friend, needs to catch someone else in the act to assuage the guilds.
- 5 Norug, meticulous herbalist, is driving folks away from his business with the awful, eye-searing smells coming from his chimney day and night.
- 6 Ralthiel, leathered healer, is disgraced and sent out from the local guild when she speaks out on the uselessness of the leech therapy that all consider popular.
- 7 Raththien, dwarf jester, was seen using acid to dissolve bones in the royal garden and is now sought by the Realmknights for questioning.
- 8 Shirrar, arthritic locksmith ,says the plans for his most devious lock have been stolen by a group of dark dwarven bandits with shaved faces.
- 9 Thory, hairy jailer, says orders came through to let out “Mad Dog” Angenn a week early, and he did so. But his boss says no such orders came from him.
- 10 Tulrych, muscled stonecarver, was challenged to a fight by a competitor, but feels this person is going to cheat, maybe using poison or magic.
- 11 Varoth, deaf farmer, swears he's been hearing the scarecrows speak to him, asking him to collect animal horns for an ancient ritual.
- 12 Velair, incompetent alchemist, not only detonated a powerful elixir inside his own building, but a strange gray portal has erupted within the ruins, where his lab once stood.
- 13 Vulthar, veteran watch captain, is drinking away his disgrace from when he and his men mistook an innocent (old) woman for an assassin and attacked and killed her.
- 14 Warniel, magical adept, asks the party to please help him procure the Bark of Tyranny from the druid tree of Winterhale for an experiment.
- 15 Yarych, retired stoneworker, still tells tavern tales of the runes he found on the stones he cut, claiming they were walls of giant-kings.
- 16 Ygaenn, curious child, is chased through the streets by a man in nightclothes, waving a spiked long staff and shouting obscenities.
- 17 Ynthul, master thief, scouts a church. His guild intends to test his skill before promoting him. Ynthul knows somewhere inside the church agents of the guild wait to ambush him.
- 18 Ythorm, destitute archer, begs for someone to lend him money to replace his drake-crushed longbow, so he can again prove his worth to the high lord.
- 19 Zenik, one-armed thug, stands over the body of a beggar. He drops a glass vial to the ground. The vial erupts in smoke, and then he's gone.
- 20 Zolwyll, lady-in-waiting, is exiled for sharing scandalous gossip and scrolls about the lord's own wife. The wife herself spared Zolwyll's life, for reasons unknown.

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AROUND TOWN

Table 3–189: Street Names 1

- 1 Ajin Court
- 2 Alchemist's Plaza
- 3 Apprentice's Track
- 4 Arcane Avenue
- 5 Avenue of the Founder
- 6 Bailiff Drive
- 7 Barker Road
- 8 Bathaunt Place
- 9 Blackstem Street
- 10 Brandy Way
- 11 Bridge Street
- 12 Bridge Street
- 13 Canal Run
- 14 Carpenter's Row
- 15 Castle Way
- 16 Change Street
- 17 Cheapside Alley
- 18 Cloudy Path
- 19 Cold Snake Wind
- 20 Cork Drive

Table 3–190: Street Names 2

- 1 Crucible Street
- 2 Dagger Alley
- 3 Dark Road
- 4 Dartmouth Alley
- 5 Dock Street
- 6 Dockside Way
- 7 Dragon Boulevard
- 8 Eden Court
- 9 Elm Avenue
- 10 Fountain Road
- 11 Friar Way
- 12 Gemstone Boulevard
- 13 Godstreet
- 14 Grave Walk
- 15 Great Tree Alley
- 16 Guild Street
- 17 Guildsman Tradeway
- 18 Highcliff Trail
- 19 Highroad of the Gods
- 20 Horse Court

Table 3–191: Street Names 3

- 1 Humble Street
- 2 Jasmine Street
- 3 King's Way
- 4 Laborer Way
- 5 Lady's Walkway
- 6 Longbeard Street
- 7 Lord's Way
- 8 Main Cross
- 9 Manticore Avenue
- 10 Market Avenue
- 11 Market Street
- 12 Midnight Row
- 13 Military Row
- 14 Miner's Way
- 15 Monarch Trail
- 16 Monastery Heights
- 17 Monument Circle
- 18 Moonhigh Way
- 19 Mountain lane
- 20 Nadir's Cross

Table 3–192: Street Names 4

- 1 Noble Drive
- 2 Oak Street
- 3 Parliament Street
- 4 Pembroke Street
- 5 Pine Way
- 6 Prince's Path
- 7 River Road
- 8 Riverside Trail
- 9 Royal Promenade
- 10 Rum Street
- 11 Scrimshaw Street
- 12 Seacrest Walkway
- 13 Shade of the Tower Court
- 14 Shadow Path
- 15 Shadowknife Alley
- 16 Shaw's Folly
- 17 Shepard's Path
- 18 The Skids
- 19 Sopper's Lane
- 20 South Gold Lane

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Table 3–193: Street Names 5

- 1 Speaker Avenue
- 2 Sundown Drive
- 3 Tavern Row
- 4 Thieves Alley
- 5 Temple Boulevard
- 6 Temple Row
- 7 The Promenade
- 8 Tiger Track
- 9 Timber Lane
- 10 Tor Terrace
- 11 Tower Boulevard
- 12 Treadmoor Alley
- 13 Tyrant Street
- 14 Unicorn Concourse
- 15 Veteran's Way
- 16 Wallwalk
- 17 Warehouse Walk
- 18 Warhammer Circle
- 19 Water Road
- 20 Wyrm Street

Table 3–194: Alley Names

- 1 Bastard's Fork
- 2 Beggar's Row
- 3 The Bent Dagger
- 4 Black Pass
- 5 Broken Tooth
- 6 Crow's Alley
- 7 Deadend
- 8 Dead Man's Path
- 9 Fates Warning
- 10 Grog's Path
- 11 Midnight
- 12 Off the Path
- 13 Shadow's Curve
- 14 Skids
- 15 The Skulk
- 16 Splinter's Row
- 17 Thresher's
- 18 Torment Street
- 19 Vagabond Alley
- 20 Wagon Wheel

Table 3–195: Blocked Path/Detritus

- 1 Barrels/cargo that has broken open
- 2 Blacksmith furnace eruption
- 3 Broken cart collapsed
- 4 Caravan pushing through
- 5 Children playing
- 6 Collapsed roof/wall
- 7 Corpse or large dead animal
- 8 Drunken beggar(s)
- 9 Drunken brawl
- 10 Elves being hassled by racist locals
- 11 Fire spread into street
- 12 Gypsies stopping to trade
- 13 King's men marching the width of the street
- 14 Monks walking slowly, heads bowed
- 15 Open sewer grate
- 16 Patrol breaking up a gathering
- 17 Sewage bubbling from below
- 18 Sick and infirm waiting for a healer to pass
- 19 Slow-moving livestock
- 20 Unexpected pile of rotting garbage

Table 3–196: Commoner Dwellings

- 1 Abandoned shop turned into a hovel
- 2 Brickhouse behind a stable
- 3 Broken-down block house for many families
- 4 Collapsed stone silo converted to quarters
- 5 Communal four flats with single bathroom
- 6 Creaking thatch-roof dwelling for two
- 7 Dirty byre converted to a dwelling
- 8 Disheveled half way house for the poor
- 9 Multi-cot hostel with a secret entrance
- 10 Old longhouse surrounded by shops
- 11 One-story flat with a broken chimney
- 12 Rebuilt asylum turned apartment structure
- 13 Refurbished stone insulae, previously burned
- 14 Reinforced cabin between two houses
- 15 Rowhouse with padlocked doors
- 16 Run-down cottage with thresh floor
- 17 Single-room loft above a bakery
- 18 Three-story house for orphans
- 19 Two-room apartment above a gambling den
- 20 Two-story duplex at the end of the block



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Table 3–197: Rooms for Rent, Non-Tavern

- 1 Double, above fisherman's shack by wharf
- 2 Double, above business in market square
- 3 Double, back section of mill near river
- 4 Double, former market square display shack
- 5 Double, in apartment, overlooking street
- 6 Single, above barn in farmer's field
- 7 Single, above second story of business
- 8 Single, above shed on manor grounds
- 9 Single, apartment building overlooking alley
- 10 Single, apartment flat overlooking river
- 11 Single, basement of tavern keeper's home
- 12 Single, in back room of gambling den
- 13 Single, on second floor of smithy
- 14 Single, second story of a family home
- 15 Studio, above tool shed of graveyard
- 16 Studio, apartment above landlord's office
- 17 Studio, basement of beggar's shelter
- 18 Studio, corner of flophouse overlooking alley
- 19 Studio, private entrance to noble grounds
- 20 Studio, third floor of business

Table 3–198: Patrols

- 1 Bounty hunter scanning faces of commoners
- 2 Five greenhorn patrolmen and their trainer
- 3 Five guards doing a house-to-house search
- 4 Four greenhorn patrolmen stopping for lunch
- 5 Four soldiers inspecting merchants' wares
- 6 Guard captain taking role at intersection
- 7 Guard and prisoner pushing through crowd
- 8 Guards and dogs searching for someone...
- 9 Mercenary captain checking papers
- 10 Sellsword and captain gathering to talk
- 11 Single dirty patrolmen hassling locals
- 12 Single guard escorting beggar to district edge
- 13 Three guards arguing beside a dead body
- 14 Three guards and an archer kicking in doors
- 15 Two archers and a wizard marching
- 16 Two guards arresting a man and woman
- 17 Two guards taking down a report
- 18 Two well-armed guards scanning the crowd
- 19 Veteran watchman pushing through crowd
- 20 Watch wizard scanning the crowd, magically

Table 3–199: Urban Encounters, Mundane

- 1 Beggar rattles an empty cup
- 2 Bell tower chimes noon, incorrectly
- 3 Blacksmith pounds out sheets of metal
- 4 Carpenters hammer and saw wood
- 5 Children chase each other with muddy sticks
- 6 City guards drag away bloodied street tough
- 7 Crows feast on the body of a dead animal
- 8 Drago offers services to visitors as they enter
- 9 Eagle perches on the ledge of a nearby well
- 10 Fortune teller sets up a small tent
- 11 Miller and son pile sacks of flour on a wagon
- 12 Noodle cart salesman shouts specials
- 13 Poor family picks fruit from a public field
- 14 Produce vendor sells day-old vegetables
- 15 Seamstress sits on a street corner, mending clothes for a few coppers
- 16 Street proselytizer calls for "the end"
- 17 Tanners argue over the high prices of leather
- 18 A team of men chop away at a rotted tree
- 19 Town crier offers news of a diplomat's arrival
- 20 Two old men whittle sticks in silence

Table 3–200: Urban Encounters, Monsters

- 1 Annis hag
- 2 Aranea
- 3 Dire rat
- 4 Displaced treant
- 5 Doppleganger
- 6 Drow spy
- 7 Escaped animal
- 8 Gargoyle
- 9 Ghost
- 10 Ghoul
- 11 Giant insect
- 12 Imp
- 13 Insect swarm
- 14 Mimic
- 15 Night hag
- 16 Ogre
- 17 Rust monster
- 18 Skeleton
- 19 Vampire
- 20 Werecreature

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Table 3–201: Sewer Encounters 1

- 1 Area of thick mud
- 2 Bats
- 3 Beggar(s), drunk or drugged
- 4 Beggar(s), dying
- 5 Beggar(s), hiding
- 6 Beggar(s), sleeping
- 7 Beggar, talking to a dead rat
- 8 Beggars, fighting
- 9 Beginnings of a rough tunnel
- 10 Blockage causing sewage to pool
- 11 Brick or stone wall blocking passage
- 12 Cat, hunting
- 13 Cats, fighting
- 14 Ceiling collapse, covered by wood
- 15 Ceiling collapse, to abandoned building
- 16 Ceiling collapse, to alley
- 17 Charcoal map on wall
- 18 Corpse(s), animal
- 19 Corpse(s), beggar
- 20 Corpse(s), guard

Table 3–202: Sewer Encounters 2

- 1 Corpses, mixed
- 2 Guard(s), taking a bribe
- 3 Guards, looking for thief
- 4 Haunted area
- 5 Hidden cache of food and supplies
- 6 Hidden cache of stolen goods
- 7 Horde of dead rats and/or bats
- 8 Insect swarm
- 9 Iron rungs in ceiling to cross an area
- 10 Ladder to a loose grate
- 11 Large insect carapaces
- 12 Large spider eggs
- 13 Large, locked iron door
- 14 Loose stone, empty cache
- 15 Maintenance worker(s), installing a grate
- 16 Maintenance worker(s), removing clogs
- 17 Maintenance worker, sleeping
- 18 Mermaid skeleton
- 19 Monster dung
- 20 Monster tracks

Table 3–203: Sewer Encounters 3

- 1 Muffled call for help, trap
- 2 Muffled call for help, victim
- 3 Mushrooms, edible
- 4 Mushrooms, hallucinogenic
- 5 Mushrooms, poisonous
- 6 Nest, refuse
- 7 Nest, skulls
- 8 Old wreath of flowers
- 9 Pile of empty wineskins
- 10 Pile of bones, organized
- 11 Pit filled with muck
- 12 Rats, feasting
- 13 Rats, hungry
- 14 Roaches skitter from the light
- 15 Rogue(s), dying
- 16 Rogue(s), hiding
- 17 Rogue(s), lookout
- 18 Rogue(s), sleeping
- 19 Rogue(s), waiting
- 20 Rogue(s), wounded

Table 3–204: Sewer Encounters 4

- 1 Rough-hewn tunnel leading down
- 2 Secret door
- 3 Sewage being diverted to floor crack
- 4 Silver coin
- 5 Skeletons, mixed
- 6 Spider web, filling passage
- 7 Symbols in blood
- 8 Teen(s), pretending to adventure
- 9 Teen(s), taking a dare
- 10 Trap, alarm
- 11 Trap, pit
- 12 Trap, poisoned
- 13 Unfinished brick or stone wall
- 14 Wall collapse, being rebuilt
- 15 Wall collapse, guarded
- 16 Wall collapse, to hidden tomb
- 17 Wall collapse, to root cellar
- 18 Wall collapse, to wine cellar
- 19 Water drains through crack in floor
- 20 Web-wrapped corpse



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FANFARE

Table 3–205: Festival Activities 1

- 1 Acrobats or juggler
- 2 Allegiance(s) renewed or tithes paid
- 3 Apprenticeships announced
- 4 Betrothal announced
- 5 Bully or thief working crowd
- 6 Children's game(s)
- 7 Dance contest
- 8 Discovery revealed
- 9 Exotic animal(s) doing tricks or for sale
- 10 Exotic dancing (belly dancing, etc.)
- 11 Exotic food or beverage for sale
- 12 Fight (hounds, locals, or roosters)
- 13 Fire breather(s)
- 14 Fireworks
- 15 Food or drink consumption
- 16 Formal declaration announced
- 17 Games of chance
- 18 Gypsies arrive
- 19 Human or animal race or catch
- 20 Hunt or trained animal show

Table 3–206: Festival Activities 2

- 1 Jester or prankster
- 2 Judging, animal (farm or hunting)
- 3 Judging, beverage (ales, wines, etc.)
- 4 Judging, food (cakes, pies, sauces, etc.)
- 5 Judging, plant (food or beauty)
- 6 Kissing booth
- 7 Live chess match
- 8 Local celebrity in attendance
- 9 Local nobility arrives
- 10 Magician or hedge wizard
- 11 Musicians, standard or exotic (bagpipes, etc.)
- 12 Oaths or vows renewed
- 13 Official proclamations (grants or laws)
- 14 Puppet show
- 15 Reenactment(s)
- 16 Ritual performed
- 17 Theater show
- 18 Thief caught or escaping in crowd
- 19 Treasure or scavenger hunt
- 20 Weapons duel or missile accuracy

Table 3–207: Bard Song Names 1

- 1 Anthem for Griffin Company
- 2 Anthem of the Age of Dragons
- 3 Aria for a Lost Winter
- 4 Arietta for War's End
- 5 Ballad for Queen Ilsona of Ketinmach
- 6 Ballad of Baden Hill
- 7 Barcarolle of Frail Leymaria
- 8 Cabaletta of the Shadow Empire
- 9 Call of the Raven
- 10 Canticle of Leland the Marked
- 11 Cantos VI of the Mirror Cycle
- 12 Canzone for Nabthaterol
- 13 Chant of the Battlemaidens of Utaris
- 14 Chorus for the Soldiers of Valor
- 15 Composition for a King
- 16 The Count's Solo
- 17 Duet of Misha and Kitara
- 18 Epic for the Empire of Talistalv
- 19 Epic of Wraxheinous the Dragon King
- 20 Hymn of the Brother Monks of Newall

Table 3–208: Bard Song Names 2

- 1 Hymnal for the Winter Solstice
- 2 Lament for Amrathreal
- 3 Lullaby for Antony, Boy King
- 4 Lyric for a Missing Son
- 5 Melody for a Bishop's Tear
- 6 Quatrain of the Lost Shepherds
- 7 Opus Dream Suite
- 8 Poems of Peace
- 9 Psalms of the Beggar Tree
- 10 Requiem of Yislean of Harrowford
- 11 Round for Brother Val
- 12 Roundelay for 'Morrow
- 13 Serenade for Fair Sheridan
of One Thousand Romances
- 14 Song of the Whispering Moors
- 15 Sonata of the Pyramid Kings
- 16 Sonnet of Seven Summers
- 17 Symphony for Kings of Old
- 18 Tale of the Druids of Dunwell Grove
- 19 Threnody for the Sealost
- 20 Tune of Aidan the Hero Farmer

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**Table 3–209: Performance Titles
(Ballads, Operas, Plays, Songs)**

- 1 Battle of the Amazons
- 2 Battle of Seven Year Valley
- 3 Bethrene's Triumph
- 4 Brother Jun's Pilgrimage
- 5 Damia's Crypt Wish
- 6 The Fable of Shardin's Journey
- 7 Fall of Castle Dunrock
- 8 Ghost of Durgim's Alley
- 9 Kane's Last Stand
- 10 Ladyknight's Epic
- 11 The Legend of Darkwood
- 12 Legend of the Starweaver
- 13 Lord Bhalon's Mercy
- 14 Moon's Legacy
- 15 Saga of Jacarra's Folly
- 16 Southern Empires Saga
- 17 Story of the Familiar
- 18 Tale of the Feymaster
- 19 Terror of Gaialain
- 20 Tide of Ancient Storms

Table 3–210: Marches/Parades

- 1 Annual march
- 2 Autumnal celebration
- 3 Calvacade of horses
- 4 Celebration of independence
- 5 Civic celebration
- 6 Criminal punishment/sentencing
- 7 Demonstration/protest
- 8 Drunken revelry
- 9 Flower parade
- 10 Holiday, secular
- 11 Honorarium
- 12 Military march
- 13 Military victory
- 14 Noble procession
- 15 Pageant
- 16 Religious festivity
- 17 Religious display
- 18 Seasonal fair
- 19 Traveling entertainers arrive
- 20 Walking day

Table 3–211: Mundane Diversions

- 1 Acrobats
- 2 Annual or seasonal fair
- 3 Annual or seasonal sporting event
- 4 Banquet honoring a special guest
- 5 Dart league
- 6 Dog fights (dog vs. dog or dog vs. rat pack)
- 7 Gambling den
- 8 Hunting large or special game
- 9 Local tavern, dancing girl(s)
- 10 Local tavern, musician
- 11 Local tavern, traveling minstrel(s)
- 12 Outdoor theater
- 13 Puppet show
- 14 Theater
- 15 Town crier delivers news
- 16 Trained animal show
- 17 Traveling jester
- 18 Victory banquet
- 19 Wedding or betrothal celebration
- 20 Weekly craft gathering

Table 3–212: Uncommon Diversions

- 1 Assassination
- 2 Baptism/conversion
- 3 Carnival
- 4 Display of force
- 5 Display of magic
- 6 Foot chase
- 7 Force of nature
- 8 Kidnapping
- 9 Mass holy event
- 10 Mass pickpocketing by urchins/robbery
- 11 Magical duel
- 12 Mob justice
- 13 Murder
- 14 Noble procession
- 15 Public execution
- 16 Riot
- 17 Street fight
- 18 Supernatural sighting
- 19 Swordfight/duel of honor
- 20 Thief leaping from second story to ground

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The following is a list of NPC contacts, along with the roleplaying perks and benefits they grant PCs. These contacts can fit in any campaign setting. Each entry includes the contact's name, gender, race, and any benefits he or she can offer and what they want in return, if applicable.

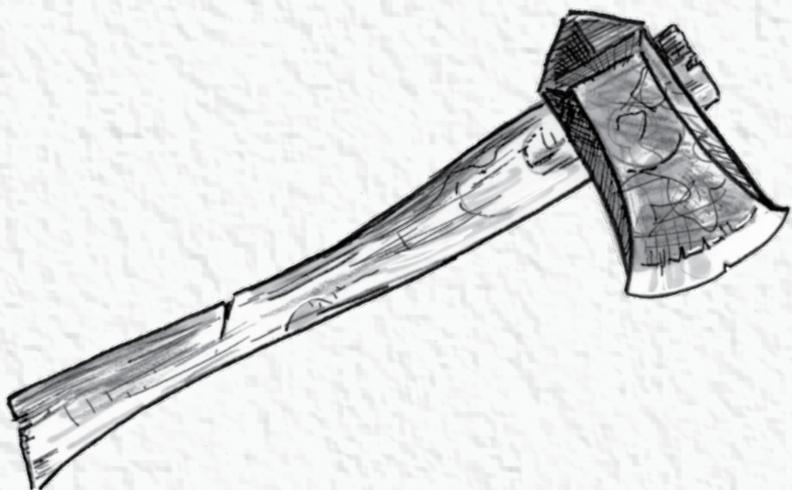
CONTACTS

Table 3–213: Contacts 1

- 1 Agripa, servant and household slave, female human. A wise woman in the service of an important noble, Agripa knows when to keep her ears open and her mouth shut. She can reveal information about the goings-on of the noble family she works for in exchange for useful gossip.
- 2 Arianna, thespian, female human. This charismatic and deceitful girl can help a character disguise himself effectively when using makeup and costumes from her vast assortment as long as some disguise supplies are traded.
- 3 Barakas Brokennose, brewer, male dwarf. This brewer sells raw materials (mainly various types of grains) as well as fine mead and ale at a healthy discount for news on competitors.
- 4 Barnabas, Hunter, male human. This contact offers food and shelter when prepping for a journey in any type of terrain... to for a price. He is also a master tracker and has been known to sell his services.
- 5 Baromas the Powerful, carpenter, male human. This strong carpenter builds a solid structure like no other. As a contact, he builds anything for the cost of the raw material as long as he is fed, given a place to sleep, and a few coins are in his purse when he is finished.
- 6 Bertol, alchemist, male human. This master alchemist supplies special alchemical items and brews certain potions at cost in exchange of rare goods. He can also identify things for a portion of the price, provided a favor is done for him.
- 7 Biltanas Boatmaker, shipwright, male half-elf. This boat maker sells all manner of embarkations at a fraction of the price (between 25% and 50% off). He also provides good timber at a 25% discount. Tips on pirate activity are greatly appreciated, but what he really likes is exotic tobaccos.
- 8 Borda Missingtoe, chandler, female human. This shy contact sells candles at a 60% discount. She also has a hidden cellar in which she hides refugees and other people in need in exchange for gold and information on new shipping lanes.
- 9 Calberol Hardear, cobbler, male human. This cobbler knows how to keep his customers happy. As a contact, he sells reworked boots, shoes, and sandals at one third of the regular price. He can also inform a character on all manner of local lore for the cost of a few draughts of fine ale.
- 10 Cardomir of the Shire, cottager, male human. This cottager knows more lore about the region than anybody else. For a fine meal he provides amazing detail. For an after-dinner cigar, he draws maps.

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- 11 Castanil, artist, female half-elf. A favorite at court, Castanil is a cunning woman who knows every important person in town. When questioned on certain individuals, she reveals how to act in their presence. She is always on the lookout for scandalous gossip.
- 12 Cori the Reckless, hostler, female human. This contact knows how to tame and train horses. Although she may not be able to offer a great discount on steeds, she trains horses for free and even purchases steeds from those who refer her business to others.
- 13 Cratos the Fat, innkeeper, male human. This contact grants good food and comfortable lodgings at 30% off for anyone who brings him exotic spices, trinkets, and stories.
- 14 Dardania the Unyielding, bailiff, female human. This strict lawwoman knows most criminals in the region. She helps identify, locate, and track down all manner of criminals. She has been known to pay for tips regarding escapees.
- 15 Dostoyana Ravenmane, soldier, female human. This contact works for the local militia. One of the best soldiers in her unit, she may find employment as a warrior, act as bodyguard, or even be hired as mercenary (for the cost of food and lodging, plus 10% of all monetary treasures found).
- 16 Drista the Bold, siege engineer, female human. This cunning engineer builds sound and reliable siege engines for the cost of raw materials plus 15%. Currently, she seeks a husband of noble birth.
- 17 Durdinas Armsmaker, armorsmith/weaponsmith, male human. This famous weapons crafter can sell masterwork items at 40% off to good friends. Occasionally, he may buy or sell enchanted arms and armor as well.
- 18 Duri Shortbeard, jeweler, female dwarf. This jeweler contact will purchase as many gems as one cares to sell to her. She also has access to a limited selection of enchanted rings, necklaces, and brooches, which she sells at half price. She needs someone to put in a good word to any and all human nobles about her shop, to hopefully increase business.
- 19 Eli the Librarian, bookkeeper, female human. This contact knows all sorts of information, and is an expert on useful trivia. She can also find informative volumes of arcane lore in exchange for books she's never seen before.
- 20 Estill Nightseeker, astrologer, female elf. Estill is an expert in the fields of astrology, fortune-telling, and magical theory. She currently wants to upgrade her stargazing equipment.



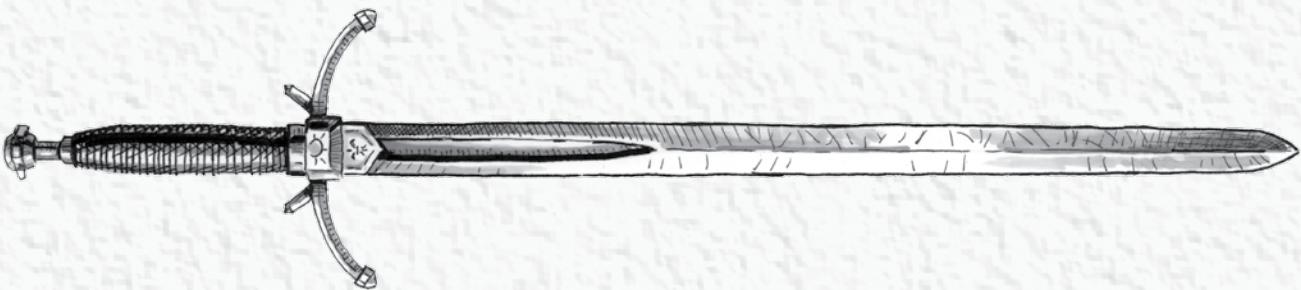
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Table 3–214: Contacts 2

- 1 Etherson Oxfriend, teamster, male human. Etherson has driven caravan wagons for over forty years. He uses his spotless reputation to find employment, cuts deals on transportation fees on certain caravans, and occasionally dispense sales prices on selected merchandise. In return, he merely needs a few more coins to help with his retirement.
- 2 Evik the Noblehearted, squire, male human. This impressionable young man is eager to serve, and is on the in with a number of members of nobility and royalty. He is willing to introduce someone to a notable knight of the region if someone will speak highly of him (in certain circles).
- 3 Fahavan Nokodomi, cartographer, male human. This man supplies maps of all kinds. He knows how to imitate handwriting and may forge documents for those in need of such services. He of course, would never reject gold, or a good word to a local woman he courts.
- 4 Fat Faramos, cook, male human. This goodhearted cook works for an important local noble family. He offers good food for free and grants occasional shelter at his lord's manor (or stable, depending on the circumstances) in exchange for black market spices and wines.
- 5 Finirian the Dreary, embalmer, male human. This contact grants funeral services for a discount. He can also help someone disguise himself in exchange for anything made of silver.
- 6 Fritas the Fool, jester, male human. Although he has a perverted sense of humor, Fritas has a multitude of contacts at court. With his help, people can secure an appointment with a high-ranking member of the ruling council, so long as they speak favorably enough to someone who can get him out of chores.
- 7 Gorkas Darkmane, metalsmith, male human. Gorkas supplies metal items of superior quality at just above cost. Although he never produces arms and armor himself, he offers, with the help of his many contacts, a 25% discount on these items. Looking for a bard to record his tale of success.
- 8 Grak the Destitute, beggar, male half-orc. This untrustworthy half-breed knows the city like he knows the many scars marking his unattractive face. He can help a character find scraps of food and good shelter for free. Always on the lookout for shortcuts and hideaways.
- 9 Hakiun Horsetamer, rancher, male human. This independent rancher contact grants high-quality steeds at a 30% discount. He also teaches people how to handle or ride horses. Hakiun is looking for a wife to raise a family with.
- 10 Harkadir Safepassage, sea vessel pilot, male human. This first mate can procure passage on his ship for free. Through his friends, he also bestows a discount of up to 20% off the transportation fee of any seabound vessel if the customers also do small chores aboard the vessel.

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- 11 Irkos One-Handed, locksmith, male dwarf. This discreet contact knows how to pick a lock and is familiar with most designs used in the city where he lives. He crafts specially made tools that grant benefits against one specific type of lock. He is always adding to his collection of unique keys.
- 12 Ivarnel, laborer and tenant farmer, male human. This simple and friendly farmer procures food, shelter, and mundane gear in exchange for a tale or two. He is intimately familiar with the region where he lives.
- 13 Jorian the Harper, musician, female elf. This charismatic character provides entertainment for free for friends who will spread the word of her talent.
- 14 Kiri the Craftsman, woodcrafter, female half-orc. Kiri supplies simple wood products for free. She can also craft any item made out of wood and offer a 25% discount on raw lumber. Her needs are simple and she enjoys company more than anything else.
- 15 Kratios, longshoreman, male human. This dockworker knows all sorts of rumors about the sea and is always willing to spin a yarn or impart sea lore for a good shave and haircut. He's also handy in a fight, especially if he takes a friend drinking anywhere in the harbor.
- 16 Kronak the Weary, tribal shaman, male human. This tribal priest performs ritual healing magic in exchange for a donation of blood to the spirits.
- 17 Lester, Son of Bestoc, aristocrat, male human. This rich contact buys any sort of ancient relics, — magical or otherwise — from adventurers, paying good money. He seeks reaffirmation of his faith — real or otherwise — from clerics or the faithful.
- 18 Likharr of the Forest, herbalist, male human. This herbalist keeps all manner of plants and medicinal herbs in his small shop. He grants a 50% discount on all goods in his store if someone will help discredit his rival.
- 19 Liruelle the Notorious, guild thief, female elf. This cunning thief is an expert at appraising goods and has contacts within the black market. He's looking to impress a local crime lord.
- 20 Lord Grallas, retired paladin, male half-elf. This old adventurer has a golden reputation. As a contact, he uses his influence when dealing with city or royal officials who know him. He is always willing to help out good-hearted people and friends in need.

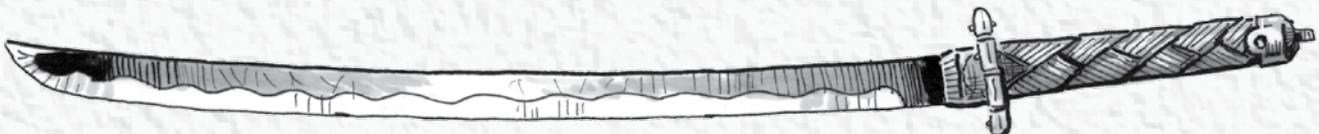


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Table 3–215: Contacts 3

- 1 Manika the Beautiful, courtesan, female human. This ambitious woman works for one of the most prestigious courtesans' guild in the kingdom. Her profession allows her to learn all sorts of juicy information from her clientele or their immediate families. She loves fine clothing and jewelry.
- 2 Mirador the Snipe, fixer, male human. This short, keen-minded fellow has made gathering intelligence his profession. Through his own chain of contacts, he can also have items appraised (safely and discreetly). His fee is usually more information, but gold will also do.
- 3 Missana, perfumer, female human. This contact will buy any substance she can use to create new fragrances. She also supplies herbs, high-quality perfumes, and low-grade poisons at cost in exchange for gems, pearls, or any fine material that can be ground into a powder.
- 4 Murodikan, sheriff, male human. This stern sheriff can confer protection as well as information on all wanted criminals in the region for those who help him with his wanted poster collection.
- 5 Oneran Stronghand, master mason, male human. This mason can build houses, manors, and fortifications for the cost of materials and wages for his crew; especially if a few hearty meals are thrown in and they have a place to sleep at night.
- 6 Pagvar Silverhammer, gemcutter, male dwarf. Pagvar has contacts throughout the Silverhammer clan and can put someone in touch with most craftsmen. He also offers fair prices on gemstones to any who have legitimate lore or books on other dwarf clans.
- 7 Rasputin, physician, male human. Rasputin administers short- or long-term care to those in need. He also finds healing herbs, potions, and salves in a relatively short time and for a very good price. He would appreciate help in collecting unpaid debts from patients who owe him money.
- 8 Rikanas, miller, male human. Rikanas is in charge of the village's gristmill. He can find work, food, and shelter for travelers. He loves company and is willing to reveal information on some of his patrons those who spend time with him, telling stories and doing chores.
- 9 Rostig the Humorless, monk, male human. This dreary monk is on a personal quest to find perfect harmony between mind, body, and spirit. He is an expert on ancient writings and enjoys deciphering old codes for those with enlightenment to share.
- 10 Salian, leatherworker, male elf. Salian supplies all sorts of leather goods for one third of the market price. He is interested in buying hide from various creatures someone may have killed, especially if a good story is attached.

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- 11 Sheraam, sailor, male human. This traveler reveals all manner of rumors from distant lands and shores to anyone who will talk him up to the captain.
- 12 Sorik Varnavel, farmhand, male half-orc. This exemplary employee dreams of a life of adventure and romance. He will do almost anything for a contact — as long as the task is (or seems to be) honorable and worthy in exchange for true friendship.
- 13 Thesteron Two-Toes, negotiator, male human. This devious rogue is a negotiator for the guilds and knows a lot of important members belonging to other organizations. He's always on the lookout for scams, deals, shills, marks, or a new con.
- 14 Trista, seer, female human. Since childhood, Trista has had visions of the future — or at least what she believes are visions of the future. She warns of impending danger or uses her divinatory magic to guide people on the right path. This is her living, though, and she needs to be paid.
- 15 Unia, poet, female elf. This talented poet makes a living by telling stories. She relates local legends, quotes historical facts from various volumes, and even guides people to a secluded hamlet, a lost monument, or a forgotten ruin in exchange for ancient stories... and a few drinks.
- 16 Virandia, seamstress, female human. Virandia makes clothes of the finest quality. For a quarter of the price, she can help someone look as sharp as a prince. She can also manufacture specific costumes to aid in disguises for those with some exotic threads or silks.
- 17 Yariis, executioner, male human. When not on duty, Yariis is a jovial man who loves good ale and devious pranks (and those who will help him pull them off). His station gives him privileged access to the capital city's barracks, guard towers, and dungeon prison.
- 18 Zaros the Dark, guild mage, male human. This evil wizard uses his scrying and divining powers to help anyone who pays in gems. He can cast powerful spells and rituals.
- 19 Zebekian, priest, male human. This devoted cleric will willingly bless anyone for a donation worthy of his god.
- 20 Zergia the Blademistress, swordmaster, female human. This uncouth warrior made a name for herself in the Northlands. She reveals the location (or presumed location) of ancient ruins in that region, but only if she can claim a prominent share in any treasure.



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UNIVERSITY

Table 3–216: University Names

- 1 Academy of Seekers
- 2 Church of the Deity of Knowledge
- 3 Citadel of Ancient History
- 4 College of Unique Process
- 5 Conservatory of Higher Thought
- 6 Convocation of the Magus
- 7 Eternal Mansion
- 8 Founding Father's Name
- 9 Fraternity of the Compass
- 10 Halls of Advanced Learning
- 11 King's College
- 12 Library of Creative Thought and Perpetuity
- 13 Mind's Eye Sanctum
- 14 Northern Lesgrave University
- 15 The School of Truth
- 16 Seminary of Saint Abdar
- 17 Tower of the Stars
- 18 Towers of Arcanum
- 19 University of the Mystical and Divine
- 20 Veritas Academy



Table 3–217: University Classes 1

- 1 Abjuring, Auguries, Omens, and Prophecies
- 2 Accounting and Tax Collecting
- 3 Advanced Medicine
- 4 Advanced Smithing and Ironlore
- 5 Alchemical Doctrine
- 6 Anatomy and Physiology
- 7 Architecture and Design
- 8 Astral Studies
- 9 Astrology
- 10 Astronomy
- 11 Bloodlines and Blood Magic
- 12 Cartography and Mapmaking
- 13 Chirurgery
- 14 Ciphers, Codes, and Secret Languages
- 15 Civics
- 16 Divination Theory
- 17 Elemental Binding
- 18 Engineering
- 19 Ethics
- 20 Fellowship Seminar

Table 3–218: University Classes 2

- 1 Genealogy, Heraldry, and Nobility
- 2 History
- 3 Interior Justice
- 4 Laboratory Arts
- 5 Logic
- 6 Magical Theory and Applications
- 7 Military Tactics and History
- 8 Musical Composition and Theory
- 9 Naprapathy
- 10 Necrology
- 11 Obscure Languages
- 12 Occult Symbology
- 13 Philosophy
- 14 Phlebotomy and Phrenology
- 15 The wPlanes
- 16 Rhetoric
- 17 Runes and Sigils
- 18 Sangoma
- 19 Scribner
- 20 Theology

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Table 3–219: Historians and Sages

- 1 Avrego Wightman: Sieges and wars, has an eye for the ladies
- 2 Blad Bourassa: Architecture styles, an elder who thinks he's seen it all
- 3 Chiara Jabrayan: Elf history, always reminding people how skilled he is
- 4 Emad Nethercote: Nobility and royalty, tells long tales, loves to hear self talk
- 5 Fadi Thanheit: Giant history, treats foreigners poorly
- 6 Jannel Khnoperrick: Ancient empires, always double-checking with superiors
- 7 Kaslytis Price: Geography and locations, never without a snifter of brandy
- 8 Keita Esperance: Dragon history, always seems tired and drowsy
- 9 Kekara Lucente: Magic use and development, gossips about other people at length
- 10 Kent Vurton: Dwarf history, always finds exceptions to the work to extend his fees
- 11 Lacy Charabati: Culture migration, is always trying to sell himself and his peers
- 12 Lon Demtire: Skirmish battles, never seen without some sort of personal weapon
- 13 Masiri Genoff: Weaponry development, claims to know many great heroes
- 14 Moshe Hearonn: Religions and artifacts, always cheerful with a hearty laugh
- 15 Randall Kernchia: Cities and towns, depressed and determined to bring any mood down
- 16 Rhoa Witlock: Charts and cartography, prone to asking inappropriate questions
- 17 Sehl Lathome: Stargazing and constellations, always correcting other's grammar
- 18 Spence Soetaert: Prophecy, quick to argue his viewpoint or interpretation
- 19 Sybilla Weynant: Plays and songs, frequently hums or sings ancient songs
- 20 Voirincheck: Art and sculpture, always noting useless trivia associated with work

Table 3–220: Scribes

- 1 Alligray Boyd: Elven, speaks with an elf accent
- 2 Bellamy Chamdleson: Common, fan of local colorful phrases
- 3 Bendrison Matter: Draconic, squints and adjusts glasses while writing
- 4 Berculeck Konopat: Auld Common, smokes pipeweep
- 5 Betha Swantek: Celestial, absently twirls hair on finger
- 6 Derius Marchone: Common, very proper in manners and dress
- 7 Idone Kerrigan: Trade glyphs, twirls gold coin in off hand
- 8 Ifrat Wintermute: Druidic, shameful grin shows many missing teeth
- 9 Juliran Lebeck: Dwarf language, prone to whistling while he works
- 10 Kallay Gehrestill: Infernal, has two different eye colors, gray and green
- 11 Macke Grogan: Elven language, has elf tattoos on each hand
- 12 Mallery Slate: Draconic, nervously twitches while works
- 13 Maritz Detillion: Giantkin, has a deep, rich voice
- 14 Martique Leja: Fey glyphs, sits very cockeyed and comfortably in chair
- 15 Meiran Gilmartin: Common, lacking in neither skills nor looks
- 16 Ramson Setlock: Dwarf language, nods a lot while talking or working
- 17 Rolfe Hamman: Old One symbols, smiles to himself while working
- 18 Savitton Reed: Common, old scars didn't heal well on him, hurting looks
- 19 Stoll Passolo: Elven language, always seems cold, wrapped in extra clothing
- 20 Trevillian Martox: Trade tongue, talks a lot with hands and body movements

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Table 3–221: University Professors

- 1 Amos Manthry: Heraldry and lineage
- 2 Cascadia Vincento: Riding, known for demanding hard work from the students
- 3 Digio Meier: Glyphs and symbols, claims his missing finger helps his work
- 4 Gale Mullenforth: Fencing and archery, said to have elf blood in him
- 5 Grady Wolfstone: Locksmithing, from dwarf family known for the work
- 6 Harlin Nezniak: Justice, frequently talks to himself as if to reassure his thoughts
- 7 Jaron Valardi: Religion, he himself never reveals his true faith, if any
- 8 Keint Lashbridge: Animal training, has a collection of exotic talking birds in his office
- 9 Kenna Killorn: Concentration, short on words but with a piercing gaze
- 10 Kolass the Great: Theater, always seen in colorful, casual garb
- 11 Lillica Rennis: Astrology, uses old suitor's notes to her as demonstration handouts
- 12 Loeffel Woodward: Languages, also known as "The Loafer," teaching the easiest class to pass
- 13 Morgan Ipekring: Ciphers, speaks of her time as an adventurer
- 14 Oliver Ramshaw: Arcane sciences, rumors says he is having an affair with another professor
- 15 Oxley Fairfield: Alchemy, also known as "The Ox," the university looks to replace this professor
- 16 Perek Barliadi: Nonmagical healing, speaks fondly of helpful necromantic magic
- 17 Rourke Ashwork: Music, has a following among his younger female students
- 18 Sammael Azar: History, an excellent teacher but with a very short temper
- 19 Seto Agudela: Civics and culture, has many maps of her extensive travels
- 20 Tandy Barago: The Planes, they say she's been to other worlds and it's affected her mind

Table 3–222: University Students

- 1 Adriana Perone: History, plans to become a professor once she feels she's learned enough
- 2 Amir Windless: The perpetual student of the school
- 3 Fedro Gabel: Languages, he and his wife, Dana, attend classes together
- 4 Heikki Halvarado: Arcane sciences, standoffish and a loner
- 5 Hugh Zivick: Mathematics, has a strange accent and spectacles
- 6 Kantiri: Philosophy, mature age, keeps hair long in braids and is handsome
- 7 Kelleron Dussel: Zoology, scruffy and unkempt, once broke up a fight between professors
- 8 Medgerdichian: Wars and strategy, stern and handsome
- 9 Mitro Mantaka: Magic, loves attention and very talkative
- 10 Moyal Triolo: Fey studies, daydreamer who has few friends
- 11 Orchant Farrokh: Astrology, strong-willed and highly motivated
- 12 Roy Tapia: Local hero, always making new friends
- 13 Sheldon Arronov: Metallurgy and alloys, has strange gray eyes
- 14 Sorgie Baranco: Chirurgery, presence stands out in a crowd
- 15 Tilton Caveglia: Economics, practical joker
- 16 Trice Tomanian: Taking only a single theater class, gold digger
- 17 Viago Moreta: Law and crime, brooding about a mysterious past
- 18 Werne Collado: Avoids most people since one of his parents is in an influential position
- 19 Zahdra Spathi: Divination, wants to understand the visions she receives
- 20 Zayas Pachana: Father is a professor at the school; prone to violent outbursts regarding the subject

◀ CHAPTER THREE ▶



CRAFTING A FANTASY CITY

It's no surprise this is the biggest chapter in the book. No one place contains as many elements to keep GMs and players on their toes as cities. We've tried to provide as much information as possible to either answer nearly any question or spark a writer's block. Over 90 pages, this chapter has everything you need to build a city from the ground up.

You may be using this chapter in two different ways, either sitting down to plan a city or caught with your britches down when the characters decided on an unexpected detour. Either way this section can help.

When building from scratch, it's important to name your city and then decide on its size. The governmental structure helps and once you know that, you can determine who rules the city... and who *really* rules from behind the scenes. Are guilds important to your city? Wizards? The local university? This chapter can answer all those questions.

From there, you can design a basic city shape. There are tables for First Impressions, Location, Background, and History, and even a Basic Description so that you only need to visit one chart, instead of ten. Use entries as inspiration and draw the basic shape of your city. Mark a number of entrances and exits and if your borders are just that or actual walls.

Next, do the district and quarters borders and mark their purposes or names. In between the neighborhoods are major streets; use that table to build those entries. Break up the neighborhoods with historic or special sites, and a monument or two. Make notes of which buildings are in which neighborhood or ward. Use the words in Building Types for ideas.

Make notes on the primary industry of the city and how that effects the layout. Note how commerce is handled, if there are any guilds to contend with, and who the mover-and-shaker nobles and merchants are.

Take a look at the various Crimes and Punishments and decide on a general system of law.

Decide what gods are worshipped and where their temples or shrines are located.

Are there any universities on hand? If so what are their specialties?

The remainder of the tables in this section help answer questions that players frequently ask during play. The tables help provide snappier responses than the ones you may have.

Characters will want to take in the local sights, pay a visit to the market (or black market) check in with guilds, do research, get rooms at an inn, take in a show, or find a fine meal. They can even meet locals or find company for the evening. It's all in here!

◀ CHAPTER THREE ▶

USING THIS CHAPTER

City Names 2

3 Northspire

City Description, Detailed

2 A circular city built on the side of a steep hill....

Gatehouses

7 Stone guardhouse with an iron portcullis...

Flag Symbols

5 Box and Barrel

Size and Population

10 Small City [6,000]

City Location Background

11 Gradually built around a consortium of guilds

Government 2

16 Patriarchy

Power behind the Throne

8 Governor Thant Vagilark, Lord of Charm

Magicians

Street Names 1

9 Blackstern Street

City First Impression

5 Crowded and unkempt

Architecture

11 Muted Slate and Stonework

Districts and Quarters

4 Inn and Tavern district

City Sights

Public auctioneer draws an impressive crowd

Taverns and Inns 1

19 Crickets

Tavern Interior

8 Horseshoe-shaped bar...

Tavern Population 1

5 Four humans and a dwarf

Tavern Population 2

12 Two elves and a human dandy

Tavern Crowd

7 Everyone is laughing and trying to get the owner's cat that is caught in the rafters

Alcohol 1

16 Ginger Beer

Rooms for Rent

19 one suite for 8gp

Inn Diversions 3

3 Pickpocket caught

After a long journey you reach Northspire, a small circular city built on the side of a steep hill. The walls are stone, broken up by fortified towers with soldiers in each. Approaching the stone gatehouse, you notice the portcullis worked into the city's coat of arms — a stylized box and barrel. Rumor has it this city was built around a consortium of guilds, attracting out-of-luck folks to work the various shops. The oldest and most powerful guild leaders (all men, mind you) rule the city. Most are personal friends of Thant Vagilark, the head of the guild of enchantment magic, who makes frequent visits to this otherwise small city.

You stroll down the main thoroughfare — Blackstern Street — taking note of the crowded and unkempt dwelling conditions, all gray and unimaginative slate and stone structures. A huddled gang of workers talk among themselves outside a shop. Across the way a larger crowd gathers around a man shouting about different items being auctioned off from a corner residence.

A sign on one building welcomes you to Crickets, a local watering hole. Inside is a horseshoe-shaped bar with ten stools with a lowered interior; four booths and four long tables sport colored candles. Around the bar are four humans and a dwarf, along with a couple of elves and a human dandy. Everyone is laughing and trying to get a cat down from the rafters. A serving wench mentions the ginger beer is a local favorite and that only one room remains — a single suite at 8gp a night. Suddenly, there's a noise... as a burly patron stands up, having just caught a pickpocket.

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CHAPTER FOUR

MARITIME

◀ CHAPTER FOUR ▶

PORTS O' CALL

Table 4–1: Port Names 1

- 1 Annex Bay
- 2 Bandar Point
- 3 Bargeton
- 4 Bridgetown
- 5 Cape Cristobol
- 6 Cape of Saints
- 7 Cape Yeoman
- 8 Colossus Gulf
- 9 Coral Bay
- 10 Darkwash Landing
- 11 Deepharbor
- 12 Dire Cape
- 13 Eagle Point
- 14 Glass Bay
- 15 Grim Cove
- 16 Hazzir Bay
- 17 Jamestown
- 18 Jericho Landing
- 19 Kingsport
- 20 Kirkdun Harbor

Table 4–2: Port Names 2

- 1 Mammoth Point
- 2 Never Moor
- 3 Outrigger Dock
- 4 Port Behremij
- 5 Port Galtas
- 6 Port Haven
- 7 Port of Men
- 8 Princeport
- 9 Port Unique
- 10 Razor Landing
- 11 Reunion
- 12 Saint Marcus Marina
- 13 Saint Troix
- 14 Sonata Bandar
- 15 Thrace
- 16 Tildon
- 17 Valletta
- 18 Victory Channels
- 19 Vincennes
- 20 Waterford

Table 4–3: Ports at-a-Glance

- 1 Busy and well-patrolled
- 2 Capital of country
- 3 Entertainment center
- 4 Excellent information and knowledge
- 5 Excellent weapon and armor smiths
- 6 Export center
- 7 Filled with king's troops
- 8 Filled with criminals and scum
- 9 Good repair facilities
- 10 Guild-run port
- 11 Import center
- 12 Military fortress
- 13 Pirate's den
- 14 Quarters strictly defined
- 15 Ramshackle
- 16 Saturated with industry
- 17 Scarcely populated
- 18 Significant magical activity
- 19 Smuggler's haven
- 20 Substantial humanoid population

Table 4–4: Port Intrigue

- 1 Boasts pearl beds and divers
- 2 Deadly fog shrouds city at night
- 3 Flooded by bad storm
- 4 Founded by a pirate
- 5 Has a huge water clock in center of town
- 6 Houses a torturers' guild
- 7 Lit by magical torches
- 8 Mayor is reputedly a pirate
- 9 Mints coins for the government
- 10 Museum houses a dragon skull
- 11 Mysteriously abandoned recently
- 12 Quarantined for plague
- 13 Royalty has a home here
- 14 Ruled by mad priest of a sea deity
- 15 Run by a council of pirates or adventurers
- 16 Sand on the shore is black
- 17 Sea races openly walk the streets
- 18 Suffers the strain of tribute to local dragon
- 19 Tension between ruler(s) and local druid(s)
- 20 Trades freely with sea race(s)



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Table 4–5: Dockside Personae

- 1 Alec the dock warden inspects ships for contraband outlawed by the local nobles.
- 2 Atryau the seer forgets most of his own past but is outstanding at seagoing lore and stories.
- 3 Brushela Cauldron-Tamer, retired naval cook, now serves up her wares in the Studded Anchor.
- 4 Ditrik the warehouse owner and smuggler's contact and his regime of bodyguards.
- 5 Docan the shipwright and retired advisor to the imperial navy, available for advice.
- 6 Duthalik the dwarf siege-engine specialist, in both shipboard catapults and ballistae.
- 7 Dythellia the Seawitch, a druid of no little skill, speaks with sea creatures for news from afar.
- 8 Gaithlin Kraken-Slayer, bard of the high seas and former cabin boy of Captain Risella Redmane.
- 9 Grace the necromancer, known to have powered the Skullreaver with untiring skeletal rowers.
- 10 Jaitia, aquatic elf who travels from port to port in search of word of a lost city of her kind.
- 11 Johannus Coop, the retired shipwright who nitpicks ship imperfections that really don't matter.
- 12 Lukin the harbormaster, with logbook and writs of notice, is always accompanied by his assistant.
- 13 Martiorin, the matriarch of the local guild of innkeepers and taverns, who owns the Sailor's Rest.
- 14 Old Jorris the beggar who claims his ship wrecked here years ago and has a great pity craving.
- 15 Seti Irmal, cleric to the god of the sea, collecting alms and giving blessings to departing ships.
- 16 Solveig the half-ogre bosun recently expelled from the *Xenwind*, looking for new work on deck.
- 17 Sorgiss Redflesh, permanently sunburned sailor who survived 30 days in the Dreadmyth Sargasso.
- 18 Theldar the brawler, champion arm wrestler and freelance shipboard marine.
- 19 Urid the Grym, master pilot and chart-reader, with sack of sextants, measuring devices, and gear.
- 20 Xavier the master navigator's collection of ancient mariner's maps rivals that of the oldest captain.

Table 4–6: Dockside Diversions 1

- 1 Artist is making charcoal sketches of the docks
- 2 Band of musicians play to announce the arrival of a noble's ship
- 3 Battered ship enters port and the surviving sailors are few
- 4 Child covered with seaweed is chasing other children down the docks
- 5 Children have acquired a small mirror and are reflecting sunlight into the eyes of pedestrians
- 6 Coachman is refusing a fare; the angry customer begins kicking the coach
- 7 Couple of drunken salts are telling tales of sea serpents that they've "seen"
- 8 Couple of newlywed nobles are being sent off; the young bride weeps
- 9 Cowled figure is being escorted aboard a ship by several sailors and guardsmen
- 10 Crate on the docks explodes, releasing a hungry creature
- 11 Crew of a nearby ship sings as it prepares to set sail
- 12 Criminal is being escorted to a ship; the crowd hisses and follows behind the guards
- 13 Dark cloaked figures chase a small boy down the docks; the lad is heading for the water
- 14 Drunken sailors attempt to return to their ship, but board the wrong one; a scuffle ensues
- 15 Due to the displeasure of the sea goddess, the harbor has turned into a huge whirlpool; the town — desperate to make amends — considers tossing sacrifices into the harbor
- 16 Family, leaving town, carries all their belongings; a sailor scolds them about so much baggage
- 17 Famous bard entertains at a dockside tavern; the place is full with a crowd just outside the door
- 18 Figurehead is being repaired or replaced on a damaged ship
- 19 Fisherman and a young couple are haggling over the sale of a boat
- 20 Fisherman carefully cuts up and feeds his catch to a couple of fat cats

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Table 4–7: Dockside Diversions 2

- 1 Fisherman is cleaning his catch and feeding nearby seagulls what he can't use
- 2 Fishing boat runs aground and cracks against the hull of a bigger ship in the marina
- 3 Fishing net animates and begins dragging pedestrians into the water
- 4 Giant dead sea creature has floated into the harbor
- 5 Guards are trying to arrest a ship's captain on charges of piracy; he is resisting
- 6 Harbor has turned the color of blood
- 7 Harbor is filled with floating dead fish; the smell is terrible
- 8 Harbor is quickly and quietly being emptied; no one will speak of why
- 9 Harbormaster has fainted and no one seems to notice
- 10 Horse has been spooked and is pulling a wagon down the docks at breakneck speed
- 11 House explodes; the inhabitants have been known to locals to experiment with unstable substances
- 12 Hungry sharks swim lazily in the harbor, waiting patiently for food
- 13 In the harbor a (plague) ship is being sent away; someone is sick aboard
- 14 Large chest is under heavy guard as it is loaded onto a wagon
- 15 Large chest on the deck of a ship seems to move toward the water
- 16 Large ship boasts several pirate flags hanging from its figurehead as trophies
- 17 Laughter can be heard from beneath the docks; the locals claim they can't hear anything
- 18 Local inventor tests an breathing apparatus for use underwater
- 19 Long line of people waits near a wagon; a sign with a picture of a steaming crab hangs on the side
- 20 Lucky cat has stolen a dock fisherman's catch; he begins chasing the culprit

Table 4–8: Dockside Diversions 3

- 1 Merchant is being visited by a couple of thugs
- 2 Merchant — hawking his wares — speaks in a foreign language, desperately clamoring for trade
- 3 Nearby figurehead seems to wink occasionally
- 4 Newly built ship is being lowered into the harbor today; if all goes well a christening will follow
- 5 Noble claims he's been insulted and challenges a young boy to a duel
- 6 Noble has caught her dress hem on a nail; she is trying to unobtrusively free herself
- 7 Noble uses a fisherman's pole to retrieve his hat from the water; a fisherman flips a coin, smirking
- 8 Old woman hobbles on a cane down the docks and the pedestrians give her a wide berth
- 9 Old woman sits in a rocking chair knitting; occasionally talks to "Oswald," but she is alone
- 10 One of the piers has been torn away and can be seen floating in the harbor
- 11 Pair of young women who are twins are fishing off the dock
- 12 Parrot familiar has flown onto a building sign; a sailor tries to coax it down
- 13 Peg-legged sailor is dancing with a woman to the tune only they can hear; they've just been married
- 14 Press gang hurries its catch to a ship with a few folks in tow
- 15 Pretty young woman is being harassed by a group of sailors
- 16 Priest silently prays at the docks; few notice and nudge him as they pass
- 17 Rat is chased by a cat nearby; it seems to squeak out "Help!" to pedestrians
- 18 Regal coach sits on the docks; no one is seen leaving or entering it
- 19 Rogue's hand is removed at a stall for stealing; locals cheer as the axe falls
- 20 Rowdy sailors have just been granted shore leave

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Table 4–9: Dockside Diversions 4

- 1 Sailing ship enters port crewed entirely by an aquatic race
- 2 Sailor has hung himself from a docked ship's mast overnight; everyone is afraid to board the ship
- 3 Sailor going wild and breaking things after learning his girl has married another while he was at sea
- 4 Sailors from two rival ships have started to argue; this likely leads to fisticuffs
- 5 Scholar is unloading his library from a ship and is making the porters' job difficult by supervising
- 6 Seven cowled figures have taken positions on a ship in port and are standing very still
- 7 Several old men repair fishing nets while trading rumors
- 8 Shifty fellow offers his services as a guide to a group of naïve folks who have just disembarked
- 9 Ship has captured a magical aquatic beast... alive
- 10 Ship has caught fire and crews from nearby ships help put it out
- 11 Ship here with a huge hole in the side; it's a miracle it managed to reach port
- 12 Ship's entire crew refuses to sail out again on the ship they came in on; they won't say why
- 13 Ships and boats in the harbor are all being sunk from below
- 14 Ship's (magical) figurehead is arguing with the captain
- 15 Shouts can be heard from a ship whose crew is having trouble replacing torn sails
- 16 Sky has darkened quickly and everyone is closing up, getting to shelter and preparing for a storm
- 17 Small child is selling polished seashells from a basket
- 18 Small fishing boat has a large shark across the deck
- 19 Small group of children pick on a smaller child
- 20 Some crewmen claim they've captured a member of an aquatic race long thought extinct

Table 4–10: Dockside Diversions 5

- 1 Some sailors cracked open a casket of rum and now roll the empty casket along the dock
- 2 Someone has covered all the dockside windows of a ship with tar
- 3 Townsfolk are making repairs to one section of the docks
- 4 Travelers are trying to coax their horses on board a ship
- 5 Two fisherman argue and blame each other over some inconvenient and overblown slight
- 6 Two sailors are fighting over a woman while she is eyeing another man across the docks
- 7 Whales have beached themselves near the edge of the docks
- 8 While a ship departs several women stand on the docks and wave farewell to their sailors
- 9 Young apprentice crushes shells with a mortar and pestle, with her legs hanging out over the water
- 10 Young bard plays a worn and repaired lute, a beaten hat at her feet with a few coppers inside
- 11 Young boys throw rocks at seagulls
- 12 Young boys have tied a dead rat to string, using it and a few nets to gather crabs
- 13 Young fisherman is having a hook removed from his hand by another
- 14 Young man can be seen swimming in the harbor
- 15 Young man is feeding soup to a drunken beggar
- 16 Young man joins a crew as mother watches, weeping; the sailor pretends not to notice
- 17 Young pretty woman helps a drunken man leave a tavern and walk home
- 18 Young woman sells fried squid on a stick
- 19 Young woman — posing as a boy — applies for cabin boy position; the sailor sends her away
- 20 Young woman is using a long stick to collect seaweed; a basket filled with it is nearby

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Table 4–11: Dockside Establishments 1

- 1 Apothecary
- 2 Bait shop
- 3 Bakery
- 4 Barber
- 5 Baths
- 6 Brothel
- 7 Butcher
- 8 Carpenter
- 9 Church
- 10 Cooper
- 11 Dock master
- 12 Fest hall
- 13 Flophouse
- 14 Flower girl
- 15 Gambling hall
- 16 General store
- 17 Glass blowing
- 18 Inn/tavern
- 19 Lumber mill
- 20 Map maker

Table 4–12: Dockside Establishments 2

- 1 Market
- 2 Mercantile
- 3 Merchant shop
- 4 Merchant stall
- 5 Moneychanger
- 6 Pawn shop
- 7 Rope/net maker
- 8 Sage
- 9 Sail maker/seamstress/tailor
- 10 Sailor's guild
- 11 Scribe
- 12 Shipwright
- 13 Smithy
- 14 Stable
- 15 Tattoo shop
- 16 Tinker
- 17 Tobacco shop
- 18 Trinket shop
- 19 Wagon maker
- 20 Warehouse

Table 4–13: Port Imports/Exports 1

- 1 Armor
- 2 Art
- 3 Cattle
- 4 Coal
- 5 Drugs
- 6 Exotic steeds
- 7 Fine fabrics
- 8 Fine furniture
- 9 Fine steeds
- 10 Fish
- 11 Fruits and vegetables
- 12 Furs or skins
- 13 Grain
- 14 Herbal remedies
- 15 Information
- 16 Ivory
- 17 Jewelry
- 18 Lace
- 19 Leather goods
- 20 Magic items

Table 4–14: Port Imports/Exports 2

- 1 Maps
- 2 Marine jewelry
- 3 Paper goods and books
- 4 Poisons
- 5 Porcelain
- 6 Potions
- 7 Pottery
- 8 Precious stones
- 9 Raw ore
- 10 Scrimshaw
- 11 Scrolls
- 12 Slaves (legal or illegal)
- 13 Spices
- 14 Stone
- 15 Unusual plants
- 16 Weaponry
- 17 Wild animals
- 18 Wines/spirits
- 19 Wood and lumber
- 20 Woven goods

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Table 4–15: Black Market

- 1 Accoran Mathruis has illegal orc tobacco for sale in his attic.
- 2 Barot Torb, a dwarf, has a secret room under his smithy where he trades in smuggled metals.
- 3 Corithan Solomon runs a general store where you can contact a prostitution ring.
- 4 Cyrence Borouck sells illegal and outlawed magical items from his small boat.
- 5 Devinstance Eonmos can procure any type of contraband down by the Craven Tavern.
- 6 Dominus Gillid sells potions, but if you rub your chin he'll show you outlawed, rare poisons.
- 7 Dorivan Delgrath can get elven food served in the basement of his simple inn.
- 8 Dougrich Heward is a contact for the Crimson Wasp assassins, and can broker deals too.
- 9 Esrabeth Nominus can get small reams of the highest quality elf paper in his general store.
- 10 Evenrude du Builrend sells normal perfumes and has a small stash of dwarven perfume as well.
- 11 Hollique Fleur isn't just a barkeep but a font of specialized information on trade.
- 12 Lady Ventrasa Illimus has a slave trade running from her extensive estate grounds.
- 13 Lethony Velendra knows a band of diviners willing to cast divination spells on anyone for a price.
- 14 Malichai Durgen owns the magic guild but can get custom wards designed for any locale.
- 15 Marcah Caslar, leader of the Rotgut Men, offers all manner of protection, no matter where.
- 16 Nathaneth Doricon is a bookseller who also smuggles the outlawed true history of the monarchy.
- 17 Oliman Zabrandus deals in special outlawed pearls that can be ground into alchemical elixirs.
- 18 Patrem Mornrim can obtain magical components for spells long outlawed in the land.
- 19 Roderick "Justice" MacLachlan channels bribes and gifts to members of the court system.
- 20 Zachriam Munavian acquires healing potions that, while potent, exact a bizarre toll on the body.

Table 4–16: Establishment Supplies

- 1 Borigdarr Darkhorn runs a dockside shack that sells fishing supplies and bait.
- 2 Carsae Kalizan runs a potion shop out of a wagon that roams the docks.
- 3 Crigo Mylarn operates a blacksmith shop specializing in farm equipment.
- 4 Darlane Du Sara is a woodworker who makes and sells barrels and troughs.
- 5 Glaerim Sullendrach operates a jewelry store and also cuts gems himself.
- 6 Gurzion Korith owns one of the finest stables around, selling both horses and ponies.
- 7 Harish Findar runs an outstanding all-purpose bakery out of his simple home.
- 8 Jedder Kor is a scribe who transcribes books and writes special letters and forms.
- 9 Ketrick Jentha has a candle shop that specializes in all matter of illumination.
- 10 Lhaerus Levien owns a hobby shop with game pieces, tavern puzzles and toys.
- 11 Luzward Brynn is a bookseller and stocks both scholarly work and common tales.
- 12 Marias Heybor runs a dingy shop selling cheap clothing materials and silks.
- 13 Meith Arachar and her daughters own a simple desert shop with pies and cookies.
- 14 Moiran Gilath runs an apothecary that also dabbles in occasional snake oil.
- 15 Mythliam Dimitre is the proud owner of a tannery and grain shop.
- 16 Nerek Artinal runs the local woodworks and his brother Balis makes furniture.
- 17 Orikkoff Goldbar owns a brewery and sells some of the finest homemade ales around.
- 18 Tiffon Belia owns a sword and knife shop and offers regular sharpening for free.
- 19 Trinio Levendar operates an armory with special items he obtains from dwarves.
- 20 Tyrkoth Jystuul runs the local clothier and offers both work gear and festival dress.

◀ CHAPTER FOUR ▶

CREWING THE SHIP

Table 4–17: Nautical Equipment 1

- 1 Anchor
- 2 Air bladder
- 3 Astrolabe
- 4 Belaying pin
- 5 Bilge pump
- 6 Binnacle
- 7 Boatswain's whistle
- 8 Captain's log
- 9 Captain's speaking cone
- 10 Charting tools
- 11 Compass
- 12 Ditty bag
- 13 Diving grease
- 14 Diving helm
- 15 Goggles
- 16 Grappling hooks and line
- 17 Lifesaver
- 18 Log line
- 19 Maps and charts
- 20 Oar

Table 4–18: Nautical Equipment 2

- 1 Rope
- 2 Sail repair material
- 3 Sail, great lateen
- 4 Sail, great square
- 5 Sail, large lateen
- 6 Sail, large square
- 7 Sail, medium lateen
- 8 Sail, medium square
- 9 Sail, small lateen
- 10 Sail, small square
- 11 Sea rations
- 12 Sextant
- 13 Ship repair material
- 14 Ship's bell
- 15 Siege weapon and ammunition
- 16 Spyglass
- 17 Telescope
- 18 Timepiece
- 19 Water odometer
- 20 Weather glass

Table 4–19: Captain's Orders

- 1 Abandon ship: everyone overboard
- 2 All hands in: no night watches
- 3 Anchor's aweigh: let's set sail
- 4 Bear down: turn away from the wind
- 5 Bring alongside: pull beside another vessel
- 6 Bring to: use the sails to come to a halt
- 7 Cut and run: cease grapples on ship and flee
- 8 Full ahead: top speed straight course
- 9 Full and by: sail into the wind
- 10 Furl the sails: wrap sails around mast
- 11 Hard to aft: turn right
- 12 Hard to port: turn left
- 13 Haul wind: turn into the wind
- 14 Lay ahull: wait out a storm
- 15 Lay: to come and go, usually followed by a deck position
- 16 Outward bound: leave port of safety
- 17 Overbear: sail downwind, stealing another's wind
- 18 Pipe down: demand silence
- 19 Sound the bell: an alert
- 20 Toe the line: crew report on deck in line

Table 4–20: Ship's Crew

- 1 Artillerist
- 2 Bosun
- 3 Cabin boy
- 4 Captain
- 5 Carpenter
- 6 Consort
- 7 Cook
- 8 First Officer
- 9 Marines
- 10 Navigator
- 11 Officers
- 12 Purser
- 13 Sea wizard
- 14 Seaman, experienced
- 15 Seaman, green
- 16 Second Officer
- 17 Slave, new
- 18 Slave, veteran
- 19 Steward
- 20 Taskmaster



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Table 4–21: Nautical Terms 1

- 1 Abeam: At right angles to, or beside, the boat
- 2 Aboard: On or in the boat
- 3 Aft: Toward the stern
- 4 Aground: When the hull or keel is against the ground
- 5 Aloft: Overhead or above
- 6 Amidships: The middle of a vessel, either longitudinally or transversely
- 7 Anchor: An object designed to grip the ground under a body of water
- 8 Astern: Behind the boat
- 9 Backstay: A support wire that runs from the top of the mast to the stern
- 10 Bail: To remove water from the boat
- 11 Ballast: Weight in the lower portion of a boat, used to add stability
- 12 Battens: Thin, stiff strips of wood, placed in pockets in the leech of a sail, to keep its form
- 13 Beakhead: A platform or projecting structure forward of the forecastle
- 14 Beam: The width of the boat at its widest
- 15 Bearing: A compass direction from one point to another
- 16 Belay: To make secure
- 17 Bight: A loop
- 18 Bilge: The lowest part of a boat, designed to collect water that enters the boat
- 19 Block: A pulley
- 20 Boat Hook: A device designed to catch a line when coming alongside a pier or mooring

Table 4–22: Nautical Terms 2

- 1 Boatswain/Bosun: An officer in charge of the rigging and sails and whistles the crew to their posts
- 2 Bolt Rope: A rope sewn into the luff of a sail for use in attaching to the standing rigging
- 3 Boom: The horizontal spar to which the foot of a sail is attached
- 4 Bore: Interior of a cannon barrel
- 5 Bow: The front of the boat
- 6 Bowsprit: A spar extending forward from the bow
- 7 Broach: To spin out of control, either causing or nearly causing a capsize
- 8 Broad Reach: A point of sail when the boat is sailing away from the wind
- 9 Breech: The part of a cannon behind the bore
- 10 Buoy: An anchored float marking a position or for use as a mooring
- 11 By the Lee: Sailing with the wind coming from behind, and slightly to the side
- 12 Capsize: To turn a boat over
- 13 Cast Off: To release lines holding boat to shore or mooring, to release sheets
- 14 Centerboard: A fin-shaped, removable board that extends from the bottom of the boat as a keel
- 15 Chainplates: Metal plates bolted to the boat to which standing rigging is attached
- 16 Chock: A guide for an anchor, mooring or docking line, attached to the deck
- 17 Cleat: A fitting to which a line is secured
- 18 Clew: The lower aft corner of a sail
- 19 Close hauled: A point of sail when the boat is sailing as close to the wind as possible
- 20 Cockpit: The area, below deck, more protected than the open deck, where the wheel is handled

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Table 4–23: Nautical Terms 3

- 1 Companionway: A stairway or ladder leading from one deck to another
- 2 Displacement: The weight of the water displaced by the boat
- 3 Draft: The depth of the boat at its lowest point, also the depth or fullness of the sail
- 4 Drift: The movement of the ship when not powered, or being pushed sideways while powered
- 5 Ease: To loosen or let out
- 6 Fathom: A measurement relating to the depth of water; one fathom is six feet
- 7 Figurehead: A carved bust at the foremost extremity of the bow below the bowsprit
- 8 Forward: Toward the bow of the boat
- 9 Forecastle: A short, raised foredeck; forward part of the upper deck between foremast and stem
- 10 Foremast: The forward mast of a boat with more than one mast
- 11 Foresail: The jib; one of a few different sails at the foremast
- 12 Fouled: Entangled or clogged
- 13 Freeboard: The distance from the highest point of the hull to the water
- 14 Furl: To fold or roll a sail and secure it to its main support
- 15 Gallery: A balcony projecting from the stern or quarter of a large ship
- 16 Gimball: A device that suspends a compass so that it remains level
- 17 Ground Tackle: The anchor, chain, and rode
- 18 Gundeck: The deck where the guns are located
- 19 Gunport: Exit in a gunwale or bulwark for the muzzle of a cannon
- 20 Gunwale: The railing of the boat at deck level

Table 4–24: Nautical Terms 4

- 1 Halyard: The line used to raise and lower the sail
- 2 Hard Alee: The command given to inform the crew that the helm is being turned quickly leeward
- 3 Hatch: A rectangular opening in a vessel's deck
- 4 Head to Wind: The bow turned into the wind, sails luffing
- 5 Headsail: A sail forward of the mast, a foresail
- 6 Headstay: A wire support line from the mast to the bow
- 7 Headway: Forward motion
- 8 Heave To: To stop a boat and maintain position (with some leeway) by balancing rudder and sail
- 9 Helm: The tiller or wheel, and surrounding area
- 10 Helmsman: The member of the crew responsible for steering
- 11 Heel: The leeward lean of the boat caused by the action of the wind on the sails
- 12 Hoist: To raise aloft
- 13 Hold: The interior of a hull, especially of a merchant ship where cargo and ballast are stowed
- 14 In Irons: Having turned into the wind or lost the wind; stuck and unable to make headway
- 15 Jib: A foresail; a triangle-shaped sail forward of the mast
- 16 Jibe: A change of tack while going downwind
- 17 Keel: A fin down the centerline of the bottom of the hull
- 18 Knot: A unit of speed; one knot is (one nautical mile) 6,076 feet per hour
- 19 Lanyard: A line attached to any small object for the purpose of securing the object
- 20 Lateen: A triangular sail, or the style of rigging in which the sail is tied to a boom

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Table 4–25: Nautical Terms 5

- 1 Latitude: Degrees north or south of the equator
- 2 Leeward: Downwind
- 3 Lifeline: A rope fence surrounding the deck to help prevent crew from falling overboard
- 4 List: The leaning of a boat to the side because of excess weight on that side
- 5 Longitude: Degrees east or west from a fixed line which travels from the North to South Pole along the surface of the planet
- 6 Mast: A long pole or spar of timber set upright on a ship's keel to support the sails
- 7 Mizzen: The shorter mast behind the main mast
- 8 Mooring: An anchor or weight, permanently attached to the sea floor, with a buoy on the surface
- 9 Pinch: To sail as close as possible toward the wind
- 10 Point: To turn closer toward the wind (point up)
- 11 Port: The left side of the boat
- 12 Port tack: Sailing with the wind coming from the port side, with the boom on the starboard side
- 13 Privileged vessel: The ship with the right of way
- 14 Reach: Sailing with a beam wind
- 15 Ready About: Prepare to come about
- 16 Rhumb Line: A straight-line compass course between two points
- 17 Rigging: Standing rigging is the mast and support lines; running rigging is the lines for adjusting sails
- 18 Rudder: A fin under the stern of the boat used in steering
- 19 Running: Going directly downwind
- 20 Scull: Move the rudder back and forth in an attempt to move the boat forward

Table 4–26 Captain Names 1

- 1 Arthur
- 2 Bainbridge
- 3 Barron
- 4 Berwick
- 5 Catesby
- 6 Charles
- 7 Chauncey
- 8 Cook
- 9 Cushing
- 10 Drake
- 11 Edward
- 12 Everett
- 13 Fryatt
- 14 Gendar
- 15 Halpin
- 16 Hazard
- 17 Hook
- 18 Jean
- 19 Joshua
- 20 Langer

Table 4–27 Captain Names 2

- 1 Lawrence
- 2 Maynard
- 3 Mulzac
- 4 Nelson
- 5 Reid
- 6 Richmon
- 7 Roberts
- 8 Ronston
- 9 Samuel
- 10 Scarlet
- 11 Seyburn
- 12 Silver
- 13 Stockton
- 14 Thomas
- 15 Truxton
- 16 Van Durgen
- 17 Welch
- 18 Wilkes
- 19 Winslow
- 20 Woodget

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Table 4–28: Rope Knots

- 1 Artillery loop
- 2 Bowline
- 3 Clove hitch
- 4 Figure eight
- 5 Fisherman's knot
- 6 Halyard
- 7 Midshipman's hitch
- 8 Monkey's fist
- 9 Noose
- 10 Reef
- 11 Rigger's bend
- 12 Running bowline
- 13 Sailor's hitch
- 14 Sheepshank
- 15 Sheet
- 16 Span loop
- 17 Square
- 18 Studding sail
- 19 Timber hitch
- 20 Water knot

Table 4–30: Ship Mission

- 1 Attack
- 2 Deliver or picking up cargo
- 3 Envoy to sea races
- 4 Exploration
- 5 Fishing or whaling
- 6 Mapmaking or star charting
- 7 Military maneuvers
- 8 Passage
- 9 Patrol
- 10 Pilgrimage or religious quest
- 11 Piracy
- 12 Prison transport
- 13 Rescue
- 14 Research
- 15 Salvage
- 16 Scouting
- 17 Secret mission for monarch
- 18 Smuggling
- 19 Trade
- 20 Treasure hunting

Table 4–29: Crow's Nest (Vantage Point)

- 1 Cliffs
- 2 Coral reef
- 3 Docks
- 4 Driftwood
- 5 Enemy ship
- 6 Floating island
- 7 Friendly ship
- 8 Kelp bed
- 9 Lighthouse
- 10 No features
- 11 Peninsula
- 12 Raft (with occupant?)
- 13 Sand dune
- 14 Sand island
- 15 Sargasso
- 16 Sea tower
- 17 Ship graveyard
- 18 Shoreline
- 19 Stone island
- 20 Tidal marsh

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Table 4–32: Maritime Adventures

- 1 After being signaled to a small island, the survivors there claim to need a lift back to the mainland. Their ship, sunk nearby, is of an enemy nation and the grateful folks try a coup once the journey is underway.
- 2 All gossip is abuzz of an infamous pirate captain finally captured and set to be executed this day, with still no word on his famous treasure trove.
- 3 Creatures resembling weresharks are washing up on shore, dead, but lycanthropes revert to their human forms when they die.
- 4 Finding an underwater race at war with its own kind, the characters discover two family scions each laying claim to a map to a human pirate's treasure cache supposedly filled with magical riches.
- 5 Flocks of seagulls have been attacking anyone approaching a recently wrecked ship, driving them off with strange sounds and diving attacks.
- 6 Ghostly sailors lumber through the dock ward at night, but they are missing their heads.
- 7 Group of local fishermen have tales of catching strange, many-tentacled mutated air-breathing creatures in their nets.
- 8 Ocean waters the group sails on become red and are scalding to the touch, and begin warping the wood the ship is made of.
- 9 Pilgrims ask the group to bring them to an offshore monastery on a series of rocky islands, but the monastery is abandoned and the clergy and monks vanished.
- 10 Sea elves begin showing up in fishing nets poisoned or diseased, and yet the elves refuse help from a landlubber ambassador cleric who wants to help.
- 11 Sea witch claims an infamous lighthouse's beam from town is causing havoc, but no one knows why.
- 12 Series of storms have parked near a major and important shipping lane and shows no sign of moving on or stopping.
- 13 Ships coming into harbor all report a small island just out of view, an island no charts ever recorded before.
- 14 Shipwreck is spotted sailing on the ocean as if it were raised from the depths and somehow seaworthy again.
- 15 Shipyard suffers a series of setbacks after mysterious, instant fires seem to start on their near-completed work out of nowhere.
- 16 Toppled lord begs the group to see him safely to an underwater city where he can live out his remaining days safe from the assassins who pursue him.
- 17 Unscrupulous miser uses legal slaves to smuggle alchemical materials to an illegal guild, until one of them explodes coming off a ship at the docks.
- 18 Well-used trade route is being reported as a deathtrap. Ships are attacked from beneath with no chance to repel or see the attackers.
- 19 Whales sacred to a dockside temple to the sea begin showing up beached with signs of shark attack as the cause, in waters where no sharks have ever been reported.
- 20 With no wind, the group's ship drifts into a sargasso sea so thick you can walk on the kelp to other abandoned ships caught in the deathtrap.

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Table 4–33: Maritime Legends

- 1 After heavy damage during a war, the *Sirocco* was abandoned and left to sink. The rescue ship was rammed later that night by the sinking ship, apparently unmanned. Both ships sank together.
- 2 Capt Voldmaar of the *Lady Shark* was forced to walk his own plank when his first mate started a mutiny. His ghost haunts the local waters, searching for other sailors of a betraying sort, and they are never seen again. “Taken by Old Vold” is a common muttering when a sailor goes missing.
- 3 Captain Remy Marlin of the *Slow Burn* made a profit from transporting passengers only to rob them and force them overboard. A crewman killed him in his sleep and tossed his body into the sea.
- 4 Captain Zachariah Montaigne spent seven years building the *Twister* to only have her destroyed by storm on her maiden voyage. His ghostly ship is seen only on the anniversary of her destruction.
- 5 Evil water spirit took the form of a woman and was “rescued.” She killed the entire crew and waited to be rescued again. She fell in love with a sailor and told him her true nature. He killed her and her ghost still gets “rescued” from empty ships while looking for him.
- 6 A frigate named the *Excellent Sinner* was a merchant ship famous for her speed. She sailed a long time before retiring. She was to be sold at auction, but vanished from dry dock the night before.
- 7 Galleon the *Familiar Demon* sails upside down, using the sails to collect water currents and only rights itself to attack. It is crewed by vampires.
- 8 Johan and Argenta, pirate lovers, fought over booty. He killed her in a rage and dumped her into the sea. Her ghost returned and killed him but could not pass on to rest. She now captains the ship.
- 9 Jilted tavern wench found a witch to curse the man who chose the sea over her. He and his fellow crewmen can never set foot on land ever again. It is rumored they still live.
- 10 Kraken Rock marks where Captain Fenwick’s crew of the *Tireless Wench* were attacked by a ghostly kraken. Whenever a crewman has a bad night’s sleep, older sailors mention the legend.
- 11 Pirate ship *Black Thunder* and crew are invisible; the telltale wake is the only way to see them. They’ve plagued the sea for over a hundred years.
- 12 Pirate ship *Profane* was finally caught and sunk in these waters 27 years ago. Folks still find empty lifeboats from the ship on the coastline to this day.
- 13 Prisoners and criminals transported by sea often disappear, missing without a trace. The crew claim to never remember seeing the missing person. Traitorous seaman are most oft to disappear.
- 14 Razor Coast is riddled with shallows and deadly reefs. The legend says that the only true way to pass safely is to sacrifice a green sailor to the waters below.
- 15 Rowing barge called the *Lucky Monkey* was oared by slaves. Tired of being mistreated, they revolted and killed their master, but before Captain Zimmer died he cursed them to remain slaves forever.
- 16 A ship named *Sabrina* — a sturdy cog — was found with all hands missing and nothing odd noted in the captain’s log. She was towed to port only to disappear the next night.
- 17 The Ship *Dire Nixie* of Lord Trevor and Lady Diana Ballestine, within sight of dock it suddenly exploded and a ghostly replica emerged from the flames. It is often seen at night and at a distance.
- 18 Stormwrack Isle is home for those lost at sea trying to save others. Ghosts of sailors lost to the sea congregate here, and warn ships of impending doom through small superstitious messages.
- 19 Three brothers joined the navy and earned Captain titles. Two were killed in the line of duty and their ghosts aid the survivor Captain Gabriel Slade in his interests. Disgruntled by the pointless loss of his kin he became a pirate, marauding the south seas in a pointless act of revenge.
- 20 White Towers of Woe appear randomly, jutting from the waves and the faint singing of women is heard for miles. These towers signifies the untimely death sailors and are considered an ill-omen.

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SHIPS

Table 4–34: Ship Names 1

- 1 Briny Baron
- 2 Cassandra
- 3 Clarissa
- 4 Coincidence
- 5 Consequence
- 6 Contrary Lady
- 7 Cruisecoral
- 8 Cyclone's Lament
- 9 Determination
- 10 Duty
- 11 Elizabeth
- 12 Firmament
- 13 Golden Opportunity
- 14 Gull's Friend
- 15 Honorable
- 16 Indomitable
- 17 Intrigue
- 18 Lady's Luck
- 19 Lady's Promise
- 20 Lost Love

Table 4–35: Ship Names 2

- 1 Moon Glider
- 2 Nick of Time
- 3 Passion's First
- 4 Plot Thickens
- 5 Precocious
- 6 Quicksilver
- 7 Retaliation
- 8 Roundabout
- 9 Sharkbite
- 10 Stubborn Lass
- 11 Tenderfoot
- 12 Tide Tamer
- 13 Timeless
- 14 Vanity
- 15 Velocity
- 16 Wakebreaker
- 17 Waterflame
- 18 Wavecrest
- 19 Widow's Return
- 20 Wind's Embrace

Table 4–37: Ship's Cargo 1

- 1 Alchemical supplies
- 2 Artwork
- 3 Ballast
- 4 Bolts of silk or satin
- 5 Bolts of velvet
- 6 Books
- 7 Cattle
- 8 Coal
- 9 Exotic pets
- 10 Fine tapestries
- 11 Fresh minted coins
- 12 Fruit
- 13 Furniture
- 14 Glassware
- 15 Healing salves and bandages
- 16 Ivory
- 17 Kidnapped noble
- 18 Leather goods
- 19 Livestock
- 20 Manure

Table 4–38: Ship's Cargo 2

- 1 Marine jewelry
- 2 Monster
- 3 Noble dowry
- 4 Passengers
- 5 Porcelain
- 6 Pottery
- 7 Precious stones
- 8 Prize mounts
- 9 Raw ore
- 10 Scrimshaw
- 11 Slaves
- 12 Spices
- 13 Stone
- 14 Tea
- 15 Trade bars
- 16 Vegetables
- 17 Weapons and armor
- 18 Wild animal(s)
- 19 Wines and spirits
- 20 Wood and lumber

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CARGO CAPACITY

The first 400 ships in the year 1812 included 88 ships of 100 tons or less, 174 from 101 to 200 tons, and 92 of 201 to 300 tons. 46 were over 300 tons.

Table 4-39: Ship Size

- 1 Length 100', Keel 70', Beam 33', Depth 20'
- 2 Length 130', Keel 100', Beam 16', Depth 6'
- 3 Length 140', Keel 100', Beam 45', Depth 23'
- 4 Length 150', Keel 120', Beam 25', Depth 10'
- 5 Length 150', Keel 120', Beam 25', Depth 11'
- 6 Length 150', Keel 135', Beam 25', Depth 8'
- 7 Length 160', Keel 120', Beam 35', Depth 26'
- 8 Length 180', Keel 130', Beam 47', Depth 32'
- 9 Length 200', Keel 170', Beam 30', Depth 16'
- 10 Length 240', Keel 210', Beam 70', Depth 14'
- 11 Length 35', Keel 30', Beam 10', Depth 4'
- 12 Length 55', Keel 40', Beam 16', Depth 8'
- 13 Length 60', Keel 40', Beam 18', Depth 15'
- 14 Length 60', Keel 50', Beam 15', Depth 8'
- 15 Length 70', Keel 50', Beam 22', Depth 20'
- 16 Length 70', Keel 60', Beam 17', Depth 6'
- 17 Length 75', Keel 50', Beam 25', Depth 18'
- 18 Length 80', Keel 55', Beam 26', Depth 17'
- 19 Length 80', Keel 60', Beam 25', Depth 9'
- 20 Length 90', Keel 65', Beam 24', Depth 10'

Table 4-40: Ship Type 1

- 1 Barque
- 2 Brigantine
- 3 Caravel
- 4 Carrack
- 5 Cog
- 6 Drakkar
- 7 Dreadnaught
- 8 Dwarf knorr
- 9 Dwarf skald
- 10 Elf assault ship
- 11 Elf man-of-war
- 12 Fishing boat
- 13 Frigate
- 14 Fusta
- 15 Galleass
- 16 Galleon
- 17 Galley
- 18 Grain ship
- 19 Great galley
- 20 Junk

Table 4-41: Ship Type 2

- 1 Keelboat
- 2 Ketch
- 3 Large carrack
- 4 Longboat
- 5 Longship
- 6 Man-of-war
- 7 Merchantman
- 8 Orc landing craft
- 9 Orc warship
- 10 Pinnace
- 11 Polacre
- 12 Rowboat
- 13 Royal galleon
- 14 Sail boat
- 15 Small carrack
- 16 Small galley
- 17 Towership
- 18 Warship
- 19 Xebec
- 20 Yacht



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Table 4–42: Figurehead 1

- 1 Angel
- 2 Bird
- 3 Blacksmith and anvil
- 4 Bull
- 5 Buzzard
- 6 Captain's lady
- 7 Corpse
- 8 Deer
- 9 Dragon
- 10 Eagle
- 11 Faerie
- 12 Flirting woman
- 13 Hag
- 14 Hammerhead shark
- 15 Horse
- 16 King
- 17 Lion
- 18 Mermaid
- 19 None
- 20 Nymph

Table 4–44: Ship Propulsion

- 1 Elemental driven
- 2 Magic ritual
- 3 Oars
- 4 Paddle wheel
- 5 Paddles
- 6 Poles
- 7 Propeller
- 8 Pulled by sea giant
- 9 Pulled by undead fish
- 10 Pushed by airborne creature
- 11 Pushed by aquatic creature
- 12 Rowed by the undead
- 13 Spell-assisted
- 14 Square sails
- 15 Towed by airborne creature
- 16 Towed by aquatic creature
- 17 Triangular sails
- 18 Triangular sails
- 19 Water jet
- 20 Waterwheel

Table 4–43: Figurehead 2

- 1 Pegasus
- 2 Queen
- 3 Ram
- 4 Sea serpent
- 5 Shark
- 6 Shield with coat of arms
- 7 Ship's captain
- 8 Singing woman
- 9 Skull
- 10 Snake
- 11 Tavern wench
- 12 Triton
- 13 Unicorn
- 14 Valkyrie
- 15 War god
- 16 Warrior, female
- 17 Warrior, male
- 18 Water elemental
- 19 Wolf
- 20 Woman holding a child

Table 4–45: Hit Location/Ship Section

- 1 Anchor port
- 2 Cabin
- 3 Crew
- 4 Crow's nest
- 5 Deck, bow
- 6 Deck, midship
- 7 Deck, port
- 8 Deck, starboard
- 9 Deck, stern
- 10 Figurehead
- 11 Foresail
- 12 Hull, above water line
- 13 Hull, at water line
- 14 Hull, below water line
- 15 Main mast
- 16 Main sail
- 17 Rigging
- 18 Rudder or oars
- 19 Weapon
- 20 Wheel

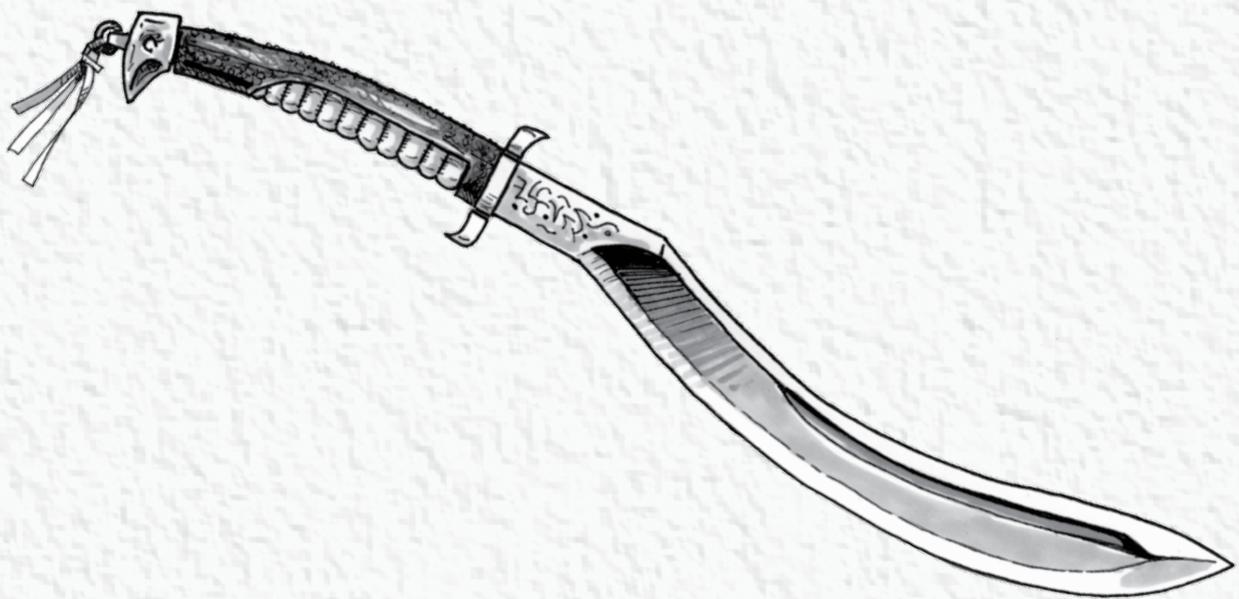
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Table 4–46: Ship’s Owner

- 1 Adventuring group
- 2 Guildmaster
- 3 Dark personage
- 4 Local lord
- 5 Mages’ guild
- 6 Mayor
- 7 Mercenary guild
- 8 Merchant house
- 9 Navy
- 10 Noble
- 11 Noble house
- 12 Nonhuman
- 13 Pirate
- 14 Poor wizard
- 15 Powerful evil entity
- 16 Private/unknown
- 17 Religious
- 18 Ship’s captain
- 19 Ship’s navigator
- 20 Thieves’ guild

Table 4–47: Sunken Ships

- 1 Booby-trapped
- 2 Deserted
- 3 Ghostly wizard cabal
- 4 Home to poisonous coral
- 5 Inhabited, magic beast
- 6 Inhabited, natural predator(s)
- 7 Inhabited, normal sea life
- 8 Inhabited, sea race hermit
- 9 Inhabited, undead crew
- 10 Inhabited, unnatural predator
- 11 Magically preserved
- 12 Sea giant’s hall
- 13 Sea serpent lair
- 14 Slave ship, animated skeletons
- 15 Slave ship, mundane
- 16 Surrounded by shadow
- 17 Trade vessel, ruined goods
- 18 Trade vessel, salvageable goods
- 19 Undead pirates
- 20 Unnaturally cold



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THE HIGH SEAS

Table 4–48: Aquatic Creatures

- 1 Albatross
- 2 Dolphin
- 3 Eel
- 4 Fish, large
- 5 Fish, medium
- 6 Fish, small
- 7 Great white shark
- 8 Gull
- 9 Jellyfish
- 10 Otter
- 11 Pelican
- 12 Ray
- 13 Sea anemone
- 14 Sea snake
- 15 Seal
- 16 Shark
- 17 Sponge
- 18 Walrus
- 19 Whale, great
- 20 Whale, small

Table 4–49: Aquatic Plants

- 1 Alligator bonnet
- 2 Coral
- 3 Golden club
- 4 Gotu kola
- 5 Horsetail
- 6 Iris
- 7 Lotus
- 8 Milkweed
- 9 Oyster plant
- 10 Palm grass
- 11 Papyrus
- 12 Pickerelweed
- 13 Soft rush
- 14 Swamp mallow
- 15 Sweet flag
- 16 Taro
- 17 Umbrella sedge
- 18 Water hyacinth
- 19 Water lettuce
- 20 Yellow flag

Table 4–50 Undersea Communities

- 1 Air-filled cavern
- 2 Coral maze
- 3 Deep abyss cliffside
- 4 Deep fissure
- 5 Gargantuan skeleton
- 6 Giant clam shells
- 7 Giant shipwreck
- 8 Giant snail shell
- 9 Hot water jets
- 10 Inside a fallen giant construct
- 11 Kelp bed
- 12 Magical domes
- 13 Nomadic camps with bone and leather tents
- 14 Permanent air bubbles
- 15 Ruins of an old civilization
- 16 Seaweed field
- 17 Ship graveyard
- 18 Spire shoots out air and hot water
- 19 Under-seabed caverns
- 20 Undersea volcano

Table 4–51: Undersea Mounts

- 1 Aquatic centaur
- 2 Catfish, giant
- 3 Construct fish
- 4 Crab, giant
- 5 Eel, giant
- 6 Flounder, giant
- 7 Flying fish, giant
- 8 Killer whale
- 9 Lobster, giant
- 10 Octopus, giant
- 11 Pufferfish, giant
- 12 Ray
- 13 Sea snake, giant
- 14 Sea turtle, giant
- 15 Seahorse, giant
- 16 Shark
- 17 Squid, giant
- 18 Sturgeon
- 19 Undead fish
- 20 Whale

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Table 4–52: Maritime Diversions

- 1 Bad omen
- 2 Cabin boy is missing
- 3 Contraband is found
- 4 Crew member caught cheating
- 5 Crew member goes mad
- 6 Crew member jilted, seeks duel
- 7 Fire in the galley
- 8 Flag is missing
- 9 Foul weather
- 10 Mast has been sabotaged
- 11 Mutiny
- 12 Patrol demands fee for safe passage
- 13 Patrol frames crew for smuggling
- 14 Rum stores have been depleted
- 15 Sabotaged anchor
- 16 Someone has been murdered
- 17 Stores have been poisoned
- 18 Underwater bandits
- 19 Voyage chart has been stolen
- 20 Water has been poisoned

Table 4–53: Maritime Hazards

- 1 Diseased fish
- 2 Fire
- 3 Food spoilage
- 4 Heavy winds
- 5 Monster attack
- 6 Mutiny
- 7 Omen of ill tidings
- 8 Pirates or enemy ship
- 9 Plague ship
- 10 Rats abandon ship
- 11 Rough seas
- 12 Rum gone
- 13 Saboteur
- 14 Sargasso
- 15 Small island
- 16 Spring a leak
- 17 Storm
- 18 Sudden rocks
- 19 Water spoilage
- 20 Whirlpool

Table 4–54: Visibility

- 1 $\frac{1}{4}$ mile
- 2 $\frac{1}{2}$ mile
- 3 $\frac{3}{4}$ mile
- 4 1 mile
- 5 10 feet
- 6 100 feet
- 7 1000 feet
- 8 15 feet
- 9 2 miles
- 10 25 feet
- 11 250 feet
- 12 3 miles
- 13 5 feet
- 14 50 feet
- 15 500 feet
- 16 75 feet
- 17 750 feet
- 18 Greater than 3 miles
- 19 Less than 5 feet
- 20 None

Table 4–55: Weather

- 1 Brief sunshower
- 2 Clear and breezy
- 3 Clear and windy
- 4 Disturbing cloud formations
- 5 Electrical storm
- 6 Heavy clouds
- 7 Heavy clouds and windy
- 8 Heavy rain
- 9 Heavy rain and windy
- 10 Light clouds
- 11 Light clouds and windy
- 12 Light rain
- 13 Light rain and windy
- 14 Moderate clouds
- 15 Moderate clouds and windy
- 16 Moderate rain
- 17 Moderate rain and windy
- 18 Patchy fog
- 19 Torrential rain
- 20 Torrential rain and windy



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Table 4–56: Wind

- 1 Changing winds
- 2 Crosswinds
- 3 Dead calm
- 4 East
- 5 East-northeast
- 6 East-southeast
- 7 Multidirectional gale
- 8 North
- 9 Northeast
- 10 North-northeast
- 11 North-northwest
- 12 Northwest
- 13 South
- 14 Southeast
- 15 South-southeast
- 16 South-southwest
- 17 Southwest
- 18 West
- 19 West-northwest
- 20 West-southwest

Table 4–57: X Marks the Spot

- 1 10 feet below the sand at Deathknell Point
- 2 46 steps from the coast of Phorgh's End
- 3 At the mouth of Serpent River
- 4 Buried under a craggy rock shaped like a fist
- 5 Behind the pointed black stone boulder
- 6 Between the twin oaks of Barlgyr
- 7 Broken against the rocks of Ashur's Gap
- 8 Built into the walls of an orphanage
- 9 Carried and left at the mouth of a volcano
- 10 Crushed under a burned-down chimney
- 11 Dropped into an underground cave grotto
- 12 Erased from memory by a powerful spell
- 13 Hidden amid a bevy of garish replicas
- 14 Lost at the bottom of Grouger's Pond
- 15 Mixed into an iron smelting furnace
- 16 Planted under a thorny, poisonous garden
- 17 Sealed inside a waterproof casket
- 18 Sewn into the back of a tapestry
- 19 Traded for a hundred casks of rum and ale
- 20 Under the grave of King Ererid

Table 4–58: Sea Scene Descriptions

- 1 Brisk wind catches the water spray, drenching everything on deck
- 2 Calm sea accompanied by dolphins racing the bow
- 3 Calm seas reflecting the sun to a blinding glare
- 4 Choppy waters and the sunset burns a line of orange fire across it
- 5 Clear sky and steady wind; a sea turtle watches the ship pass
- 6 Dark gray skies and several large forms under the waves
- 7 Dark storm makes its way from the west
- 8 Heavy cloud cover above, but no rain
- 9 Light rain and great gusts of wind make the water choppy
- 10 Overcast day and off the port bow a pod of whales surfaces
- 11 Red sky by morning, sailors take warning. Red sky at night, sailor's delight.
- 12 Sea is mostly calm and reflects the bright blue of the sky
- 13 Ship lists somewhat from a strong wind gust
- 14 Sky above is cloudy and brief rain showers are frequent
- 15 Sunshower and a large creature is swimming back and forth through a school of fish
- 16 Terrible thunder travels across the waves, but the sky is clear
- 17 Ship is sailing steady and a few hundred feet out on the starboard side birds dive for fish
- 18 The water is calm and shows many reflections of the clouds above.
- 19 Tornado in the distance, moving away from the ship
- 20 Wind suddenly furls the sails and rocks can be spotted in the distance

◀ CHAPTER FOUR ▶

PIRATES

Table 4–59: Pirate Booty, Personal Items

- | | |
|----|---------------------|
| 1 | Badge |
| 2 | Coin |
| 3 | Drug dose |
| 4 | Earring(s) |
| 5 | Gem |
| 6 | Insignia |
| 7 | Key |
| 8 | Lock of hair |
| 9 | Lockpick |
| 10 | Locket |
| 11 | Magic item |
| 12 | Map |
| 13 | Note |
| 14 | Poisoned needle |
| 15 | Ring |
| 16 | Seed(s) |
| 17 | Small flask alcohol |
| 18 | Un/holy symbol |
| 19 | Vial |
| 20 | Weapon |

Table 4–60: Pirate Booty, Captain’s Quarters

- | | |
|----|-------------------------|
| 1 | Case of fine wine |
| 2 | Coat of arms |
| 3 | Coffer |
| 4 | Desk |
| 5 | Exotic baskets |
| 6 | Flag/banner |
| 7 | Fresh fruit |
| 8 | Furs |
| 9 | Hanging lamp, oil |
| 10 | Magic item |
| 11 | Map case, ivory |
| 12 | Map-making kit |
| 13 | Maps |
| 14 | Mirror |
| 15 | Monocle with inlaid gem |
| 16 | Naval rival’s hat |
| 17 | Rum |
| 18 | Scroll |
| 19 | Shark mandible trophy |
| 20 | Silk sheets |

Table 4–61: Pirate Titles 1

- | | |
|----|-------------|
| 1 | Admiral |
| 2 | Avenger |
| 3 | Bane |
| 4 | Baron |
| 5 | Bastard |
| 6 | Bear |
| 7 | Betrayed |
| 8 | Betrayer |
| 9 | Black Dog |
| 10 | Black |
| 11 | Bloody |
| 12 | Brawler |
| 13 | Briny |
| 14 | Bull |
| 15 | Cheat |
| 16 | Clean |
| 17 | Crimson |
| 18 | Cruel |
| 19 | Cutter |
| 20 | Dark Prince |

Table 4–62: Pirate Titles 2

- | | |
|----|-------------|
| 1 | Dark |
| 2 | Deadly |
| 3 | Demigod |
| 4 | Demon |
| 5 | Devil |
| 6 | Devil’s Get |
| 7 | Dire |
| 8 | Diseased |
| 9 | Dreaded |
| 10 | Drunken |
| 11 | Eel |
| 12 | Executioner |
| 13 | Fiendish |
| 14 | Filthy |
| 15 | Forgotten |
| 16 | Foul |
| 17 | Gavel |
| 18 | God |
| 19 | Gorgon |
| 20 | Hammer |



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Table 4–63: Pirate Titles 3

- 1 Hated
- 2 Honorable
- 3 Hook
- 4 Horrible
- 5 Hunter
- 6 Just
- 7 Lame
- 8 Lion
- 9 Leper
- 10 Mad
- 11 Miser
- 12 Nightmare
- 13 Noble
- 14 Osprey
- 15 Pirate King
- 16 Quicksilver
- 17 Rack
- 18 Rapier
- 19 Ravager
- 20 Ray

Table 4–64: Pirate Titles 4

- 1 Reaper
- 2 Reaver
- 3 Red
- 4 Roach
- 5 Rummy
- 6 Saber
- 7 Saint
- 8 Savage
- 9 Scarred
- 10 Sea Devil
- 11 Sea Hawk
- 12 Sea King
- 13 Sea Lion
- 14 Sea Prince
- 15 Sea Serpent
- 16 Sea Wolf
- 17 Serpent
- 18 Shadow
- 19 Shark
- 20 Sifter

Table 4–65: Pirate Titles 5

- 1 Slayer
- 2 Swift
- 3 Sword
- 4 Talon
- 5 Tar
- 6 Terrible
- 7 Tipsy
- 8 Trickster
- 9 Tyrant
- 10 Unholy
- 11 Unnatural
- 12 Untouched
- 13 Usurper
- 14 Vile
- 15 Whip
- 16 Wicked
- 17 Wild
- 18 Wind
- 19 Witch/Warlock
- 20 Wolf

Table 4–66: Pirate Captain Names

- 1 Arramond Junra
- 2 Basil Essex
- 3 Benjamin Turkin
- 4 Bonny Pete
- 5 David Morgan
- 6 Glory Conndue
- 7 Henry Lucifer
- 8 Jack Ren
- 9 Jonas Fetter
- 10 Julia Swift
- 11 Lawrence Saltshadow
- 12 Marcus Rishtan
- 13 Monte Callisto
- 14 Murray Kruug
- 15 Peter Delander
- 16 Richard Pennant
- 17 Samuel Axelord
- 18 Thomas Dobson
- 19 Titus Blackwell
- 20 William Cromwell

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Table 4–67: Pirate Crewman Names

- 1 Brudo Kidd
- 2 Bryant Straw
- 3 Camded Scarr
- 4 Carlos the Knife
- 5 Davy Bitter
- 6 Frem Worthblood
- 7 Harley Napier
- 8 Hillary Dawkins
- 9 Jack Straw
- 10 John Fowlers
- 11 Lazy Eye Baird
- 12 Lookout Looh
- 13 Mary Dregg
- 14 Obitar Spice
- 15 Randal Cutty
- 16 Sam Dirk
- 17 Scurvy Gunther
- 18 Smitty
- 19 Tom Snaggletooth
- 20 Ugly John

Table 4–68: Pirate Captain Reputations 1

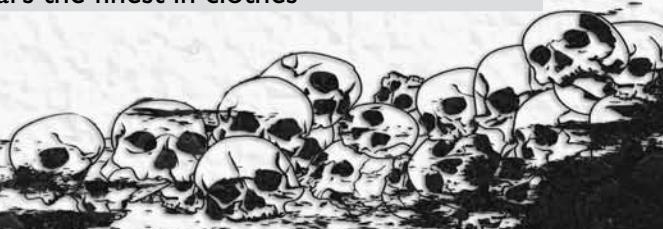
- 1 Casts spells
- 2 Commands an undead crew
- 3 Covered in tattoos
- 4 Criminal contacts in every port
- 5 Cursed
- 6 Death wish
- 7 Deadly rivalry with a country
- 8 Deadly rivalry with a famous captain
- 9 Deadly rivalry with another pirate
- 10 Despises nonhumans
- 11 Drinks heavily
- 12 Drinks the blood of victims
- 13 Eats raw meat
- 14 Extremely superstitious
- 15 Feigns distress to lure victims
- 16 Fiendish allies
- 17 Filed teeth into points
- 18 Fondness for feeding live prisoners to sharks
- 19 Forces captives to replace fallen crew
- 20 Former adventurer

Table 4–69: Pirate Captain Reputations 2

- 1 Hair is formed into spikes with wax
- 2 Has the gods' favor
- 3 Has nonhumanoid blood
- 4 Hunts other pirates
- 5 Hunts sea serpents for sport
- 6 Immortal
- 7 Insane
- 8 Keeps mascot for good luck
- 9 Keeps small harem
- 10 Keeps sorcerer captive
- 11 Keeps wild beast chained in quarters
- 12 Kills all captives
- 13 Large appetite for debauchery
- 14 Magical link to ship
- 15 Never lost his ship
- 16 Never kills the innocent
- 17 Perverse interests
- 18 Pretends to be a priest
- 19 Rogue noble
- 20 Rumored to hold high rank in thieves' guild

Table 4–70: Pirate Captain Reputations 3

- 1 Runs ship with military precision
- 2 Sacrifices captives to deity
- 3 Seeks a legendary treasure
- 4 Sells captive ships
- 5 Sells captives as slaves
- 6 Sews the flags of captive ships to sails
- 7 Sinks captive ships
- 8 Slowly tortures captives
- 9 String of heads hung around ship rails
- 10 Suffers lycanthropy
- 11 Supernatural heritage
- 12 Takes trophies of prisoners
- 13 Undead
- 14 Vendetta against a noble house
- 15 Vendetta against navy patrol ships
- 16 Very lucky
- 17 Very secretive
- 18 Wears hair in long braids
- 19 Wears next to no clothing
- 20 Wears the finest in clothes



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Table 4–71: Pirate Slang

- 1 All hands ahoy: everyone on deck
- 2 Avast: look here
- 3 Black jack: leather tar-treated drinking cup
- 4 Black spot: mark someone with death
- 5 Cackle fruit: eggs
- 6 Dance the hemp jig: to hang by the neck
- 7 Duffle: a pirate's worldly possessions
- 8 Dungbie: the buttocks
- 9 Freebooter: fellow pirate
- 10 Go on account: becoming a pirate
- 11 Holystone: deck-scrubbing tools
- 12 Hornswaggle: cheat someone out of coin
- 13 In davy's grip: close to death
- 14 Landlubber: nonsailing folk
- 15 Monkey: small cannon or siege weapon
- 16 Picaroon: a real rascal
- 17 Powder monkey: gunner
- 18 Shiver me timbers: shock or disbelief
- 19 Swing the lead: check depth with weight/rope
- 20 Take a caulk: napping on deck

Table 4–80: Pirate Ship Names 1

- 1 Abyssal Tide
- 2 Abyssal Tool
- 3 Abyssal Wake
- 4 Banshee's Heart
- 5 Black Hand
- 6 Black Heart
- 7 Black Serpent
- 8 Black Rook
- 9 Blade Sun
- 10 Briny Gallows
- 11 Ceaseless
- 12 Chimera
- 13 Choir Invisible
- 14 Coup de Grace
- 15 Crimson Veil
- 16 Crimson Wake
- 17 Crucifier
- 18 Dark Beast
- 19 Dark Fancy
- 20 Dark Lady

Table 4–81: Pirate Ship Names 2

- 1 Dark Siren
- 2 Dark Promise
- 3 Dark Witch
- 4 Death's Glory
- 5 Death's Hand
- 6 Death's Ride
- 7 Demon's Echo
- 8 Devil's Deal
- 9 Devil's Own
- 10 Executioner
- 11 False Hope
- 12 Fathom Serpent
- 13 Fell Swoop
- 14 First Horseman
- 15 Fourth Horseman
- 16 Fruitless Flight
- 17 Fury
- 18 Gallows
- 19 Garrote's Eye
- 20 Ghost

Table 4–82: Pirate Ship Names 3

- 1 Gloaming Eye
- 2 Grindstone
- 3 Growler
- 4 Harm
- 5 Harvester
- 6 Hated
- 7 Hell's Heart
- 8 Horseman
- 9 Kraken
- 10 Last Breath
- 11 Loathsome
- 12 Malaise
- 13 Mandragora
- 14 Manticore
- 15 Midnight Hour
- 16 Moonshine
- 17 Mortal Coil
- 18 Murder
- 19 Night Stalker
- 20 Numbered Days

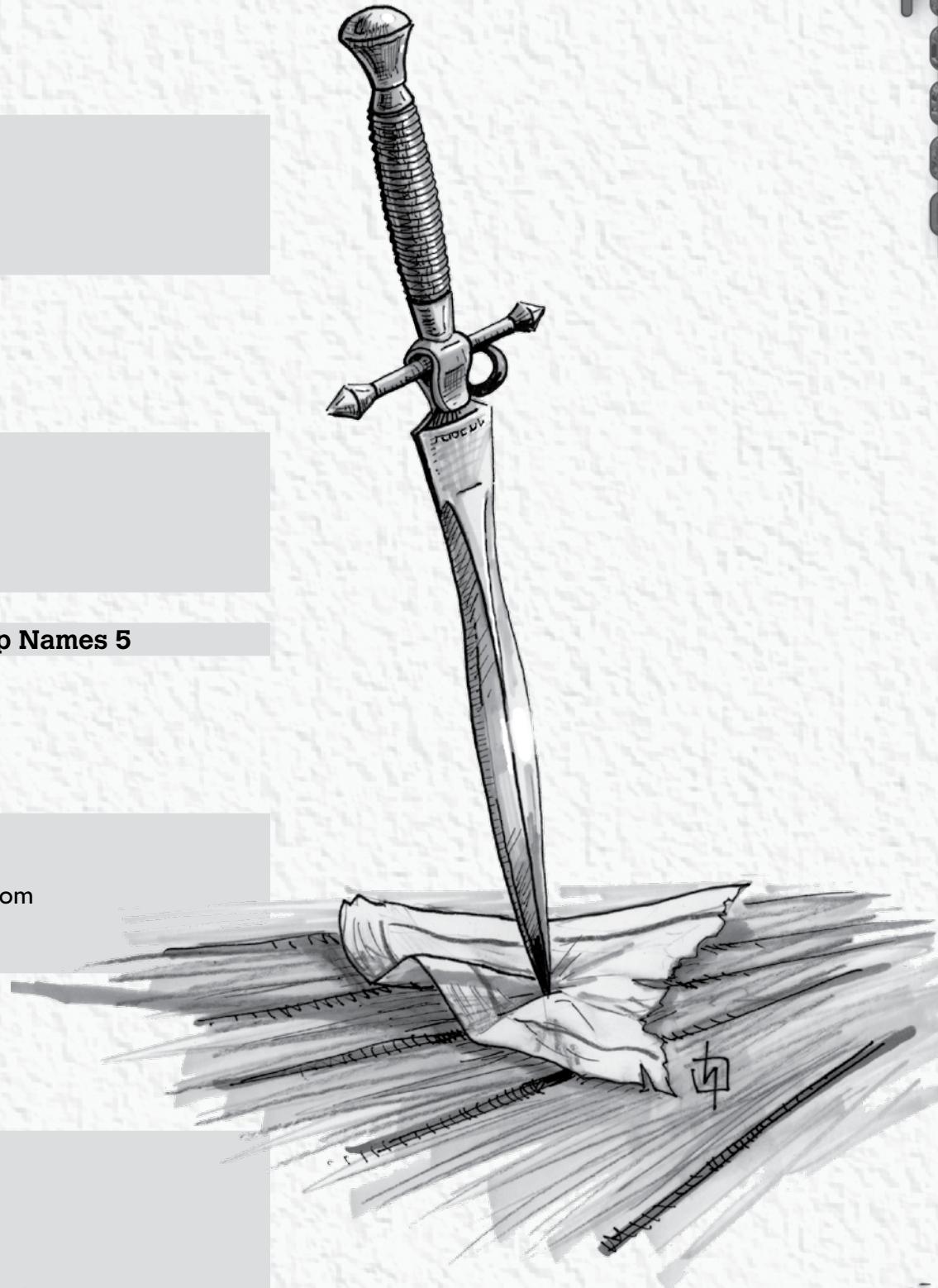
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Table 4–83: Pirate Ship Names 4

- 1 Oblivion
- 2 Passing Bell
- 3 Perilous
- 4 Reaper
- 5 Reaver's Bane
- 6 Red Pool
- 7 Red Wake
- 8 Revenge
- 9 Rife
- 10 Scythe
- 11 Sea Reaver
- 12 Sea Scythe
- 13 Sea Viper
- 14 Sea Witch
- 15 Second Horseman
- 16 Shark
- 17 Silver Swarm
- 18 Siren's Storm
- 19 Soul Reaver
- 20 Soul Stealer

Table 4–84: Pirate Ship Names 5

- 1 Spectral
- 2 Spectre
- 3 Spite's Bite
- 4 Stark Rage
- 5 Storm
- 6 Terrible Truth
- 7 Terror's Eye
- 8 Teeth of the Maelstrom
- 9 Third Horseman
- 10 Timely End
- 11 Torture
- 12 Unassailable Lady
- 13 Unsundry Sow
- 14 Unthinkable
- 15 Venerable Wyrm
- 16 Vixen's Viper
- 17 Wailing Banshee
- 18 Widow Maker
- 19 Withered
- 20 Writhing Siren



PIRATE SHIP FLAGS

Most pirate flags are black with a white symbol in the center; other color combinations could include red and yellow, since these colors are also easy to see at a distance. Flags that might be flown in addition to the captain's flag are the plain black flag that indicates immediate surrender is demanded, an all yellow flag indicates a plague ship, the plain red flag that means no quarter will be given, and/or the plain white flag that is the flag of truce or surrender.



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Table 4–85: Pirate Ship Flags 1

- 1 Anchor of bones
- 2 Bleeding moon
- 3 Bleeding bones
- 4 Bleeding skull
- 5 Blindfolded skull
- 6 Bloody eye
- 7 Burning moon
- 8 Burning waves
- 9 Burning ship
- 10 Burning skull
- 11 Cracked skull
- 12 Crowned skull
- 13 Crystal ball
- 14 Cyclops skull
- 15 Dragon skull
- 16 Drop of blood
- 17 Empty hourglass
- 18 Fanged skull
- 19 Fire burst
- 20 Flaming sword

Table 4–86: Pirate Ship Flags 2

- 1 Frosty sword
- 2 Giant eye
- 3 Horned skull
- 4 Magical, burning skull
- 5 Magical, flag burns
- 6 Magical, flying red dragon
- 7 Magical, hourglass empties and refills
- 8 Magical, skull shouts encouragement to crew
- 9 Pile of bones
- 10 Pile of skulls
- 11 Plain black flag
- 12 Red flames
- 13 Red sun
- 14 Ring of shark's teeth
- 15 Skeletal demon
- 16 Skeletal dragon
- 17 Skeletal fist
- 18 Skeletal merman
- 19 Skeletal rat
- 20 Skeletal snake

Table 4–87: Pirate Ship Flags 3

- 1 Skeletal wolf
- 2 Skeleton
- 3 Skull biting another skull
- 4 Skull engulfing another skull
- 5 Skull in bone triangle
- 6 Skull in ring of arrows
- 7 Skull in ring of flames
- 8 Skull in ring of frost
- 9 Skull in ring of lightning
- 10 Skull in ring of sharp teeth
- 11 Skull in triangle of swords
- 12 Skull with crossed axes above
- 13 Skull with crossed axes below
- 14 Skull with crossed bones above
- 15 Skull with crossed bones below
- 16 Skull with crossed swords above
- 17 Skull with crossed swords below
- 18 Skull with reaching skeletal hands
- 19 Skull with scorpion tail
- 20 Skull with sword in teeth

Table 4–88: Pirate Ship Flags 4

- 1 Skull with sword through it
- 2 Skull with top exploding
- 3 Skull with top missing
- 4 Skull with wings
- 5 Split skull
- 6 Unicorn skull
- 7 Wheel of bones
- 8 Whirlpool
- 9 White bat
- 10 White fin
- 11 White octopus
- 12 White rune
- 13 White shark
- 14 White snake
- 15 White spider
- 16 White squid
- 17 White tiger
- 18 White wolf
- 19 White worm
- 20 Worm-ridden skull



USING MARITIME TABLES

Port Names 2

18 Victory Channels

Ports-at-a-Glance

10 Laden with King's troops

Port Intrigue

19 Tension between ruler(s) and local druid(s)

Dockside Persona

3 Brushela Cauldron-Tamer, retired naval cook, who now serves up her wares in the Studded Anchor

Dockside Diversions

14 Harbor has been turned the color of blood

Ship Names I

12 Firmament

Ship Type I

13 Frigate

Weather

6 Heavy clouds

Ship Propulsion

13 Spell-Assisted

Maritime Diversions

11 Mutiny

Once adventurers reach Victory Channels, it can become difficult to leave. Numerous ships come and go, but few want anything more than to carry cargo. The main port houses hundreds of ships, but most carry contraband or avoid the large contingents of troops that patrol the roadways and docks. Something is amiss to be sure.

Recently, with the harbor turning blood red, few captains will take on strangers. And with the added tension of the King and local druids arguing over expansion into the woods (and the continued lumber needed for ship-building), there is no telling what will happen next.

Once dockside, you find a woman named Brushela, whom you think can help you. Once a naval cook, she now works the Studded Anchor tavern. After a hearty meal with far too much grease and bread, you are directed to dock 24, where the *Firmament* — a retired naval frigate — is docked. After some negotiation with the captain, you prepare for your journey, noting heavy clouds on the horizon. Despite the ensuing storm, the ship makes way to sail, but without fear of capsizing, as a sea wizard floats above the deck and casts a spell shrouding the ship in a protective bubble. The craft glides easily through the water.

As the captain retires to his quarters, however, grumbling resonates from the crew...

◀ CHAPTER FOUR ▶



◀ CHAPTER FIVE ▶

CHAPTER FIVE

DUNGEON

◀ CHAPTER FIVE ▶

DUNGEONS AND CAVES

Table 5–1: Cavern Legends 1

- 1 Actually a giant colony for a civilization of insect people
- 2 An exit within empties on the other side of the continent
- 3 Birthplace of all monsters the world has ever known
- 4 Body of a dead god
- 5 Contains a great underground river that is big enough to sail
- 6 Contains an elder devil encased in a magic cocoon
- 7 Contains an iron-made deep dwarf fortress which guards the only passage to a greater mystery
- 8 Contains deep shafts and shattered mines with dangerous drop-offs and pits to Hell
- 9 Contains graffiti in an ancient undecipherable tongue
- 10 Contains great rifts said to be bottomless
- 11 Contains the ghosts of victims who died while exploring
- 12 Farm for oozes and fungi for some underdark race
- 13 Final resting place of skeletal remains of prehistoric monsters
- 14 Geysers can erupt nearly anywhere and cause strange mutations to those caught in them
- 15 Has a cave which is a mushroom forest of immense size
- 16 Has a great cavern of immense size large enough to hold a sunless sea
- 17 Has a single passage that leads straight to the Abyss
- 18 Has an area of absolute darkness which no known light may penetrate
- 19 Has never been mapped; somehow foils attempts
- 20 Has undetected portals which transport you to other parts of the caves

Table 5–2: Cavern Legends 2

- 1 Has untapped silver veins running throughout
- 2 Known as a torture den for demons
- 3 Known to have housed an evil cult during an earlier age
- 4 Leads to a cavern containing a dark elf city
- 5 Leads to an underdark lake with a lost civilization
- 6 Leads to the heart of a volcano and salamander halls
- 7 Littered with hidden, bottomless pits
- 8 May contain living folk from an earlier time period
- 9 Once the ancient crypts and tombs of a lost city of an underground civilization
- 10 Passages are actually arteries and veins of a dead god
- 11 Passages within can bring a person directly to the realm of the dead
- 12 Poisonous air of the lower caves is said to cause madness in any surface dweller
- 13 Rife with wild magic which can transport victims to far-flung locales
- 14 Some of the caverns are made of rock which is alive and sometimes “deals with” trespassers
- 15 Some passageways twist and turn on their own through sorcery
- 16 Sudden magic winds sometimes whip through passageways within
- 17 Was once mined heavily, which released something unnatural
- 18 Was once the nest for a mighty dragon
- 19 Was tunneled out by worm agents of a long-forgotten god
- 20 Where a great hero disappeared

◀ CHAPTER FIVE ▶

Table 5–3: Dungeon Legends

- 1 Adventuring hero of many songs and tales finally fell within these halls
- 2 All the dwarves of the mining halls once vanished without a trace within
- 3 Battleground of two groups of monsters vying for control of the place
- 4 Contains a hidden one-way portal to the realm of elemental water
- 5 Contains giant-sized halls with enough space for a griffin to fly down
- 6 Houses a great weapon of a lost, evil god and also the mystery of its salvation
- 7 Located near a fault in the earth and suffers frequent rumbles and shakes
- 8 Long lost explorer hid a powerful artifact in a hidden chamber therein
- 9 Lower halls are said to have secret fissures leading into the underworld
- 10 Lower levels are said to be built just atop ancient lava pools just waiting to erupt
- 11 No nearby settlement has ever survived; the land around it is now dead for miles
- 12 Once housed a demigod and his demonic servants
- 13 Powerful, titanic, but sleeping monster is said to lair deep within
- 14 Said to contain the only shrine in the world to a lost deity whose cults once infiltrated all lands
- 15 Said to spell certain doom for any brave enough to penetrate the lowest halls
- 16 Shrine dedicated to a god of slime, oozes, and fungi who even today prowls the halls
- 17 Some say explorers who go in there have never come out
- 18 Twisted and rife with illusory magic and experimentation
- 19 Under the ruins of an ancient castle which acted as a vampire lord's lair
- 20 Was once used by an ancient now crumbled human empire

Table 5–4: Tomb and Crypt Legends

- 1 All of the original inhabitants are undead, walking the halls because of botched funeral rites long ago
- 2 Any who fall within will rise to be added to the tomb's selection of undead patrolmen
- 3 Beneath the tomb is a necromancer's lair; his minions tunnel up into the tombs for fresh fodder
- 4 Bodyguards of the interred royal couple were buried alongside their liege... alive
- 5 Commissioned by dwarves, filled with betrayers and liars, and guarded by devils
- 6 Contains rooms set up as if for the living, so in the afterlife the inhabitants can rest in peace
- 7 Everyone knows someone who went in but never came out, but can't recall any details
- 8 Final resting place of the Paladins of the Righteous Star, and defilers will be struck blind by the gods
- 9 Has more than its share of living statues, elementals, and undead guardians
- 10 In a secret chamber rest scrolls of true resurrection penned by a saint
- 11 Miserly royal advisor's spirit haunts the halls; it senses wealth and manifests ghosts to kill any within
- 12 Most of the ancient tomb has been looted, but a lost chamber holds the greatest treasure of all
- 13 Once housed an ancient preparation chamber still run today by the undead
- 14 One tomb contains an ancient cleric still grasping a tome that is the key to awakening a lost god
- 15 Purposeless undead find their way to the tomb and take up watching its halls as their eternal quest
- 16 Said to slowly erode the will of trespassers to the point where all hope is lost
- 17 Some say any heroes who enter will turn foul and scoundrels will have a change of heart
- 18 Those interred died from a magical plague that still contaminates the unhallowed halls
- 19 An unmarked tomb contains a great hero figure from the past in a state of magical suspension
- 20 Unmarked coffin contains the body of a tyrant; the ghost of his mistress still prowls the halls

◀ CHAPTER FIVE ▶

Table 5–5: Castle Legends/Rumors

- 1 Built atop a magic rift and sought by cultists to bring a dark creature to destroy the world
- 2 During the full moon ghostly spirits man the ramparts and were-creatures seek sanctuary
- 3 Falling star crashed into the castle, creating ruins; remains glow a haunted green on very cold nights
- 4 Fell to a months-long siege; the undead within are ravenous to eat the flesh of the living
- 5 Ghostly guards manifest on the walls and silently act as if to repel a siege
- 6 A hidden dungeon was never discovered, and contains ancient war studies and magical weapons
- 7 Highest tower said to contain a level to another plane, reached only by those with a true talisman
- 8 Horrible medical experiments were tried on prisoners within; ravaged spirits haunt the halls still
- 9 Local druid sect keeps agents within, but wolves and vultures prowl around the old stones
- 10 Long after being abandoned, an ancient dragon lord made this fortress its lair, leaving treasure behind
- 11 Most doors within open only to various magic passwords scattered throughout the upper floors
- 12 One room within has glyphs of such power, if disturbed the castle collapses on itself
- 13 Penetrating the dungeon and disabling magic sigils opens a tunnel and secret tower in the nearby hills
- 14 Razed centuries ago during the rule of great evil, only to be rebuilt by holy adventurers
- 15 Rife with traps laced with both poisons and gases, but not placed there by the original owners
- 16 Spirits of great tyrants who once lived there are trapped in the stones of the foundation
- 17 Surrounding land up to one mile out still lies dead from its original fall — nothing will grow there
- 18 Those who wrest the scepter of rule from the guardian within lays rightful claim to the castle lands
- 19 Used as a school for wizards, the inhabitants disappeared one night in a flash of eldritch light
- 20 While abandoned, the castle is *defacto* lord of the land for peasants who continue to toil around it

Table 5–6: Dungeon Names

- 1 Asylum of the Horrid and Infirm
- 2 Blackrock Tomb
- 3 Catacombs of the Fallen Sepulchre
- 4 Chamber of Shadows and Torment
- 5 Chasm of Wretched Ire
- 6 Cloakwind Keep
- 7 Crypt of Dissolution
- 8 Darkpromise Warren
- 9 Deathwatch Lair
- 10 Devilmouth Caverns
- 11 Dragon Fissure
- 12 Fellspawn Dungeon
- 13 Gutterdoom Caves
- 14 Halls of Nightstone
- 15 Icetooth Maze
- 16 Labyrinth of Ghouls
- 17 The Maw
- 18 Mouth of Chaos
- 19 Pit of the Sorcerer's Lies
- 20 Vault of Insanity

Table 5–7: Dungeon Type

- 1 Abandoned mine
- 2 Ancient crypt
- 3 Bandit hideout
- 4 Creature lair
- 5 Cultist temple
- 6 Demon/dragon hold
- 7 Dwarven vault
- 8 Guarded/hidden portal hold
- 9 Humanoid den
- 10 Lich's refuge
- 11 Magically-carved prison
- 12 Monster warren
- 13 Natural cave
- 14 Royal catacomb/crypt/mausoleum
- 15 Subterranean cavern
- 16 Undead tomb
- 17 Unholy vault
- 18 Vile catacomb
- 19 Wartime prison
- 20 Wizard's retreat

◀ CHAPTER FIVE ▶

Table 5–8: Dungeon Entrances 1

- 1 Abandoned shaft
- 2 Accidental (weak ceiling gives way, etc.)
- 3 Alternative plane
- 4 Ancient lava tube
- 5 Animal cave or cavern entrance
- 6 Base of giant tree
- 7 Basement of a civilized structure
- 8 Behind magical or secret door
- 9 Behind waterfall
- 10 Bottom of a coffin
- 11 Bottom of a pit
- 12 Cave revealed only by tidal movements/pools
- 13 Chimney or airhole
- 14 Cliff face
- 15 Collapsed pit
- 16 Deliberately carved entrance
- 17 Earthquake-revealed tunnel
- 18 Escape tunnel from a prison cell
- 19 Giant monster skull
- 20 Half-buried structure

Table 5–9: Dungeon Entrances 2

- 1 Illusory-concealed portal
- 2 Inside a volcano
- 3 Inside the realm of dreams
- 4 Magical portal
- 5 Natural fissure or sinkhole
- 6 Natural stairwell
- 7 Naturally concealed cave
- 8 Passage at bottom of well
- 9 Pyramid base or cap
- 10 Ring of warpstones
- 11 Rune-covered stone
- 12 Shifting sands
- 13 Sliding shaft or chute
- 14 Statue mouth
- 15 Summoning circle
- 16 Trapped hunting pit
- 17 Under a rock formation
- 18 Underwater cavern
- 19 Waterflow frozen into archway
- 20 Worked circlet of metal with runes

Table 5–10: Dungeon Wall Contents

- 1 Alcoves
- 2 Animal skins
- 3 Banners
- 4 Bloodstains
- 5 Bookshelves
- 6 Charcoal stains
- 7 Curtains
- 8 Filth
- 9 Fireplaces
- 10 Mirrors
- 11 Mosaics (murals, paintings, tapestries)
- 12 Portents
- 13 Scrawlings
- 14 Secret doors
- 15 Shackles
- 16 Stuffed animal heads or trophy shelves
- 17 Victims
- 18 Wall lanterns or sconces
- 19 Weapon racks
- 20 Wood panels

Table 5–11: Unusual Brick/Stone

- 1 Broken glass mixed in
- 2 Colored with blood
- 3 Colored with ink
- 4 Crystalline
- 5 Darkened at one end
- 6 Hammerhead shape
- 7 Hollow
- 8 Honeycomb shape
- 9 Jagged and sharp
- 10 Leaves clearly mixed in mortar
- 11 Pebbles mixed in
- 12 Rounded and smooth
- 13 Shaped like hands, humanoid or monstrous
- 14 Shaped like skulls
- 15 Studded with bones or teeth
- 16 Studded with marbles
- 17 Studded with shells
- 18 Symbol impressed
- 19 Symbol protruding
- 20 Triangle

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Table 5–12: Stonework and Lattice (Wall Details)

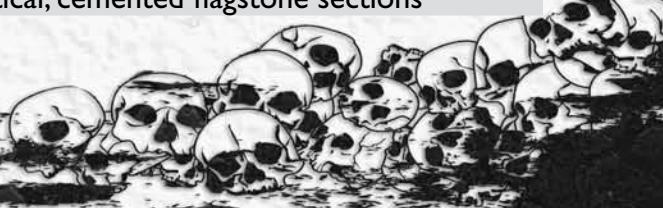
- 1 Carved so that in low light the area looks like another corridor
- 2 Clay bricks embedded with kill trophies: bones, teeth and bits of clothing or flesh
- 3 Cloven hoofprints have been imprinted in the stone, forming some sort of ritual or dance
- 4 Elaborate maze of moss climbs the walls and towers
- 5 Elaborate tactile knots carved or worked into the stone by magic
- 6 Graffiti painted with blood; a bucket of blood and clump of scalp are nearby
- 7 Intricate carving of a dancing woman surrounded by hundreds of tiny flutists
- 8 Maze with no apparent solution
- 9 Mushroom and moss patterns fill everything, even replacing mortar
- 10 Mushrooms grown to resemble the pattern of an exposed brain
- 11 Painted to look like an exit (trapped)
- 12 Painted to look like another room or corridor is beyond
- 13 Painted to look like a wooden or stone door
- 14 Stalactites seem to be growing sideways from the wall
- 15 Standing stone circle, underground or indoors
- 16 Stone worked into many small alcoves, filled or empty
- 17 Stone worked to resemble an elaborate archway, but filled with stone
- 18 Wall is fitted with stone sarcophagi
- 19 Wall map of a dungeon
- 20 Wall map of local surface terrain

Table 5–13: Brick and Stone Patterns 1

- 1 Alternating rows of bricks and stones
- 2 Alternating rows of rectangular/square stones
- 3 Basket weave
- 4 Carved to resemble detailed feathers
- 5 Colored pattern
- 6 Diagonally placed to showcase alcove/symbol
- 7 Diamond shaped in a floral pattern
- 8 Diamond shaped, horizontal
- 9 Diamond shaped, vertical
- 10 Herringbone, horizontal
- 11 Herringbone, vertical
- 12 Honeycomb alternating star shapes, horizontal
- 13 Honeycomb alternating star shapes, vertical
- 14 Horizontal and vertical panels
- 15 Horizontal sections framed by vertical
- 16 Inset square and protruding rectangles
- 17 Large stones mixed with bricks
- 18 Long, thin wavy lines, horizontal
- 19 Long, thin wavy lines, vertical
- 20 Mishmash of shapes and colors

Table 5–14: Brick and Stone Patterns 2

- 1 Mixed colored and standard
- 2 Mixed rectangular and square, horizontal
- 3 Mixed rectangular and square, vertical
- 4 Moss growing on mortar creates a green net
- 5 Rectangular stones making concentric squares
- 6 Rectangular stones spiral from wall center
- 7 Rectangular, horizontal, some protruding out
- 8 Rectangular, vertical
- 9 Round stones making several small spirals
- 10 Round stones making concentric circles
- 11 Rows alternating with colored stones
- 12 Spiral designs like concentric circles
- 13 Square stones make a dragon scale formation
- 14 Star symbols overlapping
- 15 Stone and brick squares, diagonal
- 16 Stone arches and brick walls
- 17 Symbol cut into bricks or stones
- 18 Two colors form flat knots
- 19 Two colors form stars at human height
- 20 Vertical, cemented flagstone sections



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Table 5–15: Frescoes

- 1 Adventurers exploring a cave; one looks similar to a member of the party
- 2 Aerial view of a great human walled city with air patrols above
- 3 Army battling over hills with angels aiding one side and devils the other
- 4 Army of full mailed warriors ride into battle with a titanic beast with several tentacles
- 5 Bare-chested holy warrior striking down infidels with a mace
- 6 Collapse of some massive city, as if by earthquake disaster
- 7 Elves and nymphs dancing under starlit sky and a half-moon
- 8 Dwarven riverboats sailing downriver, scenes of merriment on deck
- 9 Dwarves offer stone rune tablets to human explorers in mountains
- 10 Line of archers and individual, intricate bows of each drawn back
- 11 Lineup of a group of guildmasters and scholars, some from different ages
- 12 Lone dragon flying in low over a wooded vale with folk in groups in fields
- 13 Lone wizard on a tower top raining lightning magic from the sky on invaders
- 14 Maidens sit near an open window showing a volcano erupting
- 15 Native people crossing a vast distance by foot and mounted on mammoths
- 16 Outlines of last royal family and throne room with court
- 17 Seven druids standing near seven standing stones with animals all about
- 18 The timed, planned assassination of a great leader, in intricate detail (and accuracy)
- 19 Two dragons locked in aerial combat over castle ramparts
- 20 View of a great seaport with many detailed ships coming and going from harbor

Table 5–16: Cavern Description

- 1 Cavern of stalactites stretches out, a small ledge climbing to great heights on the far side
- 2 Full of a strange purple fungus growing on the walls and in corners
- 3 Great columns of unworked stone show signs of cracking, crumbling, and sabotage
- 4 Half-finished frescoes of dwarf warriors are carved into the walls on one side of a cave
- 5 Metal rings holding old, thick candles hang above from spiked chains; some are lit
- 6 Multiple ledges work around a series of deep chasms, severely limiting the choices of passage
- 7 Mushrooms carpet the cavern, with occasional signs of civilization—broken tools and rope bridges
- 8 Natural stairwell leads down to a small pool where the back fins of some aquatic creature jut above
- 9 On the far shore of an underground lake, a series of stone buildings are worked into the cave walls
- 10 Ribcage of some colossal beast rises up from the uneven cavern floor
- 11 Series of cramped corridors ahead shows many shadows and ambush points
- 12 Series of shafts and pits which drop off into utter darkness; bizarre howling emanating from within
- 13 Set of obviously worked doors suddenly appears in the otherwise natural cave wall ahead
- 14 Small pockets of bubbling lava light up the room with a crimson glow like from the pits of Hell
- 15 Small stream divides the cave room in half; a simple but dangerous wooden bridge is set up
- 16 Treacherous ledge winds along a thin section of wall with a gaping gorge on the other side
- 17 Tree of stone intersects the passageway ahead, its roots providing a treacherous passage around it
- 18 Twinkling purple lights in a gigantic stalactite betray hollow living quarters therein
- 19 Underground sea shows a towline of rope leading out to a ship on the far horizon
- 20 Utterly smooth walls of this cavern betray water-eroded or worked into shape with magic

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Table 5–17: Cavern Wildlife

- 1 Bat
- 2 Bear
- 3 Bobcat
- 4 Centipede
- 5 Crickets
- 6 Flatworms
- 7 Fox
- 8 Frog
- 9 Hellgrammit
- 10 Insects
- 11 Monkey
- 12 Packrat
- 13 Pikas
- 14 Raccoon
- 15 Salamanders
- 16 Sasquatch
- 17 Skink
- 18 Snake
- 19 Spiders
- 20 Vulture

Table 5–18: Room Types 1

- 1 Antechamber
- 2 Armory
- 3 Arsenal
- 4 Assemblage
- 5 Audience hall
- 6 Barracks
- 7 Collapsed
- 8 Combat pit
- 9 Dining hall
- 10 Forge
- 11 Foyer
- 12 Gallery
- 13 Grand hall
- 14 Kitchen
- 15 Laboratory
- 16 Larder
- 17 Library/study
- 18 Mine/workpit
- 19 Monster lair
- 20 Natural cavern

Table 5–19: Room Types 2

- 1 Pillared/columns
- 2 Planning/map
- 3 Pool/water room
- 4 Prison
- 5 Rift/bridge
- 6 Secret
- 7 Sentry post
- 8 Stable
- 9 Statue/trophy
- 10 Stockade
- 11 Storage
- 12 Summoning room
- 13 Temple/shrine
- 14 Throne/command
- 15 Tomb
- 16 Torture
- 17 Trapped
- 18 Treasury
- 19 Vault
- 20 Workshop

Table 5–20: Chamber Types

- 1 Advisor's
- 2 Alchemist's
- 3 Champion's
- 4 Cultist's
- 5 Diplomat's
- 6 Entertainer's
- 7 Financier's
- 8 Foreman's
- 9 Group leader's
- 10 Grunt's
- 11 Guard's
- 12 Henchman's
- 13 High cleric's
- 14 Leader's
- 15 Monster's
- 16 Researcher's
- 17 Servant's
- 18 Spy's
- 19 Visitor's
- 20 Wizard's



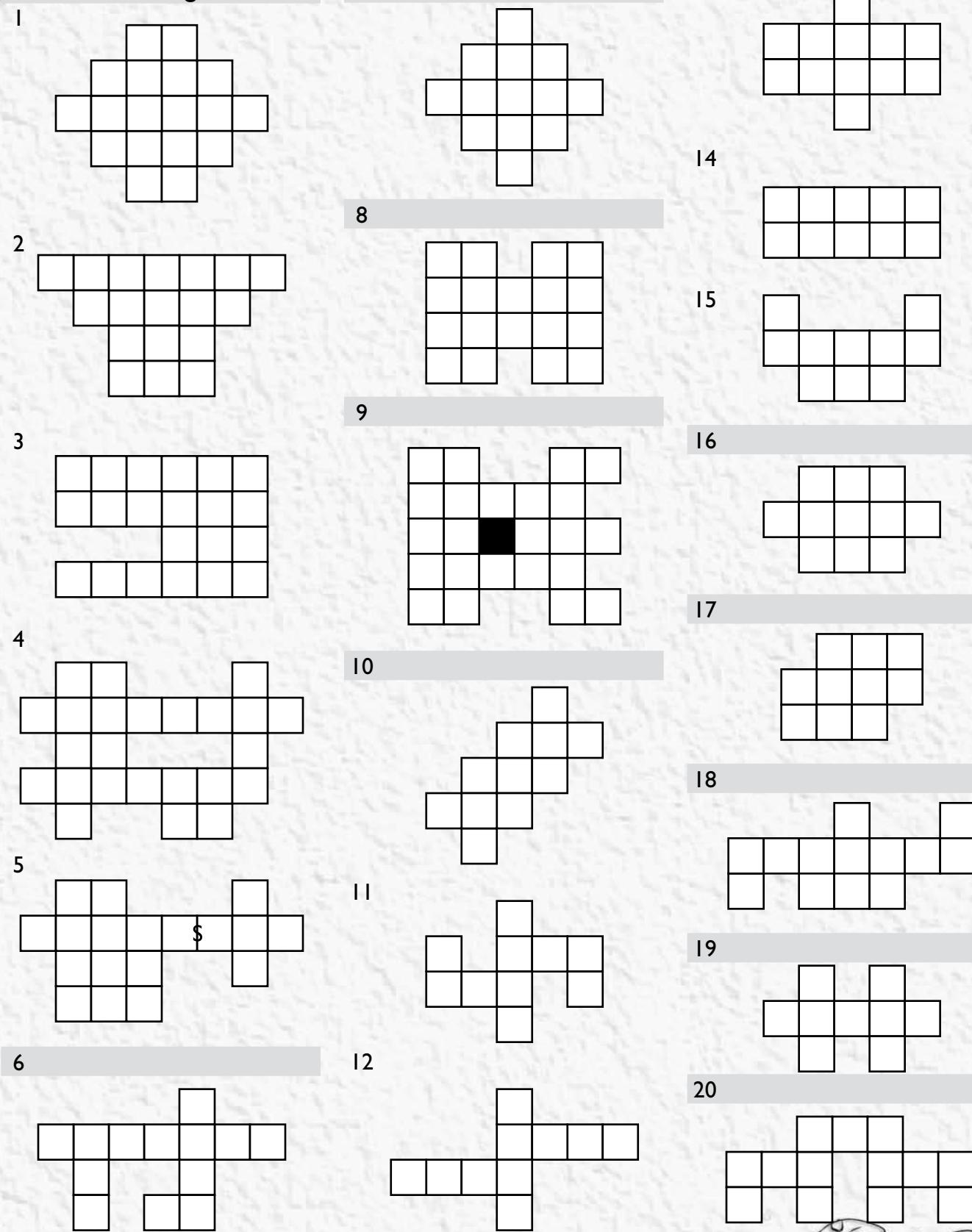
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Table 5–21: Dungeon Tile 1

1		9		15	
2		10		16	
3		11		17	
4		12		18	
5		13		19	
6		14		20	
7					
8					

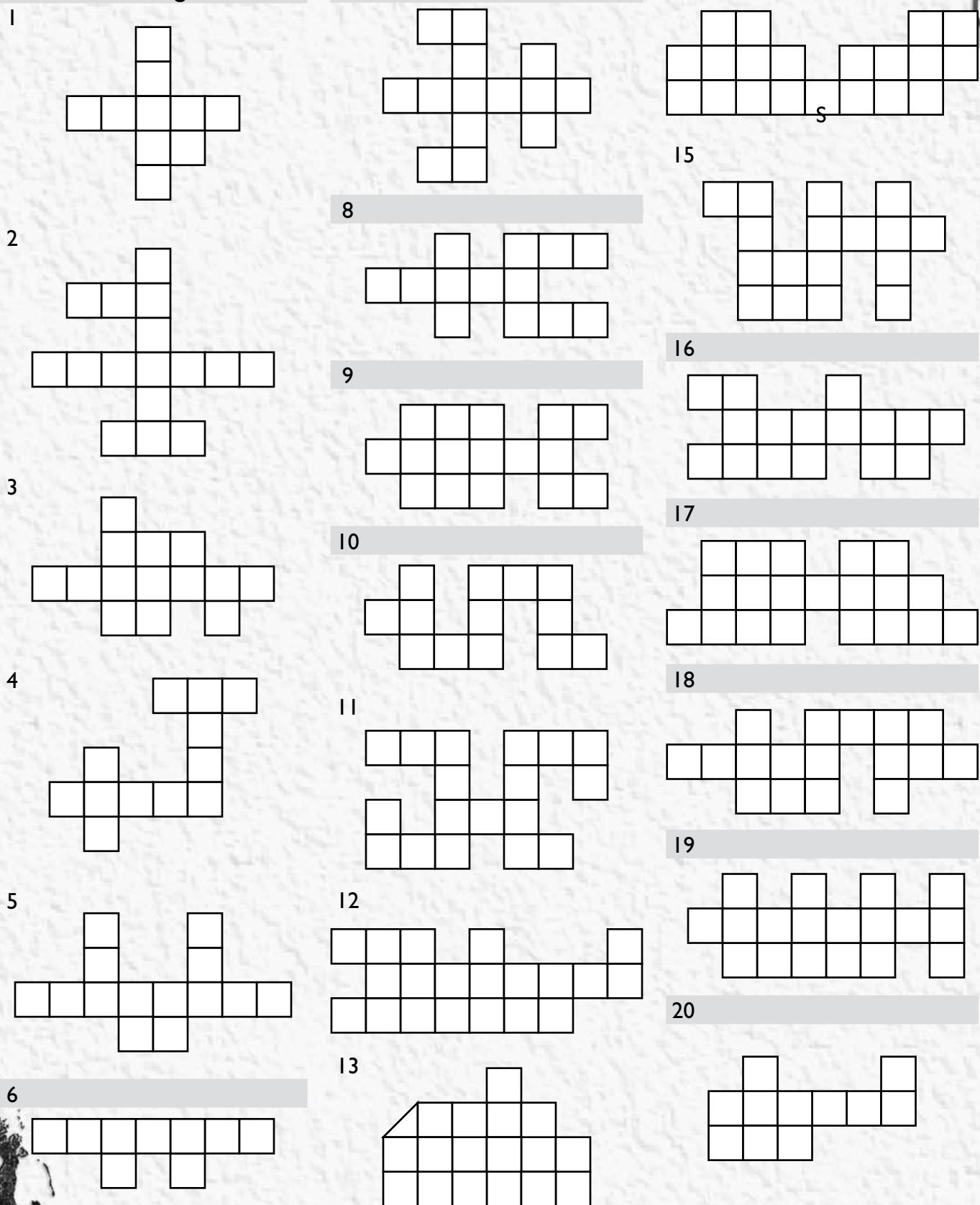
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Table 5-22: Dungeon Tile 2



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Table 5–23: Dungeon Tile 3



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Table 5–24: Corridor Ending

- 1 Alcove
- 2 Archway
- 3 Dead end
- 4 Door
- 5 Door, barred
- 6 Door, broken
- 7 Door, iron
- 8 Door, iron-bound wooden
- 9 Door, spiked open
- 10 Door, splintering
- 11 Door, magical
- 12 Door, trapped
- 13 Door, wooden
- 14 Portculis
- 15 Pit/slide
- 16 Sliding/spinning wall section
- 17 Secret door
- 18 Stairs
- 19 Trap door
- 20 Well

Table 5–25: Corridor Special

- 1 Cage walls
- 2 Columns/pillars
- 3 Crumbling ceiling
- 4 Dais
- 5 Footholds
- 6 Gravel floor
- 7 Handholds
- 8 Handrail, metal
- 9 Handrail, rope
- 10 Handrail, wooden
- 11 Intersecting iron rod
- 12 Jutting stone
- 13 Short stairs
- 14 Short walls
- 15 Sloped floor
- 16 Sloped walls
- 17 Spiked floor
- 18 Studded walls
- 19 Water on floor
- 20 Wooden floor

Table 5–26: Chamber Exit

- 1 Artifice
- 2 Balcony
- 3 Chimney/chute
- 4 Door
- 5 Door, broken
- 6 Door, iron
- 7 Door, iron-bound wooden
- 8 Door, spiked open
- 9 Door, wooden
- 10 Fountain
- 11 Ladder
- 12 Pillar (door)
- 13 Pit/slide
- 14 Rope
- 15 Secret door
- 16 Sliding bookcase
- 17 Spinning mantle
- 18 Stairs
- 19 Trap door
- 20 Well

Table 5–27: Chamber Special

- 1 Bone wallmounts
- 2 Carpeted floor
- 3 Checkerboard tiles
- 4 Chimney
- 5 Clogged with webs
- 6 Corner pillars
- 7 Dirt floor
- 8 Furniture, destroyed
- 9 Furniture, exotic
- 10 Glowing archway
- 11 Magical lighting
- 12 Mirrored walls
- 13 Paintings directly on walls
- 14 Raised dias
- 15 Rope leading to ceiling exit
- 16 Rune circle in floor
- 17 Stairs leading down
- 18 Stairs leading up
- 19 Sunken pool
- 20 Trapdoor in floor



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Table 5–28: Corridor Types

- 1 Brightly lit with torches
- 2 Central with many doors
- 3 Comes to a dead end
- 4 Contains invisible guard creature
- 5 Curved by design
- 6 Decorated with tapestries
- 7 Lined with cubby holes
- 8 Lined with holy fonts
- 9 Lined with mirrors
- 10 Lined with pillars
- 11 Lined with statues
- 12 Magically trapped
- 13 Mechanically trapped
- 14 Rugged intersection
- 15 Seems to go on forever
- 16 Temporary room
- 17 Thick carpet with runes on ground
- 18 Trophies on stands
- 19 Wall motifs of seasons
- 20 Zigzagging by design



Table 5–29: Corridor Hazards

- 1 Along the left wall are five small holes with small bits of ash in each
- 2 Behind the door is a spring-loaded trap that triggers if opened more than halfway
- 3 Brick on the ground seems to have a heavy acidic smell coming from it
- 4 Ceiling tile appears reflective, as if it wasn't really stone
- 5 Floor and walls are checkered; the light-colored ones are reflective, but produce a horrid image of the looker; if avoided and someone steps only on the black ones the trap is set off
- 6 Foul smelling breeze is coming through cracks and small holes in the wall
- 7 Ground feels very soft and roller-like, as if it would start to roll anyone standing on it forward
- 8 Ground is smooth but there are a lot of grains of sand all around
- 9 Hall is pitch black and rumbles loudly as light approaches it
- 10 In the middle of the floor, the cement is cracked as if something big keeps running down the middle
- 11 Large circular stone in the middle of the floor has debris around it, as if it had been spinning
- 12 Many holes on the ground look as though they contain spikes within them
- 13 Many small smooth holes look as though something has eaten away at the stonework
- 14 Stone debris on the ground and walls appears to have been struck repeatedly with something large
- 15 Stone is slightly discolored and smooth compared to the rest
- 16 Stone walls have a smooth feel to them, as if someone had sanded them down
- 17 Torch seems to have a small hole just underneath it that is emitting some heat
- 18 Wall has a lever; upon close inspection the wall is a trap that falls inward on anyone pulling the lever.
- 19 Walls are made of small perfect red bricks with mortar in between; mortar feels cold to the touch
- 20 Wooden floor feels hollow in places, as though no foundation lie beneath

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Table 5–30: Door Types

- 1 Ancient clock designed to be easily moveable for those who know it is a door
- 2 Circular wooden door with circular brass strands
- 3 Clear door of glass cut with the emblem of a forgotten king
- 4 Door made of onyx with gem chips made to look like the night sky
- 5 Door of fired clay decorated with brass studs and a sketch of three dead men
- 6 Fiery barricade that parts when the password is spoken
- 7 Granite door carved in the image of an eye; door opens in the center
- 8 Grasping the handle of this door opens a disguised trap door in the floor
- 9 Ice door with three heads frozen inside; the eyes follow those near the door
- 10 Iron door decorated with three-leaf clovers painted black
- 11 Ivory door made from bones, with a skull for a knob
- 12 Marble door carved with the emblem of a long-forgotten kingdom
- 13 Opaque drapes of red, green, and blue, each with a draconic letter
- 14 Opulent door designed to resemble the king's flowing robes
- 15 Plain wooden door with iron bands and a small window
- 16 Portcullis made to look like a wooden door with a difficult lock
- 17 Solid iron door, difficult to dent with swords and rams
- 18 Thick, reinforced door, large enough for a giant to walk through
- 19 Tile door of a face that opens when both eyes are pressed in
- 20 Triangular door with a painting resembling dragon's claws

Table 5–31: Archways

- 1 Archway carved from a single piece of ice, clear as a sheet of glass topped with a swan ice sculpture
- 2 Appears as a giant skeletal maw, with prominent fangs above which seemed polished to a shine
- 3 Blemished with a few fossilized bugs within, these fused amber blocks in the grand old tree open into darkness
- 4 Carved out of a single piece of marble, this arch demonstrates the artist's dedication
- 5 Concealed by earth and time, this subtle arch is easily dismissed as a mere entrance to a cave
- 6 Constructed of hundreds of interlocking arm bones of all manner of humanoid creatures
- 7 Both sides of the gray stone archway contain a keyhole, and yet no door can be seen
- 8 Giant skeletons form the archway, grasping bony fingers more than 15 feet above
- 9 Made from granite blocks, the simple archway is large enough for a horseman to pass
- 10 Magical mists of unknown origin continually cascade down from above, blocking the view beyond
- 11 Magically molded out of a single piece of slate and colored with veins of silver throughout
- 12 More a hole in the wall than an archway, this iron arch is guarded by two eagle sculptures
- 13 Pillars of ancient kings stand at each side, raised swords touching high above to form the arch
- 14 Polished golden bricks form an arch of near-impossible angles, twists, and turns
- 15 Single piece of sandstone, made to look like multiple bricks, each with an ancient rune carving
- 16 Stairs lead to this perfectly square archway, four feet to a side and decorated with dwarf runes
- 17 Strange, rancid fungus clings to the sandstone archway, dripping occasional ooze to the floor below
- 18 Tarnished silver snakes twisting around each other, all trying to eat a raven at the top of the arch
- 19 Undecipherable glyphs of ancient origin glow when anyone passes through this basalt stone archway
- 20 Vine-covered granite carved into the shape of a black dragon's wings, which form the entrance

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TRAPPINGS

Table 5–32: Secret Doors

- 1 Bookcase swings away from the wall to reveal a passageway. Pulling a particular book back opens the door. It leads to a private study.
- 2 Brick wall behind a fireplace slides upward. Opens by pushing in the brick that sticks out a little more than the rest. Narrow staircase leads to a narrow space between the walls of the floor above.
- 3 Circular symbol on the floor pivots depending on how much weight is on it. Placing all the weight on one side reveals a secret passageway, while placing all the weight on the other side sets off a deadly trap.
- 4 Covered by both a floor rug and a desk, this secret door has a cast iron ring to open it. There is a poison trap, however. Door opens to reveal an old staircase leading to a silenced dungeon cell.
- 5 Fountain moves aside, revealing a five-foot-wide slide that descends into blackness. Door opens when anything in Abyssal is spoken within five feet. At the bottom is the lair of a giant cobra.
- 6 Front face of a tree swings inward to reveal a staircase into a well lit room. Trigger is stepping on a certain piece of root of that same tree. Below is a secure torture chamber.
- 7 Garden hedge leans to one side, revealing a passageway down. Hedge door opens by turning the sundial to face the south instead of north. Below the surface is the lair of a giant sentient plant.
- 8 Gazebo floor lifts, revealing a staircase of stones jutting out from a dirt wall. It's opened by first jumping up and down on it three times. At the staircase bottom lies a small shrine to a dark god.
- 9 Heavy block wall falls backward and magically rights itself back up ten seconds later. Opening it requires brute strength. Leads to a war room filled with detailed maps and intelligence reports of local military forces.
- 10 Inside of a closet is second door made to look like another section of wall. Door opens by removing a coat from a specific hook. Passageway leads to a dressing room with various outfits.
- 11 Mouth of massive dragon head opens enough for a human to crawl through. Activated by one person staring into each eye. Opens to the secret HQ of the Dual Dragon Assassins.
- 12 Picture on the wall slides downward. Opens by leaning back in one of the chairs in the room. Door opens to a narrow shaft going up and down with a ladder inside.
- 13 Piece of the wall simply vanishes to reveal a doorway. Door opens by turning a stone statue around backward to face the wall. Leads to an alchemist laboratory.
- 14 Rear panel of a nonfunctioning clock swings opens. Activate door by moving both hands to the number five. Door opens to a secret library with books detailing the various planes.
- 15 Removing the top of an elaborate bed reveals a small passageway and a ladder leading down. The mattress must be removed since the frame conceals it. Passageway is an emergency escape route.
- 16 Section of the ceiling near the bookshelf rolls back, revealing a passageway, triggered by lighting three specific candles on the nearby chandelier. It leads to the secret HQ of the local thieves' guild.
- 17 Several offset stone blocks from the wall swing inward. Opens by pushing in a loose brick several feet away. Door opens to a dark staircase leading downward.
- 18 Sunburst design on the floor descends to a staircase. Opens by crushing a gem in the mouth of golden ram statuette in the same room. Staircase leads to a lower level of the structure.
- 19 When removing the door knob from left side of the door and attaching it to the right, it opens to reveal a portal. The portal leads to a land thousands of miles away.
- 20 Wooden floor carefully conceals a hidden entryway. Door opens by lifting where the knothole is. Leads to a crawl space below the structure holding food, water, and a carefully preserved elf body.

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Table 5–33: Light Source

- 1 Bonfire
- 2 Brazier of coals
- 3 Campfire
- 4 Candle
- 5 Continual flame/light
- 6 Dancing lights
- 7 Daylight
- 8 Fireplace
- 9 Holy relic
- 10 Lamp
- 11 Lantern
- 12 Lighthouse
- 13 Magical emanation
- 14 Moonlight
- 15 Phosphorescent lichen
- 16 Positive energy
- 17 Small elemental
- 18 Starlight
- 19 Sunrod
- 20 Torch

Table 5–34: Light Fixtures

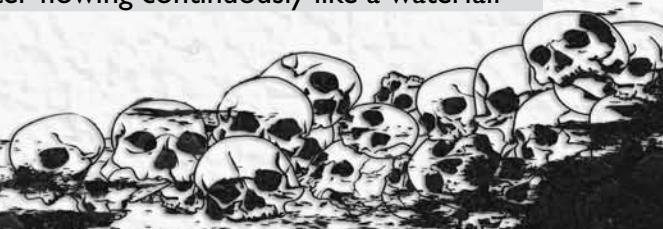
- 1 Candelabra, standing
- 2 Candelabra, table
- 3 Chandelier (antler) with candles/lanterns
- 4 Chandelier (gold/silver) with candles /lanterns
- 5 Chandelier (horn) with candles/lanterns
- 6 Chandelier (iron) with candles/lanterns
- 7 Chandelier (wheel) with candles/lanterns
- 8 Hanging lantern
- 9 Hanging oil lamp
- 10 Hook (iron, stone, or wood)
- 11 Magic lantern
- 12 Magical torch
- 13 Mirrored sconce with candles
- 14 Shelf of candles
- 15 Standing brazier with candles or charcoal
- 16 Standing torch sconce
- 17 Table brazier with candles or charcoal
- 18 Table oil lamp
- 19 Wall brazier with candles or charcoal
- 20 Wall torch sconce

Table 5–35: Dungeon Sound, Common

- 1 Bubbling
- 2 Chains rattling
- 3 Crash
- 4 Echo
- 5 Glass shattering
- 6 Growling
- 7 Gurgling
- 8 Moaning
- 9 Pounding
- 10 Ripping
- 11 Rustling
- 12 Scraping
- 13 Scream
- 14 Shouting
- 15 Skittering
- 16 Sliding
- 17 Tapping
- 18 Whispering
- 19 Wind
- 20 Wood breaking

Table 5–36: Dungeon Sound, Detailed

- 1 Birds squawking
- 2 Ceaseless cackling laughter
- 3 Claws tap on stone and water
- 4 Crackle of fire from torches
- 5 Distant echoes of screams change direction
- 6 Drums beating
- 7 Echoes from the world outside
- 8 Footsteps echo, a door slams, and silence
- 9 Hushed echoes of voices chanting in time
- 10 Large, loud splash
- 11 Metal striking metal in a repeated pattern
- 12 Muffled voices right around the corner
- 13 Rats squeaking
- 14 Scratching noises behind a wall
- 15 Shrill from a swarm of bats
- 16 Silence: complete and total silence
- 17 Snake rattle
- 18 Some kind of crunching sound
- 19 Water dripping slowly into a pool of water
- 20 Water flowing continuously like a waterfall



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Table 5–37: Dungeon Sound, Strange

- 1 Buzzing of thousands of cicadas threatens to drown out all but the loudest of conversations.
- 2 Clock ticks far more slowly than normal; each tick is followed by a deep, rumbling moan.
- 3 Distant tinkling as if from a number of small bells, faint but persistent, is carried on the wind.
- 4 Dozens of light, pattering footfalls accompanied by giggling childish echo.
- 5 Far-off echo of an ululating war cry resounds all around.
- 6 Hysterical, high-pitched laughter rings out, trailing off into quiet sobbing.
- 7 Jagged screech of sharp metal across hard slate ends with a ringing like the drawing of steel.
- 8 Jarring, discordant notes of a song played on several musical instruments all out of tune.
- 9 Long, sustained scraping noise is followed by a heavy, dull thud.
- 10 Loud slurping noise, like marrow being sucked from a bone, comes from up ahead.
- 11 Loud squealing is cut off abruptly just as it hits its crescendo.
- 12 Loud tick tock of an enormous, unseen clock keeps time with the party's footsteps.
- 13 Rhythmic thumping of drums rises from somewhere deep down in a cavern.
- 14 Sepulchral moan like the lament of a hundred sorrowful dead reverberates, with no clear source.
- 15 Shrieking laughter of excited children breaks the quiet.
- 16 Strangled cry of a beast is cut short, followed by a baying howl.
- 17 Sucking sound of heavy boots walking through clinging mud can be heard off in the darkness.
- 18 Susurrus of dozens of voices layer upon one another into an indecipherable noise.
- 19 Sweet song sung by an angelic voice drifts through the air in an otherwise dark, foul place.
- 20 Trilling whistle cuts through all other sounds, its pitch so high that it is almost painful.

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Table 5–38: Dungeon Smells 1

- 1 Almonds
- 2 Blood
- 3 Burning flesh
- 4 Burning torches
- 5 Burning wood
- 6 Cheap perfume
- 7 Cooked bacon
- 8 Cut weeds
- 9 Dead fish
- 10 Decayed vegetation
- 11 Fresh hay
- 12 Garbage
- 13 Garlic
- 14 Gas
- 15 Horses
- 16 Incense
- 17 Leather
- 18 Loose earth
- 19 Manure
- 20 Metalworking

Table 5–39: Dungeon Smells 2

- 1 Methane
- 2 Musk
- 3 Must and mildew
- 4 Offal
- 5 Oil
- 6 Onions
- 7 Pungent cheese
- 8 Rain
- 9 Recently cut wood
- 10 Rotten eggs
- 11 Rotting flesh
- 12 Salt water
- 13 Smoke
- 14 Spoiled milk
- 15 Stagnant water
- 16 Stale beer
- 17 Sulphur
- 18 Vinegar
- 19 Wax
- 20 Wet fur

Table 5–40: Dungeon Liquids

- 1 Acid
- 2 Ale
- 3 Blood
- 4 Hot wax
- 5 Ink
- 6 Oil
- 7 Ooze
- 8 Paint
- 9 Poison
- 10 Quicksilver
- 11 Rusty water
- 12 Sewage
- 13 Slime
- 14 Solvent
- 15 Stagnant water
- 16 Tar/pitch
- 17 Tonic
- 18 Unguent
- 19 Wasted potion
- 20 Wine

Table 5–41: Dungeon "Mysteries"/Illusions

- 1 Arcs of lightning crisscross the hall/chamber
- 2 Belch of fire erupts from cracks in doorway
- 3 Blood trickles from cracks in the walls
- 4 Candles seem to burn without end
- 5 Chamber appears old and unused, hiding its true purpose from those who enter
- 6 Children scream, followed by splashing water
- 7 Dead canaries line the floor
- 8 Doorways go missing
- 9 Floating lights always out of reach
- 10 Ghostly faces appear on banners
- 11 Indecipherable runes etched into stone
- 12 Inexplicable wail in an empty room
- 13 Mirrors reflect color but not shape
- 14 Lamps and small cages swing without breeze
- 15 Pit appears in an unpassable hallway
- 16 Scared prisoner who vanishes when rescued
- 17 Sounds of chains rattling/dragging on stone
- 18 Stairways leading to nowhere
- 19 Suits of armor vibrate as if possessed
- 20 Voices argue, howl, and then nothing



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Table 5–42: Dungeon Dressing 1

- 1 Altar
- 2 Animal lair/nest
- 3 Antechamber
- 4 Anvil
- 5 Arch
- 6 Archway
- 7 Armor
- 8 Arrow slit
- 9 Astrolabe
- 10 Balcony
- 11 Barrel
- 12 Bed
- 13 Bench
- 14 Bin
- 15 Bolthole
- 16 Bookcase
- 17 Bookstand/lectern/podium
- 18 Box
- 19 Brazier
- 20 Bunk/cot

Table 5–43: Dungeon Dressing 2

- 1 Cage
- 2 Cauldron
- 3 Camp remnants
- 4 Candlestick, standing
- 5 Carpet
- 6 Carving/sculpture
- 7 Casket
- 8 Chamberpot
- 9 Chains
- 10 Chair/stool
- 11 Chandelier
- 12 Charnal house
- 13 Chest
- 14 Chute
- 15 Coat rack
- 16 Cooking instruments and utensils
- 17 Coffer
- 18 Coffin
- 19 Collapsed ceiling/wall
- 20 Column

Table 5–44: Dungeon Dressing 3

- 1 Compartment
- 2 Corpse
- 3 Cracked foundation/walls
- 4 Crate
- 5 Cubbyhole
- 6 Cupboard
- 7 Curtain
- 8 Debris/rubble*
- 9 Desecrated shrine
- 10 Dais
- 11 Dome
- 12 Door
- 13 Environmental effect* (dew, dust, mist, steam)
- 14 Evil symbol
- 15 Fighting pit
- 16 Firepit
- 17 Fireplace
- 18 Font (holy or unholy)
- 19 Forge
- 20 Fountain

Table 5–45: Dungeon Dressing 4

- 1 Fungus/lichen/lime/mold
- 2 Furnace
- 3 Furniture
- 4 Garbage
- 5 Glass, shattered
- 6 Gong
- 7 Graffiti
- 8 Grotto
- 9 Hay pile
- 10 Hole
- 11 Holy/unholy aura
- 12 Idol
- 13 Illusion/illusory feature**
- 14 Iron bars
- 15 Iron maiden
- 16 Kiln
- 17 Laboratory
- 18 Laboratory equipment
- 19 Ladder
- 20 Lamp/lantern

**A feature in the room is not real

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Table 5–46: Dungeon Dressing 5

- 1 Larder
- 2 Ledge
- 3 Library
- 4 Lice
- 5 Loom
- 6 Loose masonry/stonework
- 7 Magic circle
- 8 Magical light
- 9 Magical trap
- 10 Manacles
- 11 Mantle
- 12 Mirror
- 13 Mummy/mummified remains
- 14 Mosaic
- 15 Oven
- 16 Painting
- 17 Pedestal
- 18 Peephole
- 19 Pew
- 20 Pillar

Table 5–47: Dungeon Dressing 6

- 1 Pipe organ
- 2 Pit
- 3 Platform/stage
- 4 Pool
- 5 Portal
- 6 Portcullis
- 7 Rack
- 8 Ramp
- 9 Rafters/vaulted ceiling
- 10 Recess
- 11 Relief
- 12 Rivulet
- 13 Room divider (permanent or temporary)
- 14 Runes
- 15 Rusted tools/weapons
- 16 Sand
- 17 Sarcophagi
- 18 Secret door
- 19 Sconce
- 20 Screen

Table 5–48: Dungeon Dressing 7

- 1 Sewage/trash
- 2 Shaft
- 3 Shelf
- 4 Shrine
- 5 Sinkhole
- 6 Sliding wall
- 7 Smithy
- 8 Spiked iron rack (on wall)
- 9 Stairs
- 10 Stalactites/stalagmites
- 11 Stall/pen
- 12 Stand
- 13 Statue
- 14 Steam vent
- 15 Sunken area
- 16 Table
- 17 Tapestry
- 18 Taxidermy
- 19 Throne
- 20 Tools

Table 5–49: Dungeon Dressing 8

- 1 Tilted/tilting floor
- 2 Trap
- 3 Trap, disabled
- 4 Trapdoor
- 5 Tripod
- 6 Trough
- 7 Tub
- 8 Two-way mirror
- 9 Unfinished brickwork
- 10 Vermin
- 11 Vermin nest
- 12 Wall basin
- 13 Wardrobe
- 14 Weapon rack
- 15 Well
- 16 Wheel
- 17 Winch and pulley
- 18 Wooden planks
- 19 Workbench
- 20 Worked metal



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Table 5–50: Debris

- 1 Box pieces
- 2 Broken glass
- 3 Caltrops
- 4 Crumbling statue
- 5 Fiery coals
- 6 Half-decayed body
- 7 Horse manure
- 8 Loose rocks
- 9 Mist hiding the floor
- 10 Pile of books
- 11 Rusted suit of armor
- 12 Scrolls scattered everywhere
- 13 Several small sharp spikes
- 14 Sheet of ice
- 15 Sinking mud
- 16 Slime dripping from ceiling
- 17 Slippery algae on a puddle
- 18 Smashed chair
- 19 Thick pile of bones
- 20 Uneven floor

Table 5–51: Environmental Effects

- 1 Blood
- 2 Brambles/ivy
- 3 Cold
- 4 Condensation
- 5 Dew
- 6 Dirt/mud
- 7 Dust
- 8 Fungus
- 9 Heat
- 10 Ice
- 11 Lice
- 12 Lichen
- 13 Mist
- 14 Mold
- 15 Moss
- 16 Rust
- 17 Rubble
- 18 Steam
- 19 Vapor
- 20 Webs

Table 5–52: Fountains

- 1 Basin of rock lies below a miniature replica of a great cliffside, water flowing down the sides
- 2 Casket with a sleeping vampire inside flows water from beneath the corpse
- 3 Cobra standing up with its mouth opens as if leaping forward to strike spitting water
- 4 Drunken man spilling his beer stein, from which water springs forth into a little pool below
- 5 Dwarf with rippling muscles slams his pickaxe into a rock from which springs water
- 6 Fountain the size of a large barrel is here, frescoes of woodland symbols carved within, but no fluids
- 7 Four dragon heads form the apex of this huge fountain, eternal water rushing from their maws
- 8 Head of a lion carved into the wall with water flowing from its eyes and mouth
- 9 Octagonal walls one foot high make up the basin; four metal pipes slowly leak a mucous-pulp inside
- 10 Open treasure chest with carved stones in the bottom (looking like gold pieces) shine in the water
- 11 Plain and unadorned circular well shows illusions of things to come to those who sip liquid directly
- 12 Pyramid made from black onyx has water emerging from its peak and flowing down the sides
- 13 Skull carved from the wall leaks clear water from its eyes into a stone basin below, filled with blood
- 14 Small cherub holding a bow from which water springs forth like an arrow into a silver basin
- 15 Square fountain with two-foot-high walls of basalt which continuously bubble, leaking itself full
- 16 Statue of bearded man dressed in a kilt playing bagpipes has water flowing out of the ends
- 17 Stone circular basin catches water flowing from a central, twisted pillar with angelic figures thereon
- 18 Three succubi detailed in carved granite, holding a jar with water continually pouring
- 19 Two-headed stone naga spills thick green fluid from both heads to a scaly-walled basin below
- 20 Wall of silver two feet high contains a bubbling clear liquid which occasionally sparkles from within

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Table 5–53: Dungeon Captives

- 1 Adun Eltone. An important local merchant, he was abducted for ransom. He could reward the party well for his rescue.
- 2 Alsiril. This half-elf bard allowed himself to be captured. He wants to write an epic tale of suffering and loss, and felt that experiencing captivity would help his research.
- 3 Ciel’ra Lerein. A human assassin who has come here to study certain vile practices with the inhabitants. He stays in the dungeons because he likes it. All his possessions are within easy reach.
- 4 El-Setha. She is the only surviving member of an adventuring company that assaulted this dungeon a few weeks ago. She’s a decent fighter, if weak from her time in captivity.
- 5 Einker Vasluit. A human warrior captured during a failed attack by a local lord on the dungeon inhabitants.
- 6 Fermus. A human rogue caught infiltrating the dungeon. He seems to have a reckless disregard for danger.
- 7 Hiroctas. A member of the same race as the owners of the dungeon pleads with the party to let him out. He is kept in here, and is let out only for battles, because he is a dangerous psychotic.
- 8 Jeremiah Jayson. A human farmer captured in a surface raid, he’s been working as a slave for nearly a month, and looks much worse for the wear.
- 9 Joderine. A very, very old human who has been in the dungeons so long, she can’t remember much more about herself than her first name. She clearly suffers from dementia, and has given names to all the vermin in her cell.
- 10 Kelsa No’Rath. A lady of the No’Rath noble house, her escorts were killed and she was captured while traveling nearby. She probably would have been eaten, but her appearance and belongings hinted at her wealth, so her captors are going to ransom her.
- 11 Kerg Ironwrack. A shaman of a rival humanoid clan eyes the party warily. His captors hope to ransom him to his tribe.
- 12 Ko-Ro’arn. A duergar who moved too near the surface in search of gold. He is more than a little surly, but can be a good source of information about the world below if approached correctly.
- 13 Lanilira Eliswosh. An elf archer and advanced scout from the nearby Whislthymé clan. While spying on her captors, she got careless, and was caught and imprisoned. She has not been tortured, yet.
- 14 Petar Grailwatcher. Dwarf illusionist of some small renown, he has been here since his disappearance six months ago. He is well-treated and surprisingly hale; he has kept himself alive by entertaining his captors daily.
- 15 Sabol. A half-elf ranger who strayed too far into his captors’ territory. He’s languished for months.
- 16 Silva Moralin. A human cleric of a good deity, she is going to be sacrificed to the dungeon denizens’ god. She is shackled and has already been partially prepped for sacrifice.
- 17 Sarynia. Bruised pixie with tattered wings, held in a tiny, dirty cage. She has a haunted look and was subjected to all manner of torment. The cage has some form of permanent invisibility purge on it.
- 18 Theskern. A member of the same race as the dungeon inhabitants, he is a dissident opposed to their ideals and will aid the party against the ruling members of his people if they meet whatever conditions are appropriate.
- 19 Thinduaal Pickaxe. A dwarf miner from the Blackrock clan, separated from his people on an expedition where he got too greedy. He followed a small vein of gold, kept secret from his fellows.
- 20 Wythri Odaemas. Formerly a human wizard, she died here in the dungeon and returned as a wraith, filled with hate for all living things. She attacks the party as soon as they try to free her from her chains.

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BOOKS AND LABS

Table 5–54: Book Types 1

- 1 Accounting ledger
- 2 Annal
- 3 Art
- 4 Autobiography
- 5 Bestiary
- 6 Bible
- 7 Biography
- 8 Catalog
- 9 Codex
- 10 Compendium/compilation
- 11 Cyclopedia
- 12 Diary
- 13 Dictionary
- 14 Dictionary, foreign language
- 15 Digest
- 16 Directory
- 17 Discourse/letter collection
- 18 Folio
- 19 Guide/handbook
- 20 History

Table 5–55: Book Types 2

- 1 Journal/lab journal
- 2 Ledger
- 3 Lexicon
- 4 Librium
- 5 Manifest
- 6 Manuscript
- 7 Map collection
- 8 Miscellany
- 9 Novel
- 10 Poetry
- 11 Portfolio
- 12 Prayer book
- 13 Register
- 14 Roster
- 15 Scrapbook
- 16 Summary
- 17 Textbook/theories
- 18 Tome
- 19 Treatise
- 20 Volume

Table 5–56: Book Shape and Cover

- 1 10 pages, 10 x 10, covered in thin beaten gold
- 2 10 pages, 10 x 12, patchwork leather cover
- 3 18 pages, 9 x 13, covered in dyed leather
- 4 20 pages, 9 x 5, humanoid skin cover
- 5 25 pages, 6 x 6, covered in silver scale
- 6 30 pages, 8 x 3, black leatherbound
- 7 32 pages, 5 x 5, covered in glued feathers
- 8 40 pages, 6 x 7, bound in sharkskin
- 9 49 pages, 10 x 6, covered in brocade
- 10 50 pages, 8 x 11, cover of bone
- 11 50 pages, 9 x 9, dragon painted on silk cover
- 12 62 pages, 6 x 6, covered in white leather
- 13 78 pages, 12 x 20, bark cover
- 14 88 pages, 10 x 10, cherry wood covered
- 15 91 pages, 12 x 12, bound in oilskin
- 16 100 pages, 14 x 14, bound in wolf fur
- 17 100 pages, 24 x 24, black velvet cover
- 18 127 pages, 8 x 11, small steel scale cover
- 19 150 pages, 13 x 17, cover of dragon hide
- 20 200 pages, 3 x 5, bound in red leather

Table 5–57: Book Ornamentation

- 1 Beaded with half pearls
- 2 Bone cover with scrimshaw scene
- 3 Chainmail covered
- 4 Clawbones inlaid in glyph patterns
- 5 Contains a wraparound dwarf lock
- 6 Corners have attached arrowheads
- 7 Covered in gold scales
- 8 Crisscross silver chains
- 9 Demon's facial skin sewn on
- 10 Demonflesh bound bookmark
- 11 Dragonscale hide covering
- 12 Finger bones glued in spiral
- 13 Fresco of giant staring eyeball
- 14 Inlaid gemstones in cover
- 15 Long colorful feathers glued
- 16 Merchant scales etched in leather
- 17 Mithral-bound edges
- 18 Skeletal hands bind the edges
- 19 Teeth dangle from edges
- 20 Title enhanced with illusion magic

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Table 5–58: Book Subjects

- 1 Animals (domestic, foreign, game, habitats, magical)
- 2 Birds or insects (common, exotic, or magical)
- 3 Class/profession (cleric, coachman, druid, fighter, innkeeper, mage, paladin, ranger, tanner, thief)
- 4 Craft (blacksmithing, carpentry, cooking, dancing, glassblowing, singing, tanning, weaving)
- 5 Death and the afterlife (beliefs, cults, fables, mythologies, religion, theories)
- 6 Family (famous families of note, records of births, family trees, genealogy)
- 7 Fashion (by age, class, race, region)
- 8 Giant race (cloud, fire, frost, hill, jungle, ogre, stone, storm)
- 9 Goblinoid race (bugbear, gnoll, goblin, hobgoblin, kobold, orc)
- 10 Humanoid race (dwarves, elves, humans)
- 11 Lands (ancient, barbaric, civilized, distant, exotic, foreign, lost)
- 12 Life and living well (philosophy, religion, social beliefs)
- 13 Magic (calculations, demons, planes, power sources, rituals, schools, sigils, theories, wards)
- 14 Monsters (by location, common, exotic, terrain)
- 15 Mysterious person/figure (adventurer, hero, guildsman, noble, outlaw, religious figure, royalty, villain)
- 16 People (different folks of various civilizations and cultures)
- 17 Plants (common, edible/poisonous, foreign, fungus, indigenous, magical, moss, trees)
- 18 Skill (actions, codes, etiquette, survival, weapons)
- 19 Weather (occurrences, protection, prediction, type)
- 20 Wellknown person/figure (adventurer, hero, guildsman, noble, outlaw, religious figure, royalty, villain)

Table 5–59: Book Titles 1

- 1 All About Ratmen
- 2 Art of Devoted Druids, by Rorlanna
- 3 Bounty Hunters Index
- 4 Castle, Memory, and Sun
- 5 Catalog of Eastern Weaponry
- 6 Child, Mage, and Demon
- 7 Collected Knowledge of Magic Portals
- 8 Currency and Trade of Nichel
- 9 Damia's Tablets Concerning Vampires
- 10 Dark Secrets of Sorcery
- 11 Demon God Rising, by Eingis
- 12 Desert and Light
- 13 Diary of the Southern Cults, by Alicruvv
- 14 Dragon and Master
- 15 Dragon, Apprentice, and Circle
- 16 Dream, Demon, and Night
- 17 Dwarven Battle Hymns
- 18 Earth and Light
- 19 Earth of Autumn Spells
- 20 Eastern Sunset of Fyndarias

Table 5–60: Book Titles 2

- 1 Ebony War of Ordar
- 2 Ecology of the Gnoll: A Study in Three Parts
- 3 Egirgir's Ruby
- 4 Elfir's Catalog of Ancient Heroes
- 5 Emerald and Glory
- 6 Eniniof's Citadel
- 7 Eternal Fire
- 8 Faerie Moon of Eldon
- 9 Findrispin's City
- 10 Fire Sunset
- 11 Heart's Destiny
- 12 Herald and Legend
- 13 Herald of Desert
- 14 History of Ogres and Their Kin
- 15 Hunter's Doom
- 16 Illusion of Avindon
- 17 Inkeeper's Catalog on Fine Wine
- 18 Island Sunset of Amaldas
- 19 King, Bane, and Scourge
- 20 King's Legend

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Table 5–61: Book Titles 3

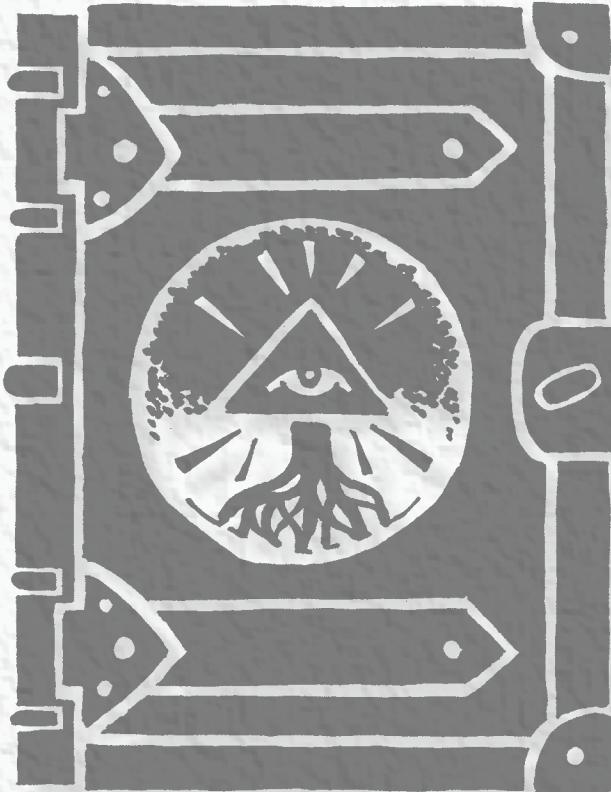
- 1 Languages of the Far Coast Lands
- 2 Legend of Sitanor
- 3 Legends of the Gorgraz Hills
- 4 Life of Aghamclaug the Great Dragon
- 5 Life of Sir Maranyal II
- 6 Lodge's Crown
- 7 Logbook of *The Ole' Spirit*
- 8 Lotanor's Hero
- 9 Mage's Darkness, by Damcane the Learned
- 10 Magic Circle of Aranian
- 11 Magic Goddess of Loson
- 12 Magical Item Incantations
- 13 Marjil's Goddessess
- 14 Memory of Maiden
- 15 Mistress and Sorcery
- 16 Molyan's Herald
- 17 Momene Faerie Libriam
- 18 Moon and Legend
- 19 Mountains of the Kingdom of Demarna
- 20 Night of Illusion

Table 5–62: Book Titles 4

- 1 Nightmares and Portents
- 2 Northern Emerald of Sistforth
- 3 Power of Marriac
- 4 Prophecy of Xandowel
- 5 Pryvida the Highlander's Folio on Runes
- 6 Quaidon's Dragon
- 7 Quarterly Kobold
- 8 Rogue, Castle, and Herald
- 9 Rowia the Mentalist's Handbook of the Mind
- 10 Ruby of Sword
- 11 Sagework on Astronomy
- 12 Sea Demon of Syrallia
- 13 Sea of Fire Wizard
- 14 Sea's Illusion
- 15 Secret of Darkness
- 16 Secret Societies of the Everdark Woodlands
- 17 Secret Societies of the West
- 18 Secrets of Forbidden Magic, by Fata Wavestaff
- 19 Secrets of Necromancy
- 20 Seldas Wolfgrey's Tales of the Heavens

Table 5–63: Book Titles 5

- 1 Selected Tales from the Vagabond Inn
- 2 Seventh Heart of Valdigwas
- 3 Shining Sword of Systforth
- 4 Society of the Kingdom of Amritsaria
- 5 Spirit of Emerald
- 6 Spirit Wizard of Quailyan
- 7 Sun of Maiden
- 8 Tales from the Bear's River Inn
- 9 Tales of the Southern Cities
- 10 Terror of the Silent Sea
- 11 Theories of the Outer Planes, by Sister Myria
- 12 Tome of Desert and Sea
- 13 Tome of Ships and the Sea
- 14 Tome of the Grasslands of Nyrr by Vitarius
- 15 Transaction Log of the Griffin's Sanctum
- 16 Traveler's Legends of Poisons
- 17 Treatise of Myths and Legends, by Hadratyr
- 18 War Scourge Encyclopedia
- 19 Whitecleaver's Lexicon of Dwarven Weapons
- 20 Xanditzi Curse



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Table 5–64: Lab Equipment 1

- 1 Animal remains
- 2 Apron
- 3 Beakers
- 4 Bench
- 5 Bricks
- 6 Burners
- 7 Charts
- 8 Clamps
- 9 Clay
- 10 Cloth
- 11 Divining/dowser rod
- 12 Droppers
- 13 Earthenware
- 14 Facemask
- 15 Funnel
- 16 Furnace
- 17 Gauze
- 18 Globe
- 19 Goggles
- 20 Hair/feathers

Table 5–65: Lab Equipment 2

- 1 Iron plate
- 2 Lead
- 3 Metal plate
- 4 Minerals
- 5 Mortal and pestle
- 6 Quicksilver
- 7 Racks/shelves
- 8 Ruler
- 9 Sandstone
- 10 Scale
- 11 Shovel/scoop
- 12 Stoppers
- 13 Table
- 14 Tongs
- 15 Trough
- 16 Tubes
- 17 Vials
- 18 Watchglass
- 19 Water source
- 20 Whetstone

Table 5–67: Potion Tastes 1

- 1 Ale/beer
- 2 Almonds
- 3 Ammonia
- 4 Ash
- 5 Berries
- 6 Blood
- 7 Burnt leather
- 8 Butter
- 9 Chalk
- 10 Charcoal
- 11 Chicken
- 12 Dirt/dust
- 13 Eggs
- 14 Fruit
- 15 Garlic
- 16 Goat's milk
- 17 Grapes/wine
- 18 Honey
- 19 Hot water
- 20 Ink

Table 5–68: Potion Tastes 2

- 1 Jasmine tea
- 2 Lemon
- 3 Marble/stone
- 4 Metal
- 5 Mildew
- 6 Mint
- 7 Nothing
- 8 Onion
- 9 Pepper sauce
- 10 Rice
- 11 Salty
- 12 Sand
- 13 Sour
- 14 Sugar cane
- 15 Tobacco
- 16 Tar
- 17 Vodka
- 18 Walnut
- 19 Water
- 20 Whiskey



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Table 5–69: Maps

- 1 Appears to be of a small underground trading post on the bank of a river
- 2 Betrays the general layout of a dark elven city with many locations clearly marked
- 3 Clearly marks the path to a room of portals to other planes or dimensions
- 4 Depicts a series of gear-shaped rooms connected by small short hallways
- 5 Depicts an area shaped like the head of an axe with outlying rooms
- 6 Depicts a twisting set of corridors marked with symbols for fungus, webs, and pools of water
- 7 Details that a certain set of chambers are for prisoners and extracting information
- 8 Details the different tunnels to take while sailing a narrow but treacherous underground creek
- 9 Displays a twisting array of tunnels leading to a cavern with an underground forest
- 10 Highlights the safest route to take through an area clogged with artificial passageways
- 11 Leads the way to a room showing an immense pyramid
- 12 Leads to a hall with tremendous pillars of carved beasts and a huge stairwell leading down
- 13 Reveals a clear path through a treacherous route of lava tubes, marked with salamander images
- 14 Reveals which room is really a hidden temple with idol and treasure
- 15 Shows a collection of wide, circular rooms but no obvious connecting hallways
- 16 Shows a near maze with dozens of very small chambers, possibly living quarters
- 17 Shows the hidden servant's entrances to a cavern marked as a dragon's lair
- 18 Shows the outline of a great chamber with a summoning circle on a dais
- 19 Simply contains average rooms but is marked with illusory script pointing out treasure
- 20 Torn scrap showing a way a prisoner was able to escape to freedom

Table 5–70: Poisonous Plants 1

- 1 Aconite
- 2 Apple (balsam)
- 3 Apple (bitter)
- 4 Baneberry
- 5 Bloodroot
- 6 Bryony, black
- 7 Bryony, european white
- 8 Bryony, white
- 9 Cabbage tree
- 10 Calabar bean
- 11 Calotropis cherry laurel
- 12 Clematis
- 13 Coca, bolivian
- 14 Cocculus, indicus
- 15 Dropwort, hemlock water
- 16 Foxglove
- 17 Gelsemium
- 18 Hellebore, black
- 19 Hellebore, false
- 20 Hellebore, green

Table 5–71: Poisonous Plants 2

- 1 Hellebore, white hemlock
- 2 Hemlock, water
- 3 Hemp, indian
- 4 Ignatius beans
- 5 Ivy, poison
- 6 Laburnum
- 7 Laurel, mountain
- 8 Lovage, water
- 9 Mescal buttons
- 10 Nightshade, black
- 11 Nightshade, deadly nux vomica
- 12 Paris, herb
- 13 Poppy, white
- 14 Saffron, meadow
- 15 Spurges
- 16 Stavesacre
- 17 Strophanthus
- 18 Thornapple
- 19 Wake robin, american
- 20 Yew

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THE DEAD

Table 5–73: Killing Blows 1

- 1 As the body collapses, a limb goes flying, causing another foe to duck or be hit
- 2 As you double-slash your foe's abdomen, he drops what he has to hold in his remaining lifeblood
- 3 As the foe's spine gives way, his body slumps around his bones
- 4 As you pierce his neck and head, your foe's eyes roll wide, his arms flail, and he falls fast to the floor
- 5 Blood and teeth go spraying in a cone from behind the opponent
- 6 The blow shatters your foe's hand down to a jagged stump; his only weapon now is splintered bone
- 7 Caving into the foe's leg and foot, bone bursts through his boot; he topples like a sack of wet mash
- 8 The creature flails the stump of his limb about as if it could regrow anew while his life fades
- 9 Crunching noises pervade the air as your blow sinks heavily into your foe's cranium
- 10 Cursing the gods as he slumps over, your foe reaches inside the wound to hold in his innards
- 11 Disbelief and confusion crosses the face of your foe even as he gurgles blood and falls limp
- 12 Fists of rage suddenly open as your foe's veins fail, releasing his maroon mess to the ground
- 13 Foe's arms fly wide as he realizes his mortal time is at an end, and falls backward in a bloodpool
- 14 Foe drops everything and collapses, shuddering and dying from shock and blood loss
- 15 Foe's face is no more, his nose and eyes driving into the far reaches of his skull
- 16 Foe quivers in a macabre dance of agony as its body slowly ceases to function
- 17 Foe releases an uncharacteristic high-pitched scream as he dies before hitting the ground
- 18 Foe spins from the force of the attack, sending an arc of crimson across nearby combatants
- 19 Force of your attack doubles your opponent over, his head cracking open on the ground
- 20 Gritting away the pain with a look of defiance, your foe slowly slides to the ground in his own juices

Table 5–74: Killing Blows 2

- 1 The head and neck sink into the torso as an overhead chop sends the foe immediately to the floor
- 2 In wide-eyed horror your foe grips the weapon still protruding from his torso, and falls
- 3 Lifeblood spills on the ground, causing your fallen foe to trip on his own entrails in his death throes
- 4 The lower jaw of your opponent is shattered; wide-eyed pain and despair ride his corpse down
- 5 The multiple cracking of ribs accompanies the grimace on the face of your foe as he falls
- 6 Nearby foes nearly fall from the slippery, shattered mass your foe has become from your final blow
- 7 Sanguine display showers the area as your foe quakes and topples over limp
- 8 A tremendous thud accompanies the blow into your foe's torso, followed by a gurgle and a wretch
- 9 You are awash in the remains of your foe, breaking the mortal cage which once held him together
- 10 You are sprayed with blood as your wide-eyed foe emptily grabs the wound to prevent his death
- 11 You sweep the legs out from under your foe, rending them and dropping his remains flat
- 12 Your awesome hit sends your foe somersaulting backward as teeth fly through the air
- 13 Your blow cleaves full into your foe's stomach, lifting him into the air
- 14 Your blow nearly rends your foe in twain as he releases a curdling scream and falls backward
- 15 Your blow sinks into flesh and bone alike; a muffled crunching sound echoes from the foe's maw
- 16 Your blow takes the leg out from under the victim as his body collapses downward into a mass
- 17 You cleave a limb and sink deep into his torso and your foe dies instantly from blood loss and shock
- 18 Your foe bites his own tongue off from the demonic pain heaped upon him by your true blow
- 19 Your weapon slides through your foe to the hilt; you kick him off your weapon into a quivering pile
- 20 The wound is clean, but a moment later in horror the foe gasps up a gallon of blood, drowning in it

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Table 5–75: Corpses 1

- 1 Attached to a torture rack, stretched beyond all recognition
- 2 Body bloated with water, eyes and skin appear blue and clammy
- 3 Carefully preserved body with eyes and mouth sewn shut
- 4 Chest and stomach flesh completely rotted away, rest appears healthy
- 5 Collection of bones in a pile with the skull carefully set on top
- 6 Corpse burnt from the inside out still smells charred and cooked
- 7 Corpse propped up in chair with hands gripped around throat as if choking self
- 8 Dagger wound to the chest and one to the gut spew blood
- 9 Decapitated body parts scattered across room, sword still clutched in hand
- 10 Finger bones all cracked and smashed to impossible angles
- 11 Five two-inch wide holes pass through the body, as if impaled upon spikes
- 12 Flame side of a torch stuck in mouth, burned the head completely off
- 13 Flattened body, bones crushed into pieces no bigger than pebbles
- 14 Gripping a knife protruding from its chest
- 15 Hanging by its arm stuck in a side cistern, as if reaching in for something
- 16 Hangs in a corpse cage from a series of chains in the ceiling
- 17 Has obviously broken and smashed legs
- 18 Head severed from the body, head not in the same room
- 19 Impaled against a wooden door by a gigantic, broken-off talon
- 20 Large hole in the stomach covered in mass of maggots

Table 5–76: Corpses 2

- 1 Left leg cut off above the ankle, right leg torn off at the knee
- 2 Lies forward with arms spread out, leg mysteriously caught in the floor stones
- 3 Many humanoid figures fully clothed seem to be twisted around
- 4 Missing half the chest, as if something took a bite out of the person
- 5 Mouth twisted impossibly wide open in obvious terror with missing teeth
- 6 Noose suspends body over pool of acid, with the lower half missing
- 7 One arrow entered the left eye, right eye appears cut out
- 8 Pressed flat into pulp, spread out across a wide area
- 9 Ribcage of a single humanoid creature appears crushed
- 10 Seems almost to be sitting up, burned and propped up by full backpack
- 11 Seven arrows pierced the armor and entered the chest
- 12 Shows no outward signs of violence, actually died of natural causes
- 13 Single cut starting with the chin and ending below the stomach
- 14 Single meaty skeleton hovers by magic in a passage
- 15 Single, minuscule puncture wound at the base of the neck is only clue to death
- 16 Skeleton with head snapped off lies in full armor
- 17 Slumped over with axe embedded into skull, eyes look terrified
- 18 Small holes drilled in skull and brain recently removed
- 19 Small slit in the side of the neck with chest covered in blood
- 20 White bones protrude from flesh, as if someone reached in and pulled them out

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Table 5–77: Scenes of Carnage 1

- 1 Bloated corpses lie about the area, watery entrails leaking from their weapon-stabbed remains
- 2 Blood sprays at odd angles around the room, as if wounds came from all sides; yet no bodies remain
- 3 Blood streaks betray the multiple corpses in the room, indicating they were deliberately moved
- 4 Bodies line up evenly along a wall, stuck in place by giant metal barbs holding them upright
- 5 Bodies lie about with multiple teeth marks, chunks of flesh hanging from each other's maws
- 6 Bodies were purposefully hacked, even after death, their gear piled among gruesome remains
- 7 Burnt corpses lie scattered about with magical scarring on the stone walls suggesting magic at work
- 8 Corpses from both sides litter the area, and no signs of escape are evident
- 9 Group of well equipped bodies lie pierced under a fallen portcullis as if struggling to get out
- 10 Handful of corpses lie about with weapons out and in hand, all the eye sockets have been burnt out
- 11 Hanging from spiked chains, the bodies are connected to the chains by permanent surgical means
- 12 Most bodies show signs of careful examination and medical work, many disemboweled
- 13 Multiple bodies lie with weapons in hand, with various sunburst marks on the floor
- 14 Multiple corpses have their hands at their throats and no obvious wounds can be seen
- 15 Pulped and smashed bodies cover the floor with a display of both viscera and powdered bone
- 16 Sprays of blood and bone are scattered so widely it appears something detonated from within
- 17 Victims here seem twisted and warped, as if "wrung out" by some powerful magical force
- 18 Victims of an ambush are piled but failed to burn after set aflame; all equipment and clothing gone
- 19 Victims of mass whipping lie about, skin flayed and draped across the ground between the bodies
- 20 While no blood is here, multiple victims lie with missing limbs, the ends perfectly cauterized

**Table 5–78: Stomach Contents,
Large Creatures 1**

- 1 Assorted armor
- 2 Assorted equipment
- 3 Assorted skulls
- 4 Assorted tools
- 5 Assorted weaponry
- 6 Backpack
- 7 Book cover
- 8 Boot
- 9 Branch
- 10 Cauldron
- 11 Corpse
- 12 Creature horns
- 13 Dead fish
- 14 Door knob
- 15 Eyeglasses
- 16 Gemstones
- 17 Glasswork
- 18 Hair brush
- 19 Hat
- 20 Holy symbol

**Table 5–79: Stomach Contents,
Large Creatures 2**

- 1 Horseshoes
- 2 Ivory box
- 3 Jawbone
- 4 Jewelry
- 5 Magical cloak
- 6 Metal coins
- 7 Moss
- 8 Ogre hand
- 9 Piece of chain
- 10 Rib bone
- 11 Rotten fruit
- 12 Scalp
- 13 Silverware
- 14 Small rocks
- 15 Splintered bones
- 16 Tentacle
- 17 Torch
- 18 Toy
- 19 Troll foot
- 20 Vial

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TRAPS, LOCKS, AND TREASURE

Table 5–80: Trap Detail 1

- 1 Area suddenly floods with water
- 2 Blade slices out of the wall/floor/ceiling
- 3 Box summons vermin swarm when opened
- 4 Darts fly from the walls when flagstone is tread upon
- 5 Door falls forward with great thrust to crush
- 6 Door under pressure which bursts out when opened
- 7 Floor drops away to reveal concealed pit with spikes/monster/other threat
- 8 Floor drops away to reveal concealed pit with water/acid/other liquid
- 9 Floor tilts into a sliding trap
- 10 Guillotine blade slides down once threshold is breached
- 11 Handle has carefully concealed razors or needles
- 12 Handle is coated with a contact poison
- 13 Head bas-relief spews poison or acid from open maw
- 14 Hollow door filled with acid waiting to be broken down
- 15 Iron bars slide down from ceiling
- 16 Ladder carefully designed to break apart when climbed
- 17 Lever which releases an electric jolt to victim grasping it
- 18 Limb-sized hole designed to entice someone to reach inside, trapping the limp
- 19 Locking mechanism relocks door once opened then closed
- 20 Magical gravity reversal

Table 5–81: Trap Detail 2

- 1 Magical spell shrinks target, then releases normal, hungry rats to feed
- 2 Magical wall suddenly appears
- 3 Magical webbing fills an area suddenly
- 4 Net projected onto area
- 5 Pin juts out to poke with poison tip
- 6 Poison gas leak when flagstone is tread upon
- 7 Portcullis drops down to hamper travel backward
- 8 Powerful lodestone pulls all metals to it and holds fast
- 9 Rope bridge is cunningly cut thin to break at first weight
- 10 Snare trap concealed to shackle limb
- 11 Spiked chains fall from ceiling to rake and capture
- 12 Spikes like caltrops jut suddenly from the floor, attacking feet
- 13 Statue releases lightning bolts down hallway with a thin layer of water on ground
- 14 Stone block from ceiling drops straight down
- 15 Sudden gust of wind with intense strength, extinguishing lights
- 16 Sudden, drastic temperature change via magic, causing pain and weakness
- 17 Torch is dropped from hidden panel into puddle of grease
- 18 Walkway coated with slippery substance to hamper movement
- 19 Walls crush in from both sides
- 20 Walls slide to change the configuration of an area

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Table 5–82: Chest Composition

- 1 Bronze
- 2 Carved wood
- 3 Cheap wood
- 4 Copper
- 5 Gold
- 6 Iron
- 7 Iron bound
- 8 Lead
- 9 Leather bound
- 10 Magical force
- 11 Marble
- 12 Silver
- 13 Slate
- 14 Steel
- 15 Stone
- 16 Sturdy wood
- 17 Unusual
- 18 Warped
- 19 With binding
- 20 Wrapped in chains

Table 5–83: Chest Contents

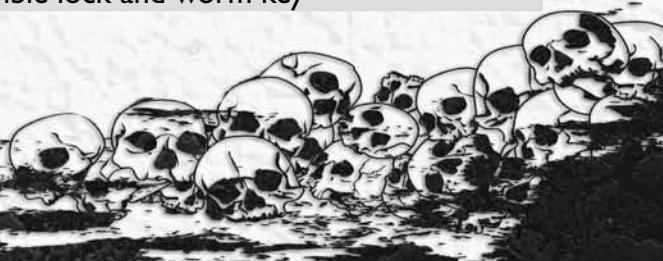
- 1 Antique sword, sash, toy drum, wooden cane
- 2 Arcane tome, rune stones, sigil-covered cloth
- 3 Bag of ash, bones, homunculus in a jar
- 4 Black silk bag, metal skullcap, used wands
- 5 Bloodsoaked rug, crystal shards, silk mask
- 6 Book of omens, sack of dirt from exotic land
- 7 Box, coffer, jug, satchel, urn, vase (all empty)
- 8 Charred remains, pirate flag, treasure map
- 9 Copper coins, gold bars, silver dust, tongs
- 10 Costume jewelry, forged papers, wigs
- 11 Crow's beak, jar of dead ants, powdered horn
- 12 Crushed bones, dowser rod, fetish, runestick
- 13 Cursed sword, flame trap, poison gas, soot
- 14 Dead body, jar of nails, sacrificial dagger, teeth
- 15 Feathered cloak, matching boots, mirror
- 16 Glass beads, scalpel, taxidermy equipment
- 17 Jade statuette, silver knife, vial of acid
- 18 Leather longcoat, monocle, swordcane
- 19 Rotted food, silver tureen, spoiled wine
- 20 Soiled rag, unholy water, viscous fluid

Table 5–84: Locks and Keys 1

- 1 Brooch lock and gem key
- 2 Candle lock and flame key
- 3 Chest lock and coin key
- 4 Chimera lock and key (missing one head)
- 5 Clover lock and rabbit key
- 6 Coin lock and pickaxe key
- 7 Crossbones lock and skull key
- 8 Dragon lock and misty breath key
- 9 Elephant lock and ivory tusk key
- 10 Fireplace lock and flames key
- 11 Flask lock and stopper key
- 12 Fox lock and hound key
- 13 Gem lock and magnifying lens key
- 14 Half-starburst lock and other half key
- 15 Harp lock, requires certain notes played
- 16 Headless troll lock and troll head key
- 17 Holly mouth and mistletoe key
- 18 House lock and flames key
- 19 Lyre lock and hand pick key
- 20 Measuring scale lock, requires two coin keys

Table 5–85: Locks and Keys 2

- 1 Medusa lock and mirror key
- 2 Net lock and fish key
- 3 Open-fanged mouth and tongue key
- 4 Pentagram lock and unholy symbol key
- 5 Permanent lock and no key
- 6 Pommel lock and blade key
- 7 Scroll lock and quill key
- 8 Ship lock and anchor key
- 9 Skeleton lock and bony finger key
- 10 Skull lock and bone hand key
- 11 Storm cloud lock and lightning bolt key
- 12 Storm cloud lock and sun key
- 13 Suit of plate mail lock and dagger key
- 14 Sun lock and moon key
- 15 Tankard lock and barrel key
- 16 Thimble lock with pin inside
- 17 Unholy symbol lock
- 18 Wall sconce lock and torch key
- 19 Waves lock and fish key
- 20 Zombie lock and worm key



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Table 5–86: Advanced Locks

- 1 Amazing recessed lock, elven made, vase shape, key instered in top of vase
- 2 Double amazing padlocks, both griffins joined in battle, separate key for each
- 3 Double average padlocks, human made, a tangle of thorns and a demon's head
- 4 Double simple padlocks, human made, both locks old and worn with age
- 5 Dwarven design, average padlock, two rings of steel with keyhole in center
- 6 Elven craftsmanship, two good padlocks, both shaped like silver snowflakes
- 7 Good padlock, elven make, gold ivy leaf with curling vine
- 8 Hidden amazing lock, false lock on front hides true lock, press lock in to release
- 9 Hidden average lock, key inserted into hole under left side handle
- 10 Hidden good lock, elven design, small key hole underneath
- 11 Hidden simple lock, released by pressing loose stud on steel binding
- 12 Multiple amazing padlocks, ring of small cubes joining in one lock, four keys needed
- 13 Multiple average padlocks, human craftsmanship, built with counterweights and thick chains
- 14 Multiple good padlocks, dwarven make, series of miniature gates and locks, with minor differences
- 15 Multiple simple padlocks, human design, crass bronze locks locking with each other
- 16 Padlock of amazing quality, human made, Celtic knot design
- 17 Recessed lock, average quality, human made, human fist sidewise
- 18 Recessed lock, good quality, elven design, phoenix rising from ashes
- 19 Simple padlock, human made, dragon shaped with tail forming loop
- 20 Simple recessed lock depicting yawning lion, dwarven made

Table 5–87: Secret Compartments

- 1 Behind brick
- 2 Behind mirror
- 3 Behind painting
- 4 Behind tapestry
- 5 Ceiling slot
- 6 False bottom
- 7 False drawer
- 8 Hidden with magic
- 9 Hollow book
- 10 Hollow hilt
- 11 Hollow leg
- 12 In secret door
- 13 In statue's base
- 14 In globe or ornamentation
- 15 In light fixture
- 16 In weapon handle
- 17 Loose floorboard
- 18 Loose stone
- 19 Trapped nook
- 20 Under a pillar

Table 5–88: Unusual Chests

- 1 Coated with poison
- 2 Contents coated with poison
- 3 Covered in dragon scales
- 4 Covered in human skin
- 5 Covered in ichor and ooze
- 6 Crafted to resemble armchair
- 7 Crafted to resemble barrel
- 8 Crafted to resemble bookcase
- 9 Crafted to resemble coiled snake
- 10 Crafted to resemble desk
- 11 Crafted to resemble door
- 12 Crafted to resemble mouth with jagged teeth
- 13 Crafted to resemble sarcophagus or coffin
- 14 Crafted to resemble sleeping unicorn
- 15 Crafted to resemble statue
- 16 Invisible
- 17 Lid has glass window
- 18 Lid is made of bone and skin
- 19 Lid is fitted with dozens of tiny locks
- 20 Lid is a field of electricity and magic

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Table 5–89: Chest Lining

- 1 Bronze
- 2 Clothing
- 3 Dragon scales
- 4 Fur
- 5 Hair
- 6 Hide
- 7 Iron/steel
- 8 Lead
- 9 Leather
- 10 Leaves
- 11 Linen
- 12 Maps
- 13 Mirrors
- 14 Parchment
- 15 Satin
- 16 Silk
- 17 Skin
- 18 Straw
- 19 Velvet
- 20 Woven reeds

Table 5–90: Secret Compartment Contents

- 1 Clothing (one outfit)
- 2 Codebook/cipher
- 3 Crystal ball
- 4 Diary/journal
- 5 Disguise kit
- 6 Gemstones (cut or uncut)
- 7 Gold
- 8 Jewelry
- 9 Key(s) to lock(s)
- 10 Letter of marque
- 11 Map scroll case
- 12 Ornate mirror
- 13 Potion vial(s)
- 14 Property deed
- 15 Skeleton
- 16 Small box
- 17 Trap
- 18 Treasure map
- 19 Weapon
- 20 Will and testament

Table 5–91: Gemstones 1

- 1 Agate
- 2 Alexandrite
- 3 Amber
- 4 Amethyst
- 5 Ammolite
- 6 Aquamarine
- 7 Chalcedony
- 8 Chrysocolla
- 9 Chrysoprase
- 10 Citrine
- 11 Diamond
- 12 Emerald
- 13 Feldspar
- 14 Garnet
- 15 Hematite
- 16 Jade
- 17 Jasper
- 18 Jet
- 19 Kunzite
- 20 Lapis lazuli

Table 5–92: Gemstones 2

- 1 Malachite
- 2 Obsidian
- 3 Olivine
- 4 Onyx
- 5 Opal
- 6 Pearl
- 7 Pyrite
- 8 Quartz
- 9 Ruby
- 10 Sapphire
- 11 Spinel
- 12 Sugilite
- 13 Tanzanite
- 14 Tiger's-eye
- 15 Topaz
- 16 Tourmaline
- 17 Turquoise
- 18 Variscite
- 19 Zeolite
- 20 Zircon



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Table 5–93: Jewelry 1

- 1 Amulet
- 2 Anklet
- 3 Armband
- 4 Badge
- 5 Bangle
- 6 Barrette
- 7 Belt buckle
- 8 Bracelet
- 9 Bracer
- 10 Brooch
- 11 Cameo
- 12 Choker
- 13 Circlet
- 14 Clasp
- 15 Collar
- 16 Coronet
- 17 Cufflink
- 18 Diadem
- 19 Ear cuff
- 20 Earring

Table 5–94: Jewelry 2

- 1 Eyeglass chain
- 2 Hair pin
- 3 Locket
- 4 Medal
- 5 Medallion
- 6 Monacle
- 7 Neck chain
- 8 Necklace
- 9 Nose jewels
- 10 Ornamental tooth
- 11 Pendant
- 12 Pin
- 13 Piercing
- 14 Prayer beads
- 15 Ring
- 16 Signet ring
- 17 Tiara
- 18 Toe ring
- 19 Torque
- 20 Waist chain

Table 5–95: Art Objects

- 1 Black helmet of an evil fallen knight whom the owner had personally slain
- 2 Chalk sketch on slate of a beautiful woman lying on her side asleep
- 3 Crossed scimitars connected by a standard of the desert knights of Solthfell
- 4 Crystal globe carefully crafted around an ink-injected form of a charging warhorse
- 5 Detailed painting of a warrior on bended knee holding his sword near a fallen comrade
- 6 Dot painting of an aristocratic woman enjoying a picnic with a castle in the distance
- 7 Marble statue of a barbarian tribe leader riding a giant lizard and wielding a spear
- 8 Mobile from which hang the severed heads of the owner's former opponents
- 9 Mummified heads of seven notorious criminals stacked on top of each other, forming a pole
- 10 Obsidian spearhead containing runes of the elemental genies of fire and sun
- 11 Painting of a famous bald wizard poring over his books while wearing a blue robe
- 12 Preserved skeletons dressed as jesters posed to look like they are dancing
- 13 Red-haired female pirate depicted in an oil painting of a boarding action
- 14 Sculpture of the four elements twisting around each other to form a single cord
- 15 Shield decorated with a montage of many different local nobles' household symbols
- 16 Small painting of a druid wearing all white bending down and talking to his dog
- 17 Statue of an elf engulfed in flames standing sternly and calmly, holding a whip
- 18 Statue of a rubenesque woman who appears half human and half fire elemental
- 19 Thirty-foot-tall painting of the head and shoulders of an infamous cruel king
- 20 Three rapiers, each with an ivory handle marked with delicate engraving, hanging behind a shield

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Table 5–96: Art Pieces

- 1 Bouquet of roses made from wood shavings, each painted a different color
- 2 Bowl of fruit each made from a different precious stone
- 3 Clay plate, glazed with a blue image of a nation's champion
- 4 Collection of carved jade, five-inch-tall monsters
- 5 Crystal eye with a silver iris and red jade blood vessels
- 6 Decorative holy symbol of gold with silver inlay
- 7 Foot-tall statue, made of a light metal, of a particular child
- 8 Four-inch-long rectangular crystal with a woman's face carved into it
- 9 Golden spear with the handle wrapped in leather made from orc skin
- 10 Hand carved out of wood, painted to look like gold
- 11 Ivory statuette of a lion-man cradling a young lizardfolk
- 12 Moonstone carving of an angry man's face
- 13 Onyx coin with a holy symbol on it and a small carved depression in the center
- 14 Several concentric steel rings with a ball of gold in the center
- 15 Several pearls of red gold with a different gem in each
- 16 Silver skull with ruby eyes, missing its jaw
- 17 Snake carved out of serpentine with amber eyes and bloodstone fangs
- 18 Spider carved out of topaz with yellow jasper fangs
- 19 Twenty-sided sapphire object with a different rune carved into each side
- 20 Wooden mask traditionally worn by the shaman of a barbarian tribe

Table 5–97: Mosaics*

- 1 Broken mirror pieces randomly placed
- 2 Depicting a local noble's heraldic crest
- 3 Details of several unsolved murders
- 4 Directions to a dangerous location
- 5 Geometric, textured patterns that seem to serve no purpose
- 6 Great hunt for animal, humanoid, or monster
- 7 Great wall depicting a scene from a battle no one has ever heard of
- 8 Great wall depicting a scene from a famous battle**
- 9 Map of a city, current or long lost
- 10 Moral story or fable detailed in a number of different styles
- 11 Picture of a faceless, shadowy aberration, feeding on the dead
- 12 Picture of a great, ferocious beast with an indecipherable rune written underneath
- 13 Scene showing a battle between two galleons**
- 14 Scene shows a great battle between two underground races**
- 15 Series of Tarot card scenes
- 16 Several small scenes of random death and destruction
- 17 Showing a spell caster casting a spell at an unknown foe
- 18 Showing the resting place of a famous/infamous weapon of legacy**
- 19 Shows the death of an infamously evil creature by another evil creature**
- 20 Shows the horrible details of an aberration

* Glass, ceramic, marble, mirror, pebble, and shells

** Which might contradict the “known” historical “facts”

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Table 5–98: Sculptures

- 1 Bone animal crouching for the attack
- 2 Bronze dragon rearing up with eyes closed
- 3 Clay bust of an ancient powerful queen
- 4 Copper demon skulking with staff
- 5 Crystal angel blowing a trumpet
- 6 Glass elemental with arms spread wide
- 7 Glazed clay mount and rider
- 8 Gold deity on knees with head raised
- 9 Granite holy item
- 10 Iron mask twisted on one side
- 11 Ivory luck symbol
- 12 Jade seahorse seemingly smiling
- 13 Limestone human woman with great sword
- 14 Marble human male in acrobatic pose
- 15 Platinum globe of the planet
- 16 Rusty iron centerpiece with jagged edges
- 17 Silver miniature castle with multiple towers
- 18 Stone bowl with drinking lip and runes
- 19 Terra cotta pillar with snake motif
- 20 Wooden weapon carved for ornamentation

Table 5–99: Portrait, Subject 1

- 1 Bounty poster
- 2 Busy marketplace
- 3 Coronation ceremony
- 4 Dark enchanted wood
- 5 Depicts a fable
- 6 Depicts a song
- 7 Dinosaur
- 8 Dire animal
- 9 Embroidery sampler
- 10 Family, current or years ago
- 11 Family member as adult or child
- 12 Family recipe
- 13 Favorite hound, living or dead
- 14 Favorite mount, living or dead
- 15 Festival
- 16 Funeral
- 17 Great stag
- 18 Group of heroes, living or dead
- 19 Head of noble household as adult or child
- 20 Hunt in progress

Table 5–100: Portrait, Subject 2

- 1 Joust
- 2 Joust winner
- 3 Lover
- 4 Magic weapon
- 5 Magical beast
- 6 Meadow or lake
- 7 Member of royalty as adult or child
- 8 Mirror
- 9 Old dungeon map(s)
- 10 Old treasure map(s)
- 11 Relic or artifact
- 12 Ruined castle
- 13 Saint
- 14 Sheet music
- 15 Ship
- 16 Significant magic item
- 17 Tournament
- 18 Tournament winner
- 19 Wedding
- 20 Words of a song

Table 5–101: Tapestry, Subject 1

- 1 Aerial creatures battling
- 2 Alien/exotic creature
- 3 Ancient castle, now ruins
- 4 Ancient rites
- 5 Ascension of a god
- 6 Birth of a god
- 7 Bloody battle
- 8 Bright green dragon engulfing town in fire
- 9 Constellation
- 10 Death of a dragon
- 11 Death of a god
- 12 Death of a hero
- 13 Death of a king
- 14 Death of a unicorn
- 15 Depicts adjacent room through doorway
- 16 Downfall of a religion
- 17 Family crest surrounded by surrounding lands
- 18 Family tree
- 19 Family tree of a noble house
- 20 Group of centaurs hunting a man

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Table 5–102: Tapestry, Subject 2

- 1 Hanged Man Tarot card picture
- 2 Ivy-covered manor
- 3 Known world map
- 4 Large hound surrounded by his pack
- 5 Legendary animal
- 6 Legendary figure
- 7 Maiden meeting a unicorn
- 8 Map depicting a long, heroic journey
- 9 Map of surrounding lands
- 10 Mighty castle
- 11 Nursery rhyme
- 12 Religious monument
- 13 Stained glass window
- 14 Storm clouds over field
- 15 Sunbathing blue dragon
- 16 Sunrise over mountains
- 17 Sunset behind a great bay
- 18 Tall, dark god
- 19 Tree of Life
- 20 Young woman admiring a knight

Table 5–103: Portrait or Tapestry Features

- 1 A map is drawn on the back
- 2 Ancient and crumbling
- 3 Another subject on reverse side
- 4 Current subject painted over another
- 5 Hides a letter tucked into the frame
- 6 Hides a secret compartment or door
- 7 Hides an alcove
- 8 Hides an entrance to the next room
- 9 Hides spy holes to the next room
- 10 Is a portal to the subject
- 11 Painted by a famous artist
- 12 Painted by a hero
- 13 Painted by a magical beast
- 14 Painted with blood
- 15 Painted with magic paints, subject changes
- 16 Painted with magic paints, subject moves
- 17 Small gems highlight areas
- 18 Trapped with a poison needle
- 19 Trapped with an alarm
- 20 Woven with threads of precious metals

EMPTY ROOMS

For most of us, it goes like this... First, the GM spends time describing the area as an empty room before paranoid adventurers decide to explore it anyway. Second, the adventurers spend valuable time on minutiae preparing, going in, and exploring the room only to be finally rewarded with the worst words an adventurer can hear (unless they need a place to rest): “*You find nothing, it’s really empty.*”

We can imagine that a designer, constrained by word count or working off of a predesigned map, might log a few rooms as empty or simply leave them mysteriously blank for a fledgling GM to fill in later. We can also understand that a once-thriving location, which has fallen into ruin (with just a few rooms inhabited today), might have a number of “mostly empty” rooms. However, empty rooms are a pox on thorough GMs, many who want to create thriving and realistic environments for their players to explore.

The following pages change all that for you, providing six charts — that’s 120 empty rooms (you read that correctly) — to drop into any ongoing adventure. Use these charts whenever the game needs a punch in the arm (figuratively).



◀ CHAPTER FIVE ▶ EMPTY ROOMS

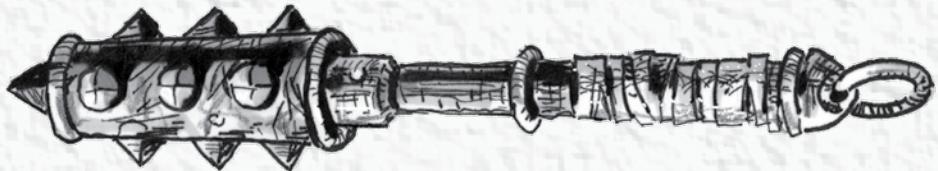
Table 5–104: Empty Rooms 1

- 1 Abandoned room used as a garbage pit and cesspool for nearby residents, the smell is both overwhelming and ripe.
- 2 Against the nearby wall is an ancient forge and foundry, the fires long cold and tools broken and shattered about as if in anger.
- 3 Ancient tapestries in need of repair crawl with ruinous vermin and must have been very valuable back in their time.
- 4 Angled corners built of wood try to turn this otherwise square room into a hexagonal chamber, but were unfinished.
- 5 Animal corpses lie against the walls, with massive marks from desperate claws scratched on the walls. The smell of ancient decay hangs in the air, adding to the gruesome nature of the scene.
- 6 Ash from burned wood lies in a pile in the center of the room as the aroma of a recent meal mixes with the wood fire smell.
- 7 Banners of a nearby kingdom preserved from days of old lie in tribute throughout this room lit by a faint magical glow.
- 8 Barrels cover the entire room; with a single small passage between them leading to a far wall. It smells musty and decayed.
- 9 Bas-reliefs of ancient dwarven runes (warning and danger) are carved up and down the walls of this room with intricate precision.
- 10 Bat guano covers the floor of this room, heavily booted tracks lead about the room as if someone was exploring in earnest.
- 11 Below a floor of crystal lies a perfectly laid-out skeletal form of a dragon wearing a crown of bone and having eyes of gemstones.
- 12 Blast marks of sunburst power are splashed about the far walls as if someone had cast mighty combat spells at one time.
- 13 Bones piled in the shape of a pyramid are in the very center of this room, a single grinning fanged skull at the very top.
- 14 Bookshelves of moldy, forgotten lore sit piled haphazardly about. A teak box, no bigger than a skull, sits off to one side.
- 15 Careful examination shows that every corner of this room has deliberately been carved to be rounded and not have straight angles.
- 16 Carvings of a great volcano erupting and laying waste to an ancient city are masterfully executed in great detail into one wall.
- 17 Ceiling blocks appear to be slowly dislodging as plant roots peek through the cracks and water drips slowly onto the smooth stone floor.
- 18 Cell bars sit in the corner of this room, betraying its use as a prison or jail; the smell of sweat and decay is strong here.
- 19 Center of the floor is drawn has summoning runes drawn in charcoal and ash. Candles and small sharp serrated blades lie scattered.
- 20 Coarse rat hairs lie scattered about this room, and crumbs of food lie in the corners.

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Table 5–105: Empty Rooms 2

- 1 Cobwebs of long dead spiders cling wistfully to all the corners, as spider corpses lie about the floor.
- 2 Construction of a door leading from this room began but was abandoned; no tools are found.
- 3 Cracks appear on all the walls as if pressure from above is both constant and aggressive.
- 4 Crude, simple benches face one bare wall, but no altar, dais, shrine, or holy monument can be seen.
- 5 Cubby holes built into the walls of this room each contain a personal study with desk, chair, and ink, all unused for some time.
- 6 Dark gray marble covers the mosaic floor with lines of bloodstone set like lightning bolts.
- 7 Dozens of black iron candle holders nearly three feet high are propped up, the candles long extinguished, melted wax all around.
- 8 Egress/portcullis set in the ceiling but no visible lever or catch to control its position.
- 9 Entire floor is warped and rippled across, making footing dangerous; wall sconces hang empty.
- 10 Exquisite statue of a human woman in plate armor stands in a corner; her hand poised up as if to cover her face from danger.
- 11 Faded words carved into the wall are still legible: “The gods will grant me justice.”
- 12 Flecks of metal lie near a pile of burned wood, the smell reminiscent of a black smith’s workshop.
- 13 Footprints in the dust show someone entering, walking along the perimeter and leaving...
- 14 For a moment listeners seem to hear faint footfalls echoing throughout this room as of someone dashing for cover, but there is nothing within.
- 15 Four two-foot-wide circular pits sit in opposite corners; faint scraping noises come from within
- 16 Four sarcophagi lean against a nearby wall, their lids loose but still covering whatever lies within
- 17 Garish emerald colors were sloppily applied to all the corners; sacks of dried leaves lie open
- 18 Gold food platters are fixed crudely to the ceiling by iron spikes driven in at odd angles
- 19 Grating covers a wide pit nearly the size of the room, with dark, oily water beneath
- 20 Hanging braziers in the corners of the room glow brightly from the materials within, the ceiling concealed by thick smoke



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Table 5–106: Empty Rooms 3

- 1 Illusory sound and light play a quick dark tune on an unseen wind instrument, suggesting doom and despair.
- 2 In a small recess in the center of the room lies a book with covers of stone, a seven-pointed star carved into its face.
- 3 In one corner is the intact skeleton of some huge giant, still curled in a fetal position but bones completely stripped of meat.
- 4 Iron cauldron of immense size hangs suspended above an alchemical fire flashing different colors heating the liquid within.
- 5 Iron maiden leans against the far wall, a pair of wide-open eyes staring out of the facial slit in stark terror.
- 6 Large basin of hot coals burns slowly against the far wall, illuminating the entire chamber in a crimson hue of unease.
- 7 Large crudely-made wooden coffin is in the very center of the room, a padlock used to lock shut the heavy lid.
- 8 Leathery giant batlike wings from some poor creature have been nailed crudely against the walls providing gruesome covering.
- 9 Loose flooring has collapsed a section of the floor. Slime coats the far wall and an acidic liquid has collected in the uneven floor.
- 10 Loose tiles cover the floor in no particular order; in places the largest tiles have been shattered with a hammer or maul.
- 11 Magical light emanating from the room's center ceiling shines down on a meticulously detailed angelic statue resting there.
- 12 Marks of tar splatter about the aged and cracked stone floor and walls. After close inspection, the tar appears to be an unidentifiable ichor, fused to the stone.
- 13 Matching the horrible smell, one corner reveals a large pile of moldy food and sewage while another is the scene of carnage and butchery.
- 14 Mining tools and twisted maps lie about the chamber as if excavation work was about to begin, but no progress has been made.
- 15 Minuscule puncture holes in various places throughout the room exude a strange smoke akin to incense, but much stronger.
- 16 Mirrors in the corners reflect the light from many torches set in wall sconces and draw the eye to many dancing shadows.
- 17 Moisture from an unseen source permeates the room, coating clothing and flesh and dampening hair; animals are skittish.
- 18 Mold clings to the wall where a small trickle of water passes through a crack and runs onto the floor, making a puddle of mud and grime.
- 19 Mold clings to the walls of this room and watery slime runs down to the floor, where it collects in the center, which is slightly angled in and depressed.
- 20 Moldy old mattresses have been affixed to the ceiling, floor, and walls of this chamber in an attempt to “pad” it for some reason.

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Table 5–107: Empty Rooms 4

- 1 Mushrooms and fungi cover the entire floor like some exotic, fantastic carpet, occasionally twitching and moving away from something underneath.
- 2 Near the door lie the remains of an old falling spike trap, long since sprung and never reset.
- 3 Oily rags and empty tin vials are thrown in a corner. A single workbench of immense size, missing a leg, is against the far wall. Random broken tools lie scattered on the bench.
- 4 Old barrels marked with an unknown stamp lie about; the strong vinegar smell of wasted wine permeates the room, mixing with decay and dust.
- 5 Old bookshelves are set into the walls. A pile of books lie together in the center of the room, dissolved by acid or magic.
- 6 Old wood cots rest against the walls. Vermin-infested blankets and sheets lie scattered about the room. On one cot sits a small barrel and on another a rusted sword.
- 7 Old rope bridge gives a way to cross this room with a deep and murky water-filled crevasse across the room's center. The rope is frayed in places, suggesting its overuse.
- 8 On a stone slab in the room's center lies an ancient parchment with arcane symbols and crude drawings of catfish lie in the margins. The slab is otherwise untouched.
- 9 Once a laboratory, a shattered table points to broken glass, rubber tubing, and colored powder about the room. No liquids remain, perhaps evaporated years ago.
- 10 Once-fine tapestries fill the room with now-faded scenes of battle glory and demonic figures. The rugs are soiled and the corners of the room filled with dust and lint.
- 11 One wall shows evidence of burns, except for the center of the wall with a humanoid outline. The room is otherwise clean, all the evidence of its use burned away.
- 12 Open crates marked with a well-known merchant house name are pushed to one side, hay and packing material scattered about.
- 13 Painted in blood with an unskilled hand stands the avatar of a dark god, as well as his holy symbol.
- 14 Perfect rendition of a spider has been cut into the floor, each leg stretching to touch a nearby wall segment.
- 15 Pieces of broken axe handles, great clubs, and other wooden objects appear tossed into the room.
- 16 Piles of rusted, crushed, and partially dissolved armor pieces and shields are in this chamber, some with surviving maker marks.
- 17 Pipes stick out of the walls at odd angles aiming into the room. They appear to be made of iron and faint wind whistling can be heard.
- 18 Planks of wood, finished doors with iron bands, and piles of finished hinge work lie about this chamber awaiting use.
- 19 Pool of perpetually bubbling lava lies in the center of this room; deep scented brimstone assaults the senses. Oddly, there is no heat, despite the rising vapors.
- 20 Poorly concealed false door hangs open against one wall; a thin rope attached to its handle lies limply in the room's center.

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Table 5–108: Empty Rooms 5

- 1 Rats scatter at the intrusion here, making their way into tiny burrows gnawed into the room's corners and cubbyholes.
- 2 Recently a fire had to have wracked this chamber. The telltale smells of extinguished fire and flame are strong but nothing can be seen. It is actually hard to breathe.
- 3 Remains of a camp are evident. A sleeping bag and simple tools were left behind by a lone explorer not long ago. (See tables 3–107 and 3–108 for more).
- 4 Scratch marks on the floor and walls show someone was unwillingly dragged from this room.
- 5 Sections of the far stone wall have been worked by someone with magic trying to manipulate the shape or style of the stone.
- 6 Sets of torture equipment and tools of the trade lie scattered about. A whip encased in a glass box hangs on the far wall alongside a rack of tools, such as boards, pliers, thumbscrews, and tongs.
- 7 Several sets of shredded dwarven-sized outfits lie about the floor. There is no evidence of a scuffle, and no bodies or blood to be found.
- 8 Simple common objects like a lanter, quill pen, parchment pages, and a brass urn float softly throughout the room from unseen magic.
- 9 Simple dais against the far wall leads to an unfinished altar made of brown basalt with what appear to be dried blood stains thereon.
- 10 Single lantern burns with a magical light inside. An iron covering with cut-out shapes allows the light to (confusingly) project larger ghosts on all the walls.
- 11 Single piece of thick rope hangs from a stone in the center of the room, literally coming out of the ceiling itself, not on a hook.
- 12 Single stone sarcophagus seemingly has no lid. Ancient runes are carved around the room at the very top near the ceiling.
- 13 Single wall once dividing the room in half has recently crumbled down, littering the surrounding floor with loose rubble. A single pick axe protrudes from under the rubble.
- 14 Six pillars stretching from floor to ceiling hold up the ceiling of this large room. Rusted manacles dangle loosely from each pillar, the locks broken open long ago.
- 15 Skeletons suspended from the neck hang limply from the walls, as if their heads were melded with the stone and trapped.
- 16 Sliding flagstones in the floor reveal a nearly 30-foot-deep pit with old, moldy skeletons impaled on spikes below.
- 17 Slime runs from corner to corner, creating both treacherous footing and an odd, stinging smell that assaults the senses and attracts all manner of parasitic insects.
- 18 Small circle of runes no more than a foot around are off to one side, each rune a different color and of unknown origin.
- 19 Small darts lie scattered about the floor, each showing it was once coated with a filmy liquid. A wooden board on the wall suggests this was once a training room or interrogation chamber.
- 20 Small figurines of mounted humanoid figures each wielding a lance sit atop a table on some sort of mosaic game board

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Table 5–109: Empty Rooms 6

- 1 Someone spent time hanging wire and tapestries attempting to divide this room into different sections for whatever reason.
- 2 Spots of ice mark the otherwise unadorned walls of this chamber. Icicles hang down from the ceiling and the room is somewhat cold, but not freezing.
- 3 Statues of what appear to be kings only four feet high are carved out of the room's walls, each wielding a different, unique weapon.
- 4 Stone slabs jut out at violent angles from the various walls, each big enough to support a human-sized body.
- 5 Strewn about the floor are dozens of helmets of various sizes and design, some from lost empires or nations that have since changed their army uniforms.
- 6 Thick layers of undisturbed dust reveal this room has not been used in quite some time despite the appearance of half-eaten food and bits of cloth.
- 7 Thin inch-wide canals zigzag, only an inch deep, across the floor acting as a reservoir for some forgotten ritual or experiment.
- 8 Three sets of rusted iron shackles line the wall with two long-since dried-out skeletons lying in a pile on the floor, the skulls crushed under a heavy weight of some kind long ago.
- 9 Two corpses lay face-down in a pile of coins, their long-dried blood staining the coins and treasures they have fallen into.
- 10 Two crumbled stone supports stand on either side of a rubble pile, bones peeking out from under the dirt and shattered stone.
- 11 Two stone statues guard the doorway. Nails mark the wall as if a great work of art once hung here.
- 12 Unnatural shade and gloom permeate this room; sometimes glimpses of shadows can be seen swimming within.
- 13 Various bones of small rodents lie along the floor, as does the shed skin of a small snake.
- 14 Various scrape marks of differing sizes crisscross the floor of this room, some barely scratching the stone and others carving deep.
- 15 Walls of this chamber are covered with gory, jagged spikes. A grate in the floor leads to a dark pit.
- 16 Weapon racks adorn the walls of this room, with quite a few holding intricately worked scythes with handles of bone.
- 17 What appears to be a living tree “grows” in the center of this room, no doubt kept alive by magic. Elven runes adorn the walls.
- 18 Wooden chest against the far wall was opened and looted long ago; poison spikes still protrude from the shattered lock.
- 19 Wooden man-size doll stands battered in the center of the room; one arm lies on the floor cleanly cut off.
- 20 Wooden table has been set to block entrance to this room; spikes are protruding through as if impaled from the rear.

MORE ADVICE

Far be it for us to tell you what is fun in your game (how pompous is that). Still, experience lends us a few tips to share when designing a practical dungeon for fantasy games. And you can never get enough sidebar advice in a book chock full of charts and... um... sidebar advice.

- Keep it focused. Nothing kills a dungeon exploration more than fighting through two or three rooms (*or more*) of the same exact creature in the same environment. It's boring and repetitive, and soon starts distracting players from the game when they experience nothing new. Keep the design smaller; edit out repetitive rooms or those that serve no purpose. Or use the previously mentioned Empty Rooms for flavor.
- Do it smart, but realistically. NPCs should react to the world in ways that make sense. Not every NPC knows every action of every character. But they do know when the orc guards they've hired stop showing up for roll call. Just because a room has 10 orcs in it, doesn't mean that a captain is going to leave his men unattended and without reinforcements. PCs who chew through the enemy like a shark through pudding, probably shouldn't have to face the same exact enemy every time.
- Give the bad guy an out. If it's the lair of a major villain or one with exciting role-play options, never let him hang out in a room with one exit. Always give the villain some escape route possibility, have some nearby minions to call upon when the going gets rough, and have as many props and terrain features as possible to make it exciting. And never let five PCs gang up on one wizard, regardless of level.
- Keep mazes rare. Unless most of your players really enjoy helping the mouse find his way to the end of the graph in a children's maze, don't use them, because this is what a maze usually amounts to. They are frustrating and time-consuming in play, confusing to map and set up, and troublesome to keep track of. So unless you need a small area to be a maze for a very specific plot point, try to avoid them. Alternatively, just ask for navigation rolls.
- Don't sweat the details of miniature mapping. No matter if you use cardstock dungeon tiles or printed PDF floor plans, or you scribble on a mat with markers, you want room setup to go quickly. It's exciting for players to discover new rooms. The longer it takes to reveal, the more momentum is lost. Just because a cartographer put lots of pointless twists, turns, and odd angles in a room, doesn't necessarily mean you have to. The room is 5x8 but you only have a 6x7 tile available? Guess what. The room just changed size.
- Sometimes the players will surprise you. Let them devise reasons for things. Use vague hints and clues (like those throughout this book) and listen to them come up with reasons why things are there. Become a reactive GM who adds things that reinforce the logic of the players and they will feel involved... or if nothing else, smart.

USING THIS CHAPTER

Dungeon Legends

15 Demigod and servants

Dungeon Names

14 Halls of Nightstone

Dungeon Entrances

11 Rune-covered stone

Unusual Brick

2 Colored with blood

Corridor Special

6 Gravel floor

Door Types

12 Marble with emblem of forgotten kingdom

Advanced Locks

5 Simple recessed lock depicting yawning lion, dwarven made

Dungeon Sound, Strange

7 Long metal scrape across stone and drawing of steel

Dungeon Tiles 3

1 Octagonal design

Empty Rooms 2

5 Cubby holes built into the walls of this room...

Scenes of Carnage

7 Burnt corpses lie scattered about, magical scarring on the stone walls...

You've heard of a place called the Halls of Nightstone, where a cult to a demigod and his demonic servants once held court. It is here the bounty hunter you seek may be hiding out. Following the directions given, you stand before the old entrance made of rune-covered stone. Making your way inside, the corridor of gravel floor crunches beneath your boots, and you notice swaths of blood on the walls. Eventually you come to a door made of marble, with the emblem of the ancient Kingdom of Aharr carved into it. A yawning lion face rests at the center of the door, hinting at the lock inside. The dwarven make immediately betrays it as a four-tumbler system that your rogue has opened many times before.

Sounds of steel scraping on stone echo in the background as you nervously maneuver tools into the lock. The sound of weapons being drawn follows soon after, as the need to move quickly mounts. Moment later — which feel like hours — the door opens and the sound fades into the background. A 50-foot-wide octagonal room stands before you with cubby holes built into the sides. Your torch light flickers, catching shadows at the edge of your vision that hint at something hidden in the darkness. The faint smell of charcoal and burned flesh catches your nose.

What manner of evil hides therein?

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CHAPTER SIX

MAGIC

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MAGIC ITEMS

Table 6–1: Magic Item Creation Flavor

- 1 Bind an incorporeal spirit to the item or hold it long enough to impart its knowledge or actual essence into the item's suite of powers.
- 2 Clear your mind of outside thoughts, stop all activities, and be away from companions in order to reach perfect concentration.
- 3 Contact your mentor or superior via magic for advice or blessings and perhaps to borrow some of his or her power.
- 4 If pious, create a shroud with runes of the appropriate deity to wrap the item in during its final creation process.
- 5 Keep accurate records with tablets, hourglasses, and candles for the exact length of time of each incantation for precision and perfection.
- 6 Take extra special care of any familiar or animal companion with whom your bond will be strained by putting all energies into item creation.
- 7 Meditate on command words, phrases, or item activation methods. The symbols or words may come to you in visions and will need to be deciphered.
- 8 Repeatedly chant special formulas over the item in whispers or other tongues, and with motions over the item with a fetish, focus, or holy symbol in hand.
- 9 Research ancient heroes or similar magic items from legend dealing with the powers of your item to imbue the item with the specific abilities of the original.
- 10 Send the item dipping briefly into the ethereal or astral plane (or singular demiplane) to absorb some of the passing powers of the multiverse.
- 11 Summon and harness a tiny or fine-sized inevitable or elemental servant to aid in the meticulous details in decorating the item.
- 12 Use magic to clean dust, keep out unwanted noises, or create superior surroundings for crafting the item in a perfectly pure environment.
- 13 Build a temporary sheath, vice, or rack to encase the item and help attract and attune magical energies; the container dissolves upon creation.
- 14 Carve exceptional runes of great deeds or people related to the power of the item in hopes of attracting the powers to the item.
- 15 Contact a celestial or infernal for the blessing or curse to use your own hair or blood to help infuse the item.
- 16 Deal with a djinn to impart some of its powers to enhance the item, and perhaps hold it while the final spells are placed within.
- 17 Deal with an elemental to place some of its essence into the item, perhaps even bathing the item in the element for a day.
- 18 Harness the power of the weather (wind, lightning, rain, sun) through summoning and command magic to bathe the item in.
- 19 Have an exceptionally strong fighter (weapon or armor), deft rogue or bard (wondrous item), fellow arcanist (staff or wand), or cleric of your faith (holy item or protection) try out, model, and offer insight to their ways.
- 20 Research ancient secrets using tomes, books, scrolls, and tablets, and use your creation skills to channel the lore directly through you into the item.

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Table 6–2: Magic Items 1

- 1 Aquatic Buckler of Fins
- 2 Abyssal Buckler
- 3 Accursed Crossbow of Damnation
- 4 Ancestral Sword
- 5 Animals' Partisan
- 6 Animated Hauberk
- 7 Armguard of Lightning Strikes
- 8 Arrow of Thundercrash
- 9 Assassin's Shadow Scythe
- 10 Axe of Righteous Shielding
- 11 Axe of Time
- 12 Belt of Stone's Crush
- 13 Berserkers' Maul
- 14 Berserkers' Quilted Armor
- 15 Black Javelin of the Five Hells
- 16 Blasphemous Cudgel
- 17 Blowgun of the Hurricane
- 18 Bolt of Piercing Heart
- 19 Boomerang of the Golem
- 20 Bracelet of Lost Identification

Table 6–3: Magic Items 2

- 1 Bracers of Moondown
- 2 Bracers of Muse
- 3 Breast Plate of Queen's Blessing
- 4 Breast Plate of Selfish Whispers
- 5 Buckler of Cursed Invocation
- 6 Buckler of Health
- 7 Buckler of Ooze
- 8 Chameleon's Ointment
- 9 Claymore of Darkness
- 10 Cloak of Splendid Glamour
- 11 Crossbow of Hex
- 12 Crusaders' Bolt of Truth
- 13 Cube of the Mystic Codex
- 14 Cudgel of Ogre Charisma
- 15 Cutlass of Good Heart
- 16 Dart of the Rugged Ranger
- 17 Demons' Glaive of Dark Perfection
- 18 Drake Shield
- 19 Draught of Spirit Wrack
- 20 Drink of the Crazed Master

Table 6–4: Magic Items 3

- 1 Drum of Voidspawned Percussion
- 2 Eagle's Flail
- 3 Earrings of Etherealness
- 4 Earrings of Kingly Infamy
- 5 Elemental Healer's Buckler
- 6 Elixir of the Undertaker
- 7 Ethereal Axe of the Executioner
- 8 Gauntlet of the Archangel
- 9 Gods' Gown
- 10 Gothic Waraxe
- 11 Great Sword of Barbaric Fury
- 12 Harpoon of Scaled Dominance
- 13 Harpoon of the Sea Chanter
- 14 Harpsichord of the Angry Demon
- 15 Hatchet of Seeking
- 16 Hauberk of the void
- 17 Icy Scythe of the Unknowable Rites
- 18 Infernal Golden Bracelet
- 19 Javelin of Clever Serpents
- 20 Javelin of the Virtuous Hurler

Table 6–5: Magic Items 4

- 1 Javelin of True Bane
- 2 Knife of Villainous Illumination
- 3 Lizard's Cudgel of Smoke
- 4 Lost Shield of Control
- 5 Lute of the Beguiling Bastard
- 6 Master Cat's Vouge
- 7 Orb of Drakekind
- 8 Orb of the Everseer
- 9 Otherworldly Lyre
- 10 Pendant of Timeless Absorption
- 11 Periapt of Sadism
- 12 Pipes of Fey Seduction
- 13 Plate Mail of Eternal Runes
- 14 Plate Mail of the Grey Knight
- 15 Plate Mail of Ultimate Defense
- 16 Quilted Armor of the Wanderer
- 17 Rapier of the Fiery Barrier
- 18 Ring Mail of Foe Seeking
- 19 Ring Mail of Magic Claw
- 20 Sandals of Finality

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Table 6–6: Magic Items 5

- 1 Scimitar of Acid
- 2 Scintillating Bolt
- 3 Shield of Sapphire Lances
- 4 Shoes of Glorified Posturing
- 5 Spear of Absorption
- 6 Spear of Mighty Craftwork
- 7 Spear of the Godswar
- 8 Sphere of Serenity
- 9 Spined Hawk Hatchet
- 10 Tiara of the Hateful Crusader
- 11 Tome of Debilitation
- 12 Tome of Thought and Subtlety
- 13 Tonic of Courage
- 14 Unholy Periapt of Blasphemy
- 15 Unspeakable Dark Salve
- 16 Viper's Club of Poison
- 17 Vougle of the Saints
- 18 Waraxe of the Destroyer
- 19 Warclub of True Stance
- 20 Warhammer of Decapitation

Table 6–7: Artifacts

- 1 Aegis of the Storm Lands
- 2 Amulet of Demons
- 3 Banewand of Blackfyre
- 4 Blightwyrm Commander's Helm
- 5 Chattermouth Prison
- 6 Crown of the Last Paladin
- 7 Crystal Mask of Fear
- 8 Fist of the First Dwarf
- 9 Green Elf Bones
- 10 Ice Crown of Serenity
- 11 Justice Blades
- 12 Mask of Vermin
- 13 Orb of the Four Winds
- 14 Prism of Defiance
- 15 Righteous Eagle's Wings
- 16 Sapphire Eye of All-Seeing
- 17 Scepter of Light
- 18 Statuette of the Eternals
- 19 Trident of the Three Kingdoms
- 20 White Orb of Unlife and Shadow

Table 6–8: Magic Weapon Traits

- 1 The blade is curved and smooth and its opposite edge is serrated in a manner resembling fire.
- 2 The end is gilded in pure gold and the protruding spikes resemble the suns rays.
- 3 Gold inlays of vines entwine the shaft of this weapon. Emerald leaves are set into it.
- 4 The blade bears an intricately etched hunt scene.
- 5 The bone shaft is veined with mithral, pulsing a faint glow. Strange symbols dance between the veins.
- 6 The grip is wrapped in what appears to be hair, possibly from a fell creature of the Abyss.
- 7 The grip is wrapped in blue dragon hide, the pommel bears an amethyst of the brightest hue, and the crossguard is polished silver, molded to look like it's covered in dragon scales.
- 8 The grip is wrapped in multicolored cloth strips leading to a bright red tassel made of fox hair.
- 9 The hilt is split at both ends of the crossguard as if two forked tongues protruded from each end.
- 10 The hilt is wrapped in a blackish-red leather, dark as blood, which it most likely is stained with.
- 11 The pommel is carved into the shape of a ram's head.
- 12 Set into this weapon is an eye, an incredibly realistic eye, encased in glass or resin.
- 13 The shaft is solid oak with narrow bands of rune-marked, pliable metals wrapped at random points.
- 14 The silver pommel unscrews from the hilt, to reveal a secret compartment; inside is a key.
- 15 The swept hilt is fashioned to resemble briars.
- 16 A tattered rag wraps around the grip of this old, sturdy weapon, which is in turn wrapped in leather.
- 17 The weapon contains three gem settings. Only two of them are filled.
- 18 The wood is darkwood with strange markings intermixed with swirling patterns in ivory inlays.
- 19 The wood grip is hard as steel. Smooth curling lines are carved into the baying visage of a wolf.
- 20 The wood shaft is carved in an array of twisted and anguished faces; the uppermost face is demonic.

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Table 6–9: Magic Item Age

- | | |
|----|--------------------------------|
| 1 | Within 1 year |
| 2 | No more than 5 years ago |
| 3 | No more than 10 years ago |
| 4 | No more than 15 years ago |
| 5 | Nearly 25 years ago |
| 6 | Over 30 years ago |
| 7 | Almost 50 years ago |
| 8 | Just over 66 years ago |
| 9 | Nearly 75 years ago |
| 10 | Over 100 years ago |
| 11 | Exactly 101 years ago |
| 12 | Nearly 200 years ago |
| 13 | Close to 250 years ago |
| 14 | Nearly 500 years ago |
| 15 | Close to 1,000 years ago |
| 16 | Centuries ago |
| 17 | Well over a thousand years ago |
| 18 | From a past age |
| 19 | Eons |
| 20 | From outside time |

Table 6–10: Forged By

- | | |
|----|-------------------------------------|
| 1 | Angels |
| 2 | Barbarians |
| 3 | Cabalists |
| 4 | Common man |
| 5 | Demons |
| 6 | Devils |
| 7 | Dragon(s) |
| 8 | Druuids |
| 9 | Dwarves |
| 10 | Elves |
| 11 | Giants/titans |
| 12 | Goblinoids |
| 13 | Gods |
| 14 | Great hero |
| 15 | High priest |
| 16 | Humans of the east/north/south/west |
| 17 | King or queen |
| 18 | Madman |
| 19 | Magi |
| 20 | Master craftsman |

Table 6–11: Forged Where/When

- | | |
|----|---|
| 1 | At a grand temple |
| 2 | By a frothing, tempest sea |
| 3 | By a towering waterfall |
| 4 | Center of a dark, gnarled forest |
| 5 | During an eclipse or lunar event |
| 6 | During a seasonal equinox/solstice |
| 7 | In an ancient grove |
| 8 | In an ancient shrine/temple |
| 9 | In the clouds |
| 10 | In a cliffside stronghold |
| 11 | In a deep, desecrated dungeon |
| 12 | In the eye of a storm |
| 13 | In a fey circle |
| 14 | In a forgotten gothic castle |
| 15 | In a great city or metropolis |
| 16 | In a seaside cave, buried by tidal pools |
| 17 | In a lost small town not found on any map |
| 18 | In a ritual of exactly seven wizards |
| 19 | In a volcano |
| 20 | On another plane |

Table 6–12: Forged With

- | | |
|----|--------------------|
| 1 | Alchemy |
| 2 | Celestial essence |
| 3 | Cold iron |
| 4 | Crystal |
| 5 | Dragon breath |
| 6 | Dwarven steel |
| 7 | Elven wood |
| 8 | Fire steel |
| 9 | Gemstones |
| 10 | Glassteel |
| 11 | Ice iron |
| 12 | Infernal materials |
| 13 | Meteor |
| 14 | Mithral |
| 15 | Mummified remains |
| 16 | Nothing special |
| 17 | Obsidian |
| 18 | Silver |
| 19 | Starstone |
| 20 | Trapped soul |

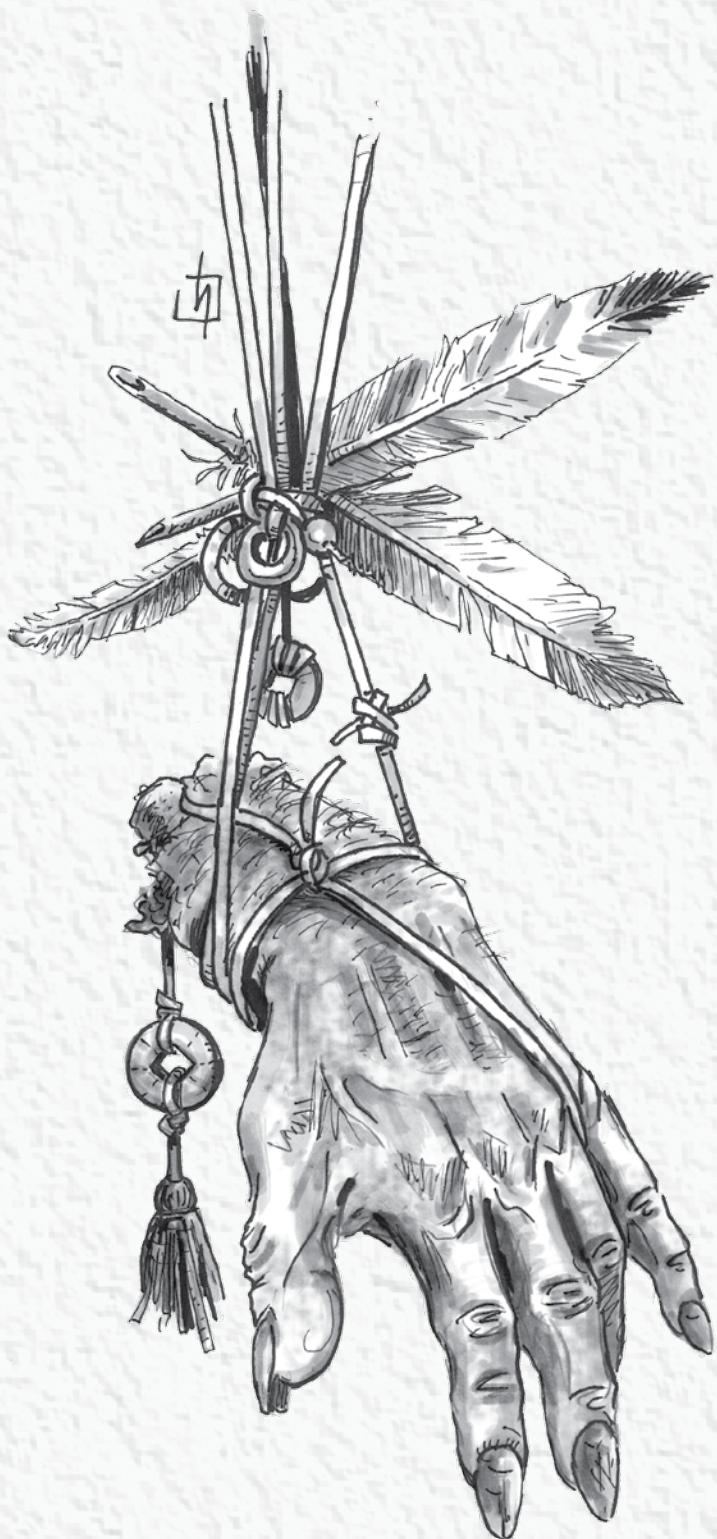
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Table 6–13: Magic Lore

- 1 Cast to the bottom of a storm-wracked sea
- 2 Determines the leader of a land or locale
- 3 Forged by another in disguise
- 4 Grants favor upon wielder from the gods
- 5 Hidden forever from a god's eyes
- 6 Linked with an ancient druid cabal
- 7 Lost in an ancient crypt
- 8 Lost in the storms of tyranny
- 9 Past is shrouded in mystery/misperception
- 10 Proved the heroics of an ancient hero
- 11 Quested for by heroes of a lost age
- 12 Stolen by wicked thieves
- 13 Sent an invading devil back to hell
- 14 Some say it was wielded in an ancient war
- 15 Sought by an undead cult of evil
- 16 Swallowed by a great monster
- 17 Thought to have been lost to time
- 18 Thought to have been permanently destroyed
- 19 Used in the slaying of a great villain
- 20 Used to put down an invading army

Table 6–14: Magic Last Locale

- 1 By the crypt of the lich lord, Dalariz
- 2 Deep in the bowels of Mount Rhazidaar
- 3 Deep in the Halls of Tyranny
- 4 Held by the minions of the cult of Zothani
- 5 Held by the wizards of Stargaze Towers
- 6 In the belly of the devil lord Ciraneom
- 7 In the caves of Bharan-dor
- 8 In the coffin of a vampire queen
- 9 In the crypt of Galisor the insane
- 10 In the dragon Tythraxil's horde
- 11 In the hands of King Tholgrym
- 12 In the treasury of the god of knowledge
- 13 Lost in the mountain pass of Drac's End
- 14 Lost to the pirate lord Thalixar
- 15 Protected by the druids of Orlimoor
- 16 Seen by the stone towers of Golinor
- 17 Used by the dark elves of Qualixmor
- 18 Used by the elves of Witchwood as a relic
- 19 Wielded by the King of Dalimbyr
- 20 Within the castle of Selgaard



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Table 6–15: Magic Item History

- 1 The item was made about 90 years ago. Forged by dwarves, the maker's name is a mystery. Dwarves tell the story of it slaying a great wyrm. It was thought destroyed by the Order of Righteous Atonement in the City-State of Helios. Bards think its maker was a dragon in disguise.
- 2 The item was created over 800 years ago. There does not seem to be any exotic material used in its creation. The item was forged by humans far to the east. Wise men say it took part in the slaying of a mighty lich. Lore links it with the wizard Kennul the Great, and sages say it is sought by the White Walkers Cult.
- 3 The item was forged nearly 850 years ago. There are slight traces of mithral in its manufacture. The item was forged by goblinoids near the town of Ballinstock. Legends have forgotten the blade, thinking it a mere toy of goblins. Lore links it to a druid named Wortimel. Who have even said it was forged under a full moon.
- 4 The item is probably over 400 years old. It was forged by the dwarven soulsmith Oribindu, near Old Kranalar. Eastern monks say it was used to banish a great lizard king or serpentine warlord. Whatever other secrets the item holds are lost.
- 5 The item is not old; estimated construction took place about 115 years ago. There does not seem to be any exotic material used in its manufacture. The item was forged by dwarves far to the southeast. Those dwarves say it took part in the downfall of a great vampire cult. It was last owned by the ambassador Gelda, the Binder of Truth.
- 6 The item's age is difficult to pinpoint. The item was forged by an unknown human hand, far to the west. The elf lord Rinlenial used the weapon during his crusade in the Forest of Woe. It was thought to have been destroyed by a monk, but rumors persist that it is buried in a tomb. It is still mentioned in song and story nationwide.
- 7 The item's age is hard to ascertain. Dwarves forged the item, possibly near Cryn Durnel. Some say its maker was a genius. A druid named Futhasol was last known to possess it, although it is unknown if he destroyed it or not.
- 8 The item is over 1,000 years old and there are traces of gemstones in its creation. The item was forged by orcs, possibly near Grymfog Hill. Orcs claim it was made to destroy dragons. Selayth, a sage, knows its true power.
- 9 The item's age seems impossible to divine, but it bears the signature of Alna Syllen, an elven smith near Erinwell. Elves say a human ranger, Belor, stole the item before it was lost to time.
- 10 The item is just over 400 years old. Sages record that a god's blood and claws were used in its creation, so that it might later be used to destroy a mighty demon. It is now sought by a holy order of nomads.

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- 11 The item's age is hard to discern. There are slight traces of aberration essence in its manufacture. Dwarves forged the item near Kryn Karran. The creator etched "Falonak" in runes on the hilt, but songs say the maker was mad.
- 12 The item's age is hard to discern without advanced study, but there are no traces of special material used in its making. The item was forged by celestials, but exactly where is unknown. Tales say it took part in the legendary campaigns of the ghæle. Sages link it to the god of knowledge. What secrets this item holds are unknown.
- 13 The item's age is about 500 years old, when it was forged by dwarves, possibly near Anar Bhor. Gilkascral, the dwarven smith, crafted it. Poets say it was used to kill the hero Protus Nodor, who is remembered in songs. Lore links it with a rogue named Rosha the Red. Nothing else is known about the item.
- 14 The item could have been forged over 600 years ago. There might even be traces of a meteorite in it. Humans forged the item — the exact maker's name is lost to time — near Kragenmoor. Monks claim it took over a hundred men to craft it. History links it to Lyrvan the Commanding and his victories over the gnoll lord of Ulyag.
- 15 The item is over 400 years with traces of obsidian in its manufacture. The item's crafter is unknown, but elves say it was used to banish a devil and that the fey aided in its creation. Lore is slim at best, and attempts to find a last owner have been futile due to time and a lack of credible stories.
- 16 The item is over 700 years old. The item's manufacture is simple and almost elementary, which comes as no surprise, since it was forged by ogres, Chajkl to be exact, near the Forest of Athmore. Historians claim it was used to defeat a great lizardfolk cult which followed the black wyrm Dunig'graz (which few believe), while bardic lore links it with a hermetic cleric named Olafsool.
- 17 The item is less than 150 years old, with slight traces of infernal essence. Humans forged the item near Kalastan but the creator's name has been forgotten. Whispers tell of a demon stripping the man's name from history. History tells of three kings dying from its power. Yet there are those who still seek it.
- 18 The item's age is impossible to ascertain. Since no exotic materials were used in its creation, it's hard to tell where it even came from. Rumors persist of a dragon forging it, but no proof has ever existed. Tales range from evil men destroying cities with it to idealistic wizards rebuilding entire nations. It is though the weapon came from nothing.
- 19 The item's age is difficult to pinpoint, and with traces of dragon essence in its manufacture, it is impossible to scry. The item was forged by a now-extinct family of elves near Ardin-Narr. The rise of the villainous Herise the Torturer is associated with the item, but bardic lore links it with Cathlin the Wrecker. Lastly, legends claim the creator was no elf at all, but a dragon in disguise.
- 20 The item was created perhaps 500 years ago. There are traces of giant blood in its creation. Since it was forged by the dark elves of Athvar Fen, it is quite possible that demon eggs were used. There are no markings denoting the creator, however. Determining the true source of its power is difficult. Dwarves say it took part in the death of a powerful ice elf queen, which many suspect is simply myth and conjecture. Lore links it to a monk named Orlan. Sages claim that a true ice elven champion will rise, chosen by the god of battle and favored among her followers. She will take the item and become a new avatar. If such a thing were to happen, all elvenkind would fall.

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Table 6–16: Magical Tome Names

- 1 Alternative Magical Material Components for Common Spells
- 2 Arcane Spells of the Outer Reaches
- 3 Art and Science of Staff Crafting
- 4 Binders and True Naming Spells
- 5 Book of Shadow and Flame: Demons and Devils of the Deep
- 6 Changing the Elements of Magical Spells
- 7 Comparative Study of the Magical Races
- 8 Counterspelling: The Definitive Works
- 9 Dancing Lamps: Guide to Animated Objects
- 10 Definitive Work on Creating and Breeding Magical Animals
- 11 Documented Divine Spells
- 12 Herbalism and Its Effect on Magic and Magical Spells
- 13 Holy Spells of the Great Sun God
- 14 Illusions and Shadow Magic
- 15 Kavakariad's Eldritch Knowledge
- 16 Learn Cantrips in Five Short Weeks
- 17 Regional Spells of the Wilderness
- 18 Ring and Potions: Their Unusual Interactions
- 19 Spells of Life and Death of Assassins
- 20 Witches and Other Unusual Eldritch Casters

Table 6–17: Ring Descriptions

- 1 As if made from living fire; this band magically displays flames burning from within
- 2 Band of gold with silver trim along the outside and emerald chips set along the middle
- 3 Beneath the recessed emerald lies the holy symbol of the god of the forest, accented in gold
- 4 Black onyx ring radiating a thin white smoke, smelling of sulfur, and engraved in orc writing
- 5 Braided band of copper with three illegible draconic letters along the inside
- 6 Carved green jade band with an inscription in an ancient language around the outside
- 7 Circlet of metal poorly engraved and with settings for three stones, all of which are missing
- 8 Despite inscribed orc symbols, this mithral ring bears all the hallmarks of dwarven make
- 9 Dwarf-made band of platinum with a recessed emerald surrounded by several smaller rubies
- 10 Elf ring of silver decorated with an engraving of a bow and a quiver full of arrows
- 11 Gold band with two needles pointing inward to stick the wearer's finger
- 12 Ivory ring of stone decorated with a circular-cut red gem and engraved with elf writing
- 13 Layered green dragon scales; no single scale is on top and no material joining the scales is visible
- 14 Masked by layers of dirt and tarnish, this silver ring has intricate detailing of a griffin's wings
- 15 Simple gold band with several cracks around the outside and a small bend on one side
- 16 Small black pearl set in a twisted band of untarnished silver, engraved in draconic
- 17 Strip of black leather curved to form a ring and held together with a few pieces of copper wire
- 18 Thick steel band with the image of a skull carved onto the face where a gem should be set
- 19 Thin tin ring that is surprisingly strong and is always sparkling clean and shiny
- 20 Three interlinking bands — gold, silver, copper — change appearance as the ring rolls on a finger

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Table 6–18: Rod Descriptions 1

- 1 Aged oak pierced through at various points, with smooth grooves where rope or twine might go
- 2 Alabaster capped with silver rings; each ring holds several silver chains with bells on the ends
- 3 Black lacquered wood, smooth and unadorned, without seams or grooves
- 4 Brass rod depicting hundreds of tiny keys
- 5 Carved bone and shell rod with near-random grooves, which vary in pattern and width
- 6 Carved from the heart of a great oak, topped with a gargoyle whose face is twisted in pain
- 7 Cedar wrapped in gold wire; spray of tiny golden leaves caps each end
- 8 Cherrywood carved to look like a walking stick or cane
- 9 Coarse ivory carved like a lightning bolt and blackened from soot and ash
- 10 Crystal shard that looks like it was broken from an even larger piece of crystal
- 11 Dragon skull pressed into a two-foot-long, two-inch-square rod
- 12 Fragile oak stick with a small crystal ball filled with liquid, colorful stones, and tiny gems
- 13 Gems secured to each other to make up the entire length
- 14 Gigantic claw three feet long still showing the root at the tip
- 15 Gold shaft covered in long thin peacock feathers and flecks of mithril dust
- 16 Gold twisted like a braided hair, with elven runes drawn into the tip of each braid
- 17 Heavy stone rod detailed with dwarf runes and deep dwarven-style inlay
- 18 Hollow crystal rod filled with water and capped with a sapphire
- 19 Hollow crystal with leaves, nuts, and berries held in stasis within
- 20 Jade rod with faces carved into the shaft, as though a hundred spirits were trapped inside

Table 6–19: Rod Descriptions 2

- 1 Long horn capped with a golden bull's head, snarling and displaying sharp pointed teeth
- 2 Marble stick, eighteen inches long, with caps of ivory carved like chess knights
- 3 Massive beast's teeth configured one on top of the other to make the shaft
- 4 Obsidian covered in lacquered black feathers with precise claw marks along the shaft
- 5 Petrified cat or monkey tail capped on one end with a brass bell
- 6 Petrified poisonous snake with steel fangs and pearlized glass eyes
- 7 Petrified tentacle, gnarled and rotten to the touch
- 8 Polished hematite, with the edges rounded and smooth
- 9 Pure white ivory, tipped at each end with caps of silver furred claws holding a marble ball
- 10 Rod of ash, wrapped in braided and lacquered vine
- 11 Silver rod capped with a ball filled with quicksilver at one end and a pearl at the other
- 12 Skeletal forearm and fist from an exotic animal or beast fused with gold knuckles and joints
- 13 Slightly crescent-shaped rod of sandstone and gems baked with ceramic and clay inlay
- 14 Spine and skull of an aged elf wizard, the jaw removed and the eyes sockets filled with rust
- 15 Steel cables twist around a thin copper shaft, with elven runes at either tip
- 16 Steel capped at both ends with a cube; each face of both cubes has a glass eye, including the top
- 17 Steel rod covered in bits of raw precious metal ore and small gems
- 18 Steel carved like stones with a crenellated top
- 19 Twisted darkwood studded with magic sigils and rubies at alternating six-inch marks
- 20 Wooden rod fitted with the thin slender blades of several stilettos

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Table 6–20: Scroll Containers

- 1 Black leather case with claw stopper
- 2 Bone case, hollowed and magically sealed
- 3 Book of skin and ash, sewn shut
- 4 Dirty folded envelope tucked in a book
- 5 Gold coffer that opens with asp venom
- 6 Hollow wooden tube with no stoppers
- 7 Jeweler's toolbox, etched with glyphs/wards
- 8 Lacquer box with sliding top
- 9 Leather dagger sheath, branded with sigils
- 10 Locked wooden wand case, refurbished
- 11 Magically-sealed platinum case
- 12 Mundane mason jar; holes punched in the lid
- 13 Musician's pipe wrapped with leather straps
- 14 Ornate crystal tube with rococo inlay
- 15 Perfectly cut glass rod
- 16 Personal ledger with string holding it closed
- 17 Rusted metal rod with copper bolts
- 18 Shaft of an ornate, dwarven hammer
- 19 Silk pouch that magically holds one scroll
- 20 Twisted metal cables form a hollow tube

Table 6–21: Scroll Descriptions

- 1 Brocade cloth with silver thread runes
- 2 Clay tablet carved with the claws of dragons
- 3 Dark gray skin, silver writing
- 4 Dragon hide with runes of silver paint
- 5 Dragon scale, acid-etched writing
- 6 Fold of silk with painted writing
- 7 Glass sheet, painted runes
- 8 Human skin, blood ink writing
- 9 Lambskin, crushed emerald runes
- 10 Large leaf, runes of drizzled wax
- 11 Leather, crushed glass writing
- 12 Pigskin, runes of molten gold
- 13 Plate of beaten gold, writing of mercury
- 14 Rabbit skin scroll, runes in charcoal
- 15 Sheet of ice with sigils of bloody rivulets
- 16 Silver rod with etched runes
- 17 Stone with runes in charcoal
- 18 Strip of ivory with scrimshaw runes
- 19 Strip of treant bark, burnt writing
- 20 Thick mottled skin, written in black wax

Table 6–22: Magic Reading Requirements 1

- 1 At sunrise or sunset
- 2 Awash with tears
- 3 By committing a sin
- 4 By drowning
- 5 By a fountain or well
- 6 By forge light
- 7 By standing in a pool of fetid water
- 8 During a lightning storm
- 9 From across a room
- 10 Held with certain fingers
- 11 If bled on by an elf
- 12 If kissed
- 13 If red wine spilled upon
- 14 If rubbed with fey wings
- 15 In a mirror
- 16 In a temple
- 17 In full magical darkness
- 18 Must be sung
- 19 On deathbed
- 20 Only by a priest

Table 6–23: Magic Reading Requirements 2

- 1 Rinsed with ink
- 2 Smearred with grease
- 3 Soaked in spirits
- 4 Sprinkled holy or unholy water upon
- 5 Stained with the blood from the creator
- 6 Through a crystal
- 7 Through amber-colored glass
- 8 Under a silk handkerchief
- 9 Under magnifying glass
- 10 Under running water
- 11 Upside-down
- 12 Using the fingertips
- 13 Wet with sea water
- 14 While burning
- 15 While drunk
- 16 While music is playing
- 17 With a sacrifice
- 18 With back against stone
- 19 With one or both eyes closed
- 20 With one hand in a blessed glove

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Table 6–24: Staff Descriptions

- 1 Appear as a knotted tree stem, with ever-growing buds and leaves thereon
- 2 Appear as a petrified, straight devil's tail accompanied by the smell of brimstone
- 3 Coated with runes denoting the elements along the length
- 4 Crystal staff with the occasional blood drop suspended within along the length
- 5 Dark wood staff of exceptional girth and weight for heavy hitting and brutal combat
- 6 Exceptionally large staff, seven feet long and twisted with platinum end caps
- 7 Made with a metal coating with some waxlike lines of acidic melt down the shaft
- 8 Metal studs and plates are affixed the entire length of this battle master's staff
- 9 Scaled along the shaft with a dragon's open maw at the top with gems for eyes
- 10 Seemingly made of stone, although as light and serviceable as a wooden staff
- 11 Shaped like a lightning strike from the heavens; burnt ozone smell accompanies it when held
- 12 Shaped like a meteor on top, with its trail carved as the staff's shaft to the end
- 13 Smaller staff about four feet long with goblin runes and an eternal icicle on top
- 14 Splintered yew branches banded together with exotic vines and magical herbs
- 15 Straight and narrow, this staff feels exceptionally light and glows in the presence of undead
- 16 Strong stout oak staff with a miniature carving of a bear's head atop
- 17 Studded with gemstones along the shaft, as much for extra offense as styled for kings
- 18 Symbols and glyphs of insanity and unreason adorn the length of this black staff
- 19 Topped with the standard of the deity of the sun and destruction to undead
- 20 Wooden staff of exceptional strength, studded with wolf's teeth along the length

Table 6–25: Wand Descriptions

- 1 Alabaster shard cracked and painted with a holy symbol; it crumbles a little after every use
- 2 Alicorn dipped in the blood of an darkfiend and burned with runes of weather and hate
- 3 Brass candlestick bent out of shape, showing signs of tarnish; has initials GG on it
- 4 Broken spoke with splinters sticking out one end and the other end wrapped with cloth
- 5 Clear glass rod with a small rainbow-colored seashell set in one end
- 6 Gnarled arm bone painted black, with words of an ancient elf chant engraved in orcish
- 7 Green wooden stick, sanded smooth and inlaid with copper wires spiraling around the outside
- 8 Hardened palm leaves braided together, painted with the holy symbol of the god of nature
- 9 Maple wood branch, etched with the wizard's name who gave blood for the wand's incantation
- 10 Milky white glass wand that resembles a unicorn horn, with bands of black at increasing intervals
- 11 Notched twigs banded together, each from a different tree native to vastly different regions
- 12 Oak splinters patched together with mud and glass dust and wrapped with leather straps
- 13 Onyx and obsidian shards soldered to a thin copper rod and rolled in silver dust
- 14 Rune-covered, glowing crystal shard, resembling a bolt of magical energy
- 15 Shards of white stone and emerald chips held together with mortar, with a small ball on the end
- 16 Spell-stitched wooden shaft with a glowing blue tip and a gnarled splintered branch
- 17 Steel strands twisted together, ending in a ball engraved with the image of a dwarf skull
- 18 Stiff eagle's toe, straightened, has an elongated talon and is tied to an eagle's tail feather
- 19 This rusty iron nail, measuring four inches long, sheds flakes of rust and metal when used
- 20 Thorn-covered rose stem tied with red ribbon to a stiff twig from a dogwood tree

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Table 6–26: Potion Container Descriptions 1

- 1 Aged iron magnum, peppered with amber flakes and etched with the creator's signature
- 2 Amber glass, stoppered with wax, the bottle is timeless with its classic design
- 3 Appearing mass-produced, this uninteresting glass vial smells of rotting apples and almonds
- 4 Bee's wax-stoppered glass bottle emanates a honey aroma mixed with lavender and sage
- 5 Brown ale bottle with a cork and string stopper has been repainted with ichor and blue dye
- 6 Brown clay jar made to resemble a wolf; the head twists on and off, sealing in its contents
- 7 Bulbous glass ampul which leaks from the neck when full; the bottom is stained brick red
- 8 Burned and brittle swirled clay jug with black and speckled green paint mixed with silver flecks
- 9 Clay bottle with a glass stopper, the bottom is wrapped in a blue-leaf shape made of a second clay
- 10 Clay bottle with a lead stopper; the bottle is painted in three colors and patterns, dazzling the eye
- 11 Clay jug painted with dull and muted colors, and adorned with brass fittings
- 12 Clay phial carved into the shape of a demon with a worn-leather strap for a handle
- 13 Clear blue glass candle jar with sealed wax stopper adorned with beads, smelling of old age
- 14 Clear glass flacon with the body of a black widow spider captured inside the glass wall
- 15 Common waterskin, carved on the inside with sigils and wards against seepage and evaporation
- 16 Cracked glass ewer, with fragile handle and faded insignia on all sides; it smells of stagnant water
- 17 Cube-shaped crystal vial with a cork stopper and a soapy smell; crude sigils etched into each side
- 18 Cut petals of a black lotus flower rest in the bottom of this clear, delicate lead-glass vial
- 19 Crude, wide-mouthed glass alembic missing its stopper; it smells of feathers and rotting flesh
- 20 Crystal decanter with inlay and etching, with a jaguar-shaped stopper made of sterling silver

Table 6–27: Potion Container Descriptions 2

- 1 Deep dwarven tankard with a secret compartment in the handle, stoppered with an ivory cap
- 2 Egg-shaped and hideous, this old clay jug was made by novice hands; the stopper is long gone
- 3 Emerald-green decanter made from cheap glass and stopped with wax and twine
- 4 Elven crystal phial with butterfly designs etched into the sides and a lead stopper on top
- 5 Fiery orange and red urn, etched and painted to reflect its elven heritage; the stopper is a single leaf
- 6 Filthy gray glass jar with a dented lid; dead bugs float in the dark ooze-like liquid within
- 7 Flat, wide-bottomed glass bottle encased in jade is shaped like a pyramid, with sigils on each side
- 8 Foul smell of death emanates from this bone container, stopped with a mummified finger
- 9 Geometric patterns adorn this faux-crystal phial with a leather cap and handle
- 10 Glassteel jar with demonclaw-hinged lid; infernal runes cut into the jar face, like claw marks
- 11 Green clay jar made to look like the leaves of a tree, corked with a red-brown colored stick
- 12 Half-baked ceramic flask with thick sediment inside; it smells of pine and burnt ash
- 13 Hollowed-out elk antler with a dull glass bead as the stopper; it smells of wet grass
- 14 Iconic human image peppered with arrows sketched on surface of a poorly-fired, green clay vessel
- 15 Iron capsule and cap match each other perfectly, making it hard to find the opening
- 16 Iron rod hollowed out and stoppered with a perfectly inset iron cap; looks like a perfect metal rod
- 17 Ivory phial hollowed out and engraved with one draconic, one infernal, and one abyssal rune
- 18 Jade flask fitted with dragonshead stopper, it is warm to the touch; inside the liquid smells of smoke
- 19 Large silver ring, hollowed out to hold a liquid that can be poured from the hinged stopper on top
- 20 Leather-capped bronze draught stoppered with a rusty nail and painted with horrid orc faces

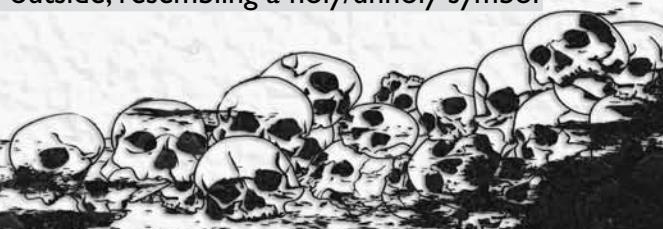
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Table 6–28: Potion Container Descriptions 3

- 1 Leather-wrapped silver-plated jorum with a metal cap and a working compass set into the face
- 2 Limestone jug with jagged edges and shapes cut into the face; it smells of dirt and sea water
- 3 Marble-encrusted iron flask with brass fittings and a maze of runes and sigils on all sides
- 4 Metal tube painted white with red elven symbols, sealed with a cork stopper and wax
- 5 Mimicking bourbon, this leather-bottomed glass bottle is painted brown and stoppered with cork
- 6 Misshapen and rounded bottle made of bubble-filled blown glass, the stopper is lead and cork
- 7 Nearly spherical crystal orb that must be broken open to retrieve the liquid inside
- 8 Novelty-gift glass jar shaped like a wizard with a cap for a stopper and peeling paint
- 9 Nozzle-tipped, icy glass bottle shaped like an angel and marked with runes, numbers, and dates
- 10 Obsidian flask shaped like an almond with an iron stopper; the bottom is scored with crude names
- 11 Overpowering aroma of nutmeg radiates from a clay bottle with paintings of fey and gypsies
- 12 Perfectly sealed glass container with a soft clay stopper and feathers sticking out from the neck
- 13 Perfectly spherical glass bottle, its only imperfection the small stoppered opening at the top
- 14 Pewter-topped, pear-shaped bottle with flecks of pewter baked into the glass sides and bottom
- 15 Plain glass tube with thick black sediment at the bottom, which always resettles to the bottom
- 16 Plain, light green bottle without a stopper, and a random pattern etched into the neck
- 17 Prism-shaped flacon, with rolling beads of glass baked on the outside; the stopper is faux diamond
- 18 Poorly made bronze flask, wrapped in leather and embossed with the initials A.T.P.
- 19 Rosy red cruet shaped like a flattened sphere with a cork stopper sealed with wax
- 20 Rune-etched glass and a sturdy iron cap reveal the dwarven craftsmanship of this ancient phial

Table 6–29: Potion Container Descriptions 4

- 1 Rust congeals around the neck of this glass vial; it lacks a stopper and shows signs of wear
- 2 Signed by the craftsman, this palm-sized vial bears no other markings; the stopper is weighted glass
- 3 Six-sided bottle made from hollowed-out quartz crystal, stopped with a rotting goblin's finger
- 4 Small flecks of gold embedded into the wall of this dirty glass bottle give it a yellow hue
- 5 Smoky, wispy white glass bottle with a sunburst symbol faded into the face; marble stopper
- 6 Solid brass flask, etched with owner's name and wrapped in finely stitched leather
- 7 Star-shaped crystal matress, with a stopper built into the center body instead of the top
- 8 Stone bottle with iconic animal images all around and a green stained swirl across its face
- 9 Studded with bronze and silver, this thick metal flask appears both sturdy and haphazard at once
- 10 Sturdy glass jar with a weighted and ornate stopper; the glass never seems to fade or get dirty
- 11 Thin, tall vial made of translucent glass and quartz; the stopper is cork and resin, rotting from age
- 12 Three ivory serpents coil around this long, narrow glass vial, topped with a fanged metal stopper
- 13 Twisted gray canister with speckled brown and white stars painted onto its crude face
- 14 Umber-colored carafe with a platinum and crystal stopper and a chaotic swirl on the bottom
- 15 Weathered iron draught etched with ominous octopi and stoppered with a massive pearl
- 16 Wine bottle with the label removed and cork replaced with wax; it smells of wheat and oak
- 17 Wrapped in wicker, this crude stein smells of berries; the handle and head are adorned with crows
- 18 Wrapped with a twisted cord, this simple pear-shaped jug is made of soapstone and pewter
- 19 Years of use betray this aged leather-wrapped glass draught, which shows great fragility
- 20 Yellow glass costrel with four red circles painted along the outside, resembling a holy/unholy symbol



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Table 6–30: Magic Item Activation

- 1 Bind item to the wielder's hand with a blessed red cloth and hold it there for three days
- 2 Boil item in blood and remove it with your bare hands while chanting the sacred words of creation
- 3 Call upon the wind to bless the creation, as silver dust is spread over every inch of the item
- 4 Hold item aloft in right hand while heretic priests flagellate the wielder
- 5 Hold item to chest and then thrust outward, holding it far from the body, eyes closed
- 6 Hold item in left hand and wind around right fist, quickly for two rotations
- 7 Hold item out in front with both hands, thumbs touching, blink three times, then spit
- 8 Hold item with the left hand as artificer casts final gouts of fire into the item, completing the ritual
- 9 Hoist item with one hand, while the other writes the final words of creation onto a secret scroll
- 10 Raise item to the mouth and quickly blow on it twice, before making reciting your name backward
- 11 Shatter glass stone against face of the item before reciting its command name in draconic
- 12 Single drop of the wielder's blood is touched against the item, bonding them together
- 13 Smash item against an unholy altar before placing item inside a tarnished gold chest for six days
- 14 Stomp right foot strongly against the ground, thrust item forward with left hand
- 15 Swing the item as if stirring a large pot once and then hold high over head
- 16 Swing the item high over head and thrust once toward the ground, chanting the command word
- 17 Twist a blessed phylactery around the item, over and over, until the sun sets
- 18 Whisper item's purpose in the elf tongue while holding item in a gnarled claw hand pose
- 19 Wipe item with a black silk cloth in a circular pattern three times, then thrust into boiling water
- 20 Write the rune for "know" in the air with the item in the writing hand of the wielder

Table 6–31: Magic Item Malfunction

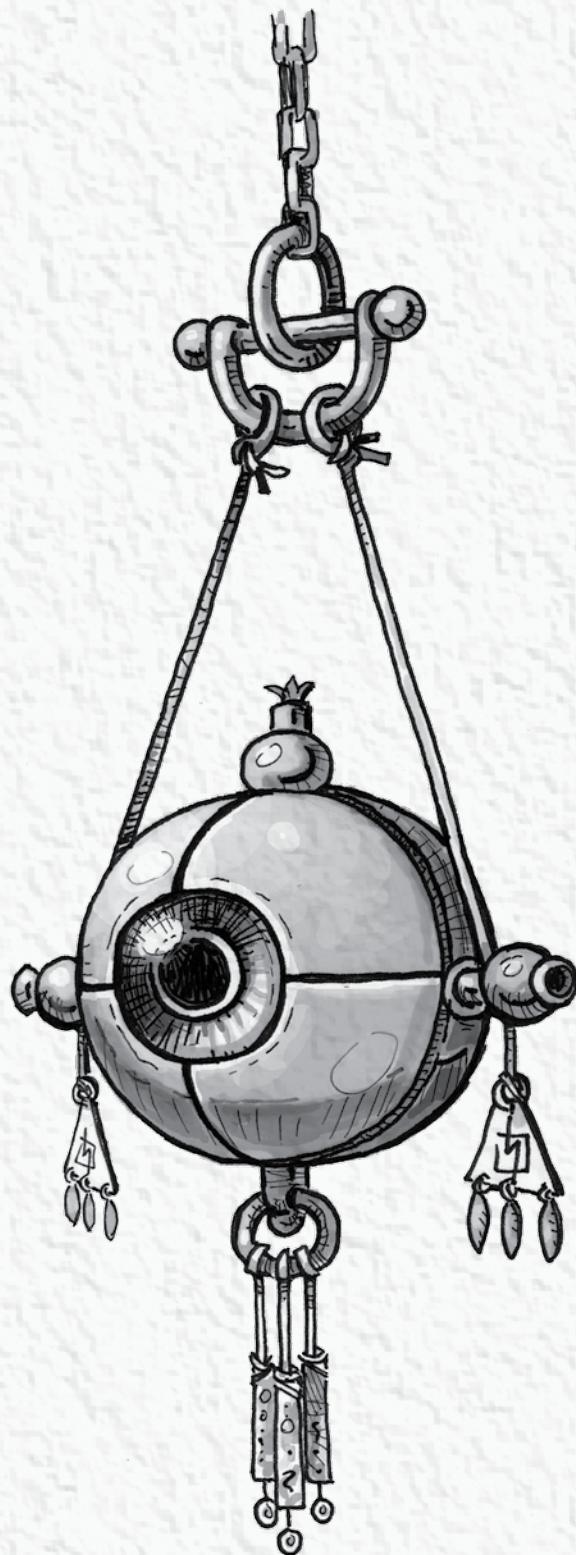
- 1 Airburst, all creatures within twenty feet are knocked prone
- 2 All weapons within a ten-foot radius become flaming weapons
- 3 Blinding light radiates in all directions from the magic item
- 4 Closest undead creature becomes encased in ice and no longer moves
- 5 Creature closest to wielder confuses right and left
- 6 Explodes with a loud bang, causing damage to all those nearby
- 7 Gives wielder stripes like a zebra for remainder of day
- 8 Hair all over target's body begins growing at incredible rate
- 9 Illusion of a random summoned monster appears and "attacks" nearest creature
- 10 Item emits sound like a dwarf battle cry and shoots beer
- 11 Item turns into snake for one minute, attacks closest creature
- 12 Lasts for half the time or does half the damage/healing, or similar
- 13 Magic item crumbles in wielder's hand and cannot be used again
- 14 Magic item emits smoke that fills twenty-foot radius
- 15 Magical enhancements to armor are negated for one hour on target
- 16 Target's feet make loud noises when moving for next hour
- 17 Two random creatures within thirty feet at go bald
- 18 Water within five feet of wielder turns to blood and is undrinkable
- 19 Wielder believes ants are coming out of his ears
- 20 Wielder is confused for minutes on end

ARCANA**Table 6–32: Magic Types 1**

- 1 Abjure
- 2 Apportion
- 3 Astrology
- 4 Binding
- 5 Blood magic
- 6 Bone magic
- 7 Charm
- 8 Crystal magic
- 9 Dark arts
- 10 Death magic
- 11 Demonology
- 12 Destruction
- 13 Divination
- 14 Elemental
- 15 Fetish/totem magic
- 16 Fey magic
- 17 Gem magic
- 18 Illusions
- 19 Lifeforce/soulforce
- 20 Lightning

Table 6–33: Magic Types 2

- 1 Math magic
- 2 Moon magic
- 3 Nature
- 4 Necrology
- 5 Nexus/node magic
- 6 Phantasms
- 7 Pox magic
- 8 Protection
- 9 Rune magic
- 10 Sangoma
- 11 Shadow magic
- 12 Spirit magic
- 13 Sundering magic
- 14 Summoning
- 15 Sun magic
- 16 Thunder
- 17 Transformation
- 18 Unholy
- 19 Venom magic
- 20 Weather magic



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Table 6–34: Magic Practitioners

- 1 Anointed Wanderer: Known to travel on caravan with others who desire to see justice done. Dispenses justice by either curing or inflicting wounds on creatures.
- 2 Bridenmyre Jollylaugh: Traditional family home is the Paskin Manor House. Stories tell of Jollylaugh holding back a fey menace with magic.
- 3 Demonic Summoner of Good: Commonly found at the Shrine of Gold and Justice. Summons devils and makes deals with them to do good acts.
- 4 Dragonscale Oracle: Said to be found in the haunted tunnels of Devil's Claw. Able to see into the future, for a small fee.
- 5 Esmerelda Janize: Lives in the High Tower of Mist in the middle of a swamp. Tales tell of her compelling men to come to her tower from far away.
- 6 Farenth: Wanders the jungles to the south. Stories tell of an elf appearing out of nowhere when someone says they are lost and helping them to safety.
- 7 Gelid "Timeskeeper" Savvenrae: Lives in Gelid's Clocktower. Sends chaotic extraplanar creatures back to their home planes.
- 8 Greenskin Shaman: Travels with the Blood Axe Tribe. There are tales of him cursing large areas with blight and plague if the tribe cannot take the land by force.
- 9 Harold of Light: Supposedly lives in a tower of light in a land of shadows. Seeks out his dark enemies and fights them with bursts of light.
- 10 Kendall Klas: Legends say this fey lives in a rainbow mushroom house near a nature ring. Brings those who pass near her to see the world from a fey's size.
- 11 Kriksten: Lives in Castle Blackhound surrounded by strange magical creatures. Supposedly creates new magical beasts to find the perfect combination.
- 12 Megra Steelblade: In the Steelblade Clan's traditional home. Forged some of the dwarf army's finest magical blades and suits of armor.
- 13 Mesmen: Lives in the Tower of Karthwright high in the western mountains. Known for creating rare and unusual potions and elixirs for those who seek her out.
- 14 Panthin Greenscale: Legends say she lives on an invisible island on a large lake. Believed to be able to make anything disappear.
- 15 Red Skull Wizard: It is said he wanders the plains of the north. He uses magic and other means to compel his enemies to fight for him.
- 16 Sarengoth: Tales say she dwells in a great tree deep in the forest. Infamous for repelling civilization's encroachment on the wilderness.
- 17 Schmeegren Roundturnip: Travels with her family's river caravan. Tales tell of her being the greatest pickpocket who never used her own fingers.
- 18 Skavian "The Singing Protector": Said to travel from tavern to tavern to seek out all the places where the weak are hurt. Wounds the aggressors with song and spell.
- 19 Tharian Saffron: Lives out the remainder of his days in exile in the village Sparrow's Nest. Dethroned king of a now conquered city-state, ruled justly.
- 20 Warendo Sumdarean: Lives on the road, never sleeps in the same town twice. Makes illusions of dragons and gargoyles to cover for his pranks.

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Tables 6–35: Arcane Spell Names 1

- 1 Acid Lash
- 2 Arcanum of Flesh
- 3 Avatar's Wisdom
- 4 Bargain of Midnight
- 5 Blade of the Angel/Devil
- 6 Chains of Glamor
- 7 Chaos Sphere
- 8 Coils of Night
- 9 Claws of the Reaver
- 10 Cloak Meld
- 11 Cloud of Thoughts
- 12 Cloudwalker
- 13 Command the Legion
- 14 Crawling Chaos
- 15 Curse of the Damned
- 16 Crow's Flight
- 17 Dark Portal
- 18 Deafening Roar
- 19 Destiny's Sight
- 20 Doom of the Eternals

Tables 6–36: Arcane Spell Names 2

- 1 Eldritch Knot
- 2 Eldritch Reveal
- 3 Eldritch Shield
- 4 Emerald Strike
- 5 Emperor's Throne
- 6 Eyes of the Nymph Queen
- 7 Fey Whispers
- 8 Fire Daggers
- 9 Fire from the Heavens
- 10 Flayed Servant
- 11 Fog of War
- 12 Godshout
- 13 Golem Fist
- 14 Ghostsight
- 15 Ghostweave
- 16 Gravedigger's Chill
- 17 Hermit's Quest
- 18 Hunter's Visage
- 19 Ice Wreath
- 20 Impshade

Tables 6–37: Arcane Spell Names 3

- 1 Jade Hammer
- 2 King's Voice
- 3 Lich's Touch
- 4 Mana Gloom
- 5 Merciful Reprieve
- 6 Monk's Perfection
- 7 Mystic Eye
- 8 Mystic Stallion
- 9 Mythic Words
- 10 Planewalker's Strife
- 11 Rack of Pain
- 12 Rage of the Magi
- 13 Righteous Fury
- 14 Robes of the Chameleon
- 15 Sage's Reveal
- 16 Sanguine Reap
- 17 Savior's Gaze
- 18 Scale of the Serpent
- 19 Shadow Claws
- 20 Shadowy Eyes

Tables 6–38: Arcane Spell Names 4

- 1 Sign of the Herald
- 2 Skin of the Titan
- 3 Sleep in Darkness
- 4 Slithering Darkness
- 5 Spiritkin
- 6 Steal Mind
- 7 Steelform
- 8 Thunderclap
- 9 Throes of the Pit Fiend
- 10 Torment
- 11 True Arcanum
- 12 True Foresight
- 13 Vampiric Clutch
- 14 Visions of the Gorgons
- 15 Warlock's Hunger
- 16 Warrior's Strength
- 17 Wave of Forbiddance
- 18 Witch's Feast
- 19 Zephyr's Might
- 20 Zone of Venom

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Table 6–39: Command Words, Damaging

- 1 Addicere
- 2 Condemno
- 3 Consumptus
- 4 Damnare
- 5 Devovi
- 6 Dis
- 7 Funeris
- 8 Inferno
- 9 Interfecti
- 10 Morteum
- 11 Morto
- 12 Necis
- 13 Occidi
- 14 Orci
- 15 Perago
- 16 Perdo
- 17 Rumpere
- 18 Rutus
- 19 Sustuli
- 20 Tollo

Table 6–41: Command Words, Generic 1

- 1 Abigo
- 2 Anthanae
- 3 Aspernari
- 4 Beltath
- 5 Brutoch-noshaminar
- 6 Cachinno
- 7 Calufh-shigg'tul
- 8 Cuuln'tanar
- 9 Delabi
- 10 Depuli
- 11 Dissero
- 12 Dormio
- 13 Fabricus
- 14 Falca
- 15 Finxi
- 16 Fugere
- 17 Garthax
- 18 Habeo
- 19 Inrideo
- 20 Leporis

Table 6–40: Command Words, Healing

- 1 Adstrictus
- 2 Amomon
- 3 Auctus
- 4 Colere
- 5 Curare
- 6 Emendo
- 7 Emplastri
- 8 Factus
- 9 Ligiminus
- 10 Medens
- 11 Medicus
- 12 Melisphyllum
- 13 Noscomium
- 14 Panacis
- 15 Refectio
- 16 Reficio
- 17 Reparum
- 18 Resarsi
- 19 Sanavi
- 20 Xenosis

Table 6–42: Command Words, Generic 2

- 1 Luxorum
- 2 Maceries
- 3 Magipe-noshan
- 4 Malik-mah
- 5 Mulcere
- 6 Muri
- 7 Nelthrall og mignaru
- 8 Ninusu
- 9 Peperi
- 10 Putavi
- 11 Risi
- 12 Rowanos
- 13 Ruliden
- 14 Sorcar, moshana-sorcar
- 15 Suatha
- 16 Tenere
- 17 Trosingehr
- 18 Twoarra shinzhul
- 19 Verrak-khosira
- 20 Volavi

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Table 6–43: Magical Triggers

- 1 Burning parchment
- 2 Clicking heels
- 3 Closing eyes
- 4 Defying ward
- 5 Eating item
- 6 Inserting key
- 7 Manipulating lever
- 8 Placing bricks
- 9 Reading a rune
- 10 Reading scroll
- 11 Sampling water
- 12 Seeing a symbol
- 13 Sign with hands
- 14 Smashing crystal
- 15 Snapping fingers
- 16 Snapping wand
- 17 Stepping on glyph
- 18 Stepping through arch
- 19 Stomping foot
- 20 Twisting ring

Table 6–44: Magic Academies

- 1 Black Hall of Necromantic Arts
- 2 Blessed Center of Eldritch Magical Casting
- 3 Bloodthorn School of Wards and Incantations
- 4 Center of Elemental Might
- 5 Clerical Hall of Arcane Studies
- 6 Dreusadict School of Evokers
- 7 Dwarven Transmutation University
- 8 Hall of the Five Elements
- 9 Holy Arcane School of Krisanasa
- 10 Library of Saerona
- 11 Luminous Pool of Divination
- 12 Merdalín's Wizardry Hall
- 13 Secluded Hall of Arcane Studies
- 14 Shadow Tower of Illusionary Studies
- 15 Summoning School of Devil's Claw
- 16 Tower of Defensive Eldritch Arts
- 17 University of Fire and Ice
- 18 Ursá's School of Animal Wizardry
- 19 Wishing Ring Academy
- 20 Wood Elf School of Casting

Table 6–45: Magical Prisons, Place

- 1 Cells of Perdition
- 2 Chantry of the Impure
- 3 Darklight Tree
- 4 Demiplane of Maze
- 5 Devilbound Cloister
- 6 Dungeon of Despair
- 7 Endless Stair
- 8 Gorgonbound Cave
- 9 Ice Cave of Stasis
- 10 Lone Dark
- 11 Mew of Misery
- 12 Oubliette of Loss
- 13 Pits of the Bound
- 14 Rotating Prison of the Damned
- 15 Sea Cave of Bound Tides
- 16 Spellward Island
- 17 Tower of Grasping Hands
- 18 Tree of Woe
- 19 Trueclutch Caves
- 20 Unholy Sanctum of Fire

Table 6–46: Magical Prisons, Item

- 1 Bonds of Eternity
- 2 Cageforce of Woe
- 3 Chain of Soulbinding
- 4 Crown of Simple Thoughts
- 5 Crystal Egg of the Void
- 6 Enslavement Irons
- 7 Fetters of Isolation
- 8 Footbind Stone
- 9 Gemstone of Solitude
- 10 Lamp of Entrapment
- 11 Mirror of Trapping
- 12 Mythral Cube of Control
- 13 Pillar of Condemnation
- 14 Prism of Binding
- 15 Reins of the Righteous
- 16 Scroll of Incarceration
- 17 Shackles of Suppression
- 18 Soulsnare
- 19 Tapestry of Capture
- 20 Ties of Lost Hope

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Table 6–47: Ritual Names 1

- 1 Abjuration of Signs and Portents
- 2 Banishing Exorcism
- 3 Berserker's Circle of Rage
- 4 Ceremony of Demonic Falsehood
- 5 Circle of Bodily Decimation
- 6 Command the Soul
- 7 Communion of Eternity
- 8 Conjuration of the Abyssal Tongue
- 9 Consecrate the Land
- 10 Curse the Land and Sky
- 11 Cursed Process of Purgatory
- 12 Dreams and Nightmares
- 13 Ethereal Formation Rite
- 14 Evocation of the Diamond Throne
- 15 Fog of Stone
- 16 Grow the Plant Portal
- 17 Influence the Minds
- 18 Invocation of Bane
- 19 Mystic Conjunction of the Black Soul
- 20 Observance of the Decaying Cult

Table 6–48: Ritual Names 2

- 1 Plague of Raging Rats
- 2 Practice of the Thousand Eyes
- 3 Protection from Everything
- 4 Raise the Naming Undead
- 5 Reveal the Hidden
- 6 Reveal the Material Form
- 7 Rite of Hidden Shadows
- 8 Rite of True Deception
- 9 Ritual of Apocalypse Days
- 10 Ritual of the Plagues
- 11 Sacrament of the Unholy Hour
- 12 Sacrifice of Angelic Knives
- 13 Specter Divination
- 14 Stunt the Artifact
- 15 Summon Meteor
- 16 Summoning of Spiritual Suffering
- 17 To the Flames of Hell
- 18 Touch of the Gods
- 19 Transfiguration of Wind and Rain
- 20 Working of Moral Disruption



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Table 6–49: Ritual Effects 1

- 1 All vermin within the target area become enraged, swell in size, and gain a plague bite
- 2 Alter time or mass memory modification of group with specific ties
- 3 Banish or erase a prophecy from records and memory
- 4 Bind a rightful ruler to the land to help ward and warn usurpers
- 5 Bless the land, damage undead, and make it difficult for undead to be raised
- 6 Bring about a natural disaster that doesn't appear magical
- 7 Catch a soul of a dead creature and force it to do caster's bidding in afterlife
- 8 Change weather over a mass area
- 9 Condemn a soul to torturous prison
- 10 Create a portal between two different locations large enough for a creature to walk through
- 11 Create nonmoving fog that stays for a month; all creatures within the fog for a day turn to stone
- 12 Direct moons and planets into alignment to falsify prophecies
- 13 Everything in the target area will eventually grow barren and die early
- 14 Force magical event to happen out of normal time
- 15 Force someone to obey and do things against his normal actions
- 16 Forge a weapon to slay a great power or creature
- 17 Fortify an army with enhancements over their foes
- 18 Grant protection from all types of harmful energy
- 19 Grant great strength and rage to a willing group
- 20 Imbue a magic weapon with godly power

Table 6–50: Ritual Effects 2

- 1 Invade the dreams of the target and gain control over what he experiences
- 2 Know exactly where something is, regardless of how far away it is or what protects it
- 3 Partially block an artifact's power from serving its purpose
- 4 Pull possessing demon out of a creature and banish it to original plane
- 5 Purge magic from a person to rid him of benefit or bane
- 6 Purge magic from an area to deaden it for others
- 7 Raise a magical barrier against anyone who would trespass
- 8 Raise a mountain or create a canyon, change the landscape
- 9 Raise an undead creature and bind a fire elemental to it, immune to fire damage
- 10 Restore target to full health; heal all diseases and regenerate missing parts
- 11 Restore virginity to a soul who has been spoiled
- 12 Send everything within 1,000 feet to a fiery plane and leave scorched land in place
- 13 Summon a meteor from the skies to land into a desired location
- 14 Summon and bind a devilish agent for bidding of the group
- 15 Summon and bind an abyssal agent for bidding of the group
- 16 Summon and bind an angelic creature for bidding of the group
- 17 Transport large group to far location or time
- 18 Turn creatures from ethereal figures into material creatures permanently
- 19 Turn creatures from material creatures into ethereal figures permanently
- 20 Variety of plagues brought upon a chosen land

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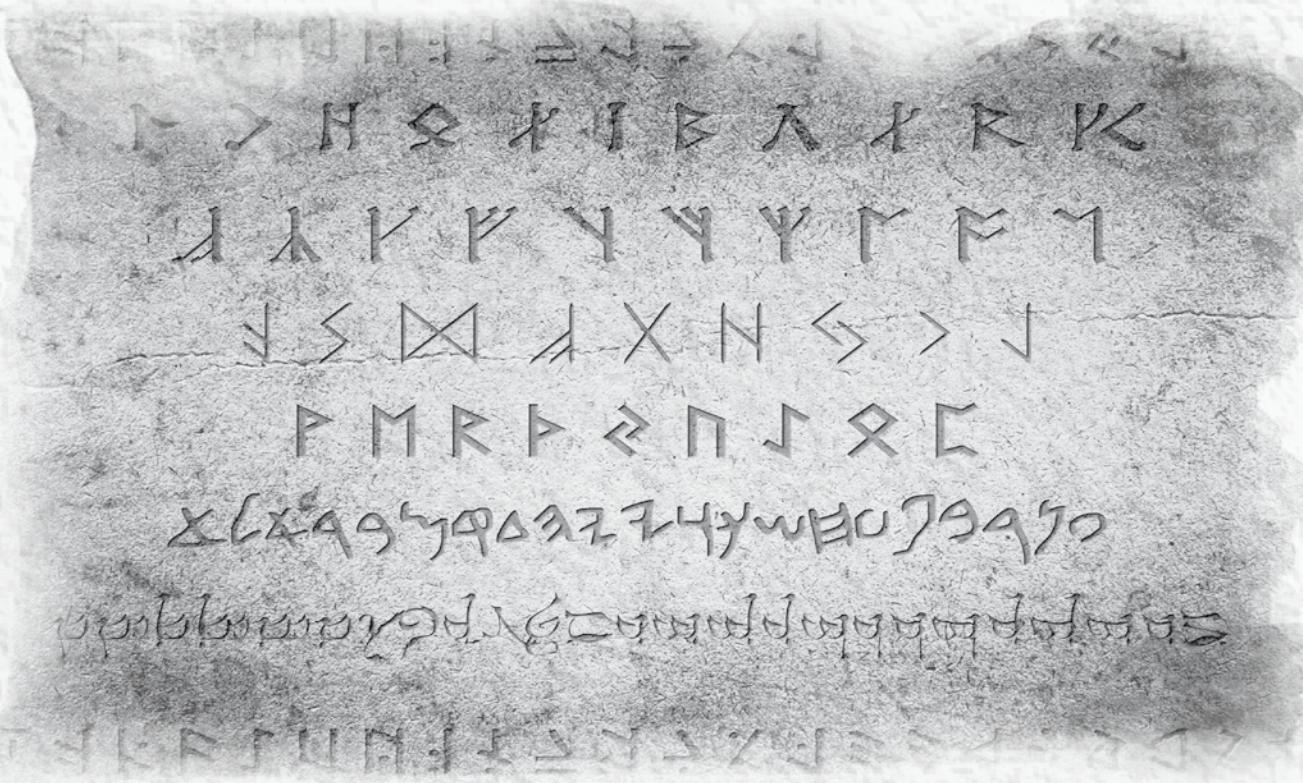


Table 6–51: Runes 1

1	Air	‡
2	Betrayal	¶
3	Black Magic	×
4	Blood	¤
5	Cairn	ı
6	Clan	◊
7	Conflict	γ
8	Death	♩
9	Dragon	§
10	Dwarves	ℳ
11	Earth	□
12	The Elementals	ㄣ
13	Elf	ѧ
14	Eternity	‡‡
15	Evil	϶
16	Father/Mother	ꝝꝝ
17	Fire	ۚ
18	Fortune	ꝝ
19	Freedom	□□
20	Giant	X

Table 6–52: Runes 2

1	Glory	՚
2	The Gods	՚
3	Gorgon	ꝝ
4	Hammer	ꝝ
5	Harpy	ꝝ
6	Hatred	ꝝꝝ
7	Home	ꝝ
8	Honor	ꝝ
9	Injustice	ꝝ
10	Justice	՚
11	Khan	϶
12	Kingdom	ꝝ
13	Law	ꝝ
14	Life	‡
15	Lightning	ꝝ
16	Magic	ꝝ
17	Murder	՚
18	Necromancy	ꝝ
19	Orc	ꝝ
20	Omen	՚

Table 6–53: Runes 3

1	Piety	ꝝ
2	Plague	ꝝ
3	Protection	ꝝ
4	Punishment	ꝝ
5	Redemption	ℳ
6	Resentment	ꝝ
7	Sanctuary	՚
8	Scorpion	ꝝ
9	Sorcerer	ℳ
10	Seer	}
11	Sin	ꝝ
12	Temple	ꝝ
13	Thunder	՚
14	Titan	‡
15	Truth	ꝝ
16	Undead	ꝝ
17	Virtue	ꝝ
18	Water	ꝝ
19	Wisdom	ꝝ
20	Witch	՚

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Table 6–54: Magic Sigils

- 1 Black and white against a red diamond shaped background
- 2 Bones, feathers, and other fetishes inside the mouth of a black skull
- 3 Bright-blue eye hovering over a body of water, which in turn reflects the eye
- 4 Constellation over a dark background; a tower below it reaches to the sky
- 5 Dark sun over dark moon with wavy line separating them
- 6 Griffon, in profile, on a shield of black and green, surrounded by stars and pierced by arrows
- 7 Hand awash in flames; at the base of the hand is an open tome
- 8 Large gear makes up the bulk of this sigil, with each spoke marked with a different school of magic
- 9 Metallic claw rises from a dark purple circular frame, a ball of crackling blue lines hovering above it
- 10 Roaring dragon with three stars over its head, each star is stylized and different
- 11 Silhouette of a raven with a scroll in its beak against a pale blue moon
- 12 Silhouette of an owl on a tome, encircled by two large feathers which barely touch at the tips
- 13 Simple, crude painting of a circle with numerous arrows pointing inward surrounding a chimera
- 14 Skull, flowers pouring forth from the mouth, rests in a “hammock” of rope suspended by two ravens
- 15 Snarling brown dire boar with a small robed humanoid atop it; dust encircles the pair
- 16 Staff stands upright and crackles with energy as cracks move out in all directions from its base
- 17 Stylized burnt orange scorpion whose tail drips flaming liquid against a dark background
- 18 Three dark lines, intersecting in a specific pattern that only a wizard would understand
- 19 Tree with figures hanging from its branches while the barren ground below it seems to steam
- 20 White snowflake over a dark background; among the delicate lines of the sigil hides an arcane name

Table 6–55: Prophecies

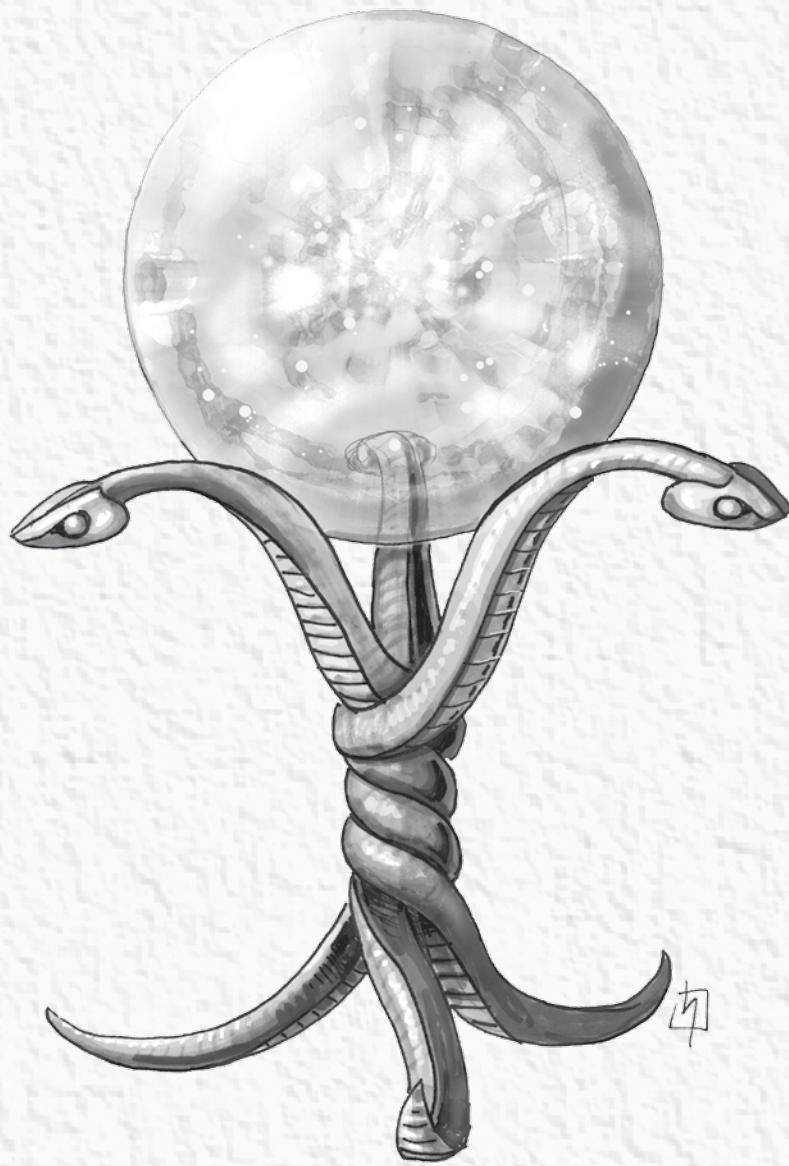
- 1 An army of orcs led by a fire-wielder will descend from the mountains, burn its way to the sea.
- 2 A beautiful, fair-haired man brings an unspeakable evil in his wake.
- 3 A dark woman will be the bane of a virtuous knight, leading him to his doom.
- 4 An enemy must become an ally, or darkness will cover all the land.
- 5 Envy shall consume every heart and the days of want will never end.
- 6 A glass stone that none can carry, holds the key a kingdom's salvation.
- 7 The ground will tremble, the wind will roar, and death will walk the streets.
- 8 A half-breed of great power seeks to conquer all she sees in the name of vengeance and destiny.
- 9 Hate shall become the new laws and mankind will turn on itself when there are no more skies.
- 10 On a horse of smoke, pestilence rides in the final days of the darkest March.
- 11 A hideous crone waits for her hour of blood, to sanctify the Tome of Unmaking and her destiny.
- 12 Lying in darkness, it waits, for the hour of the beast comes when the moons are strong.
- 13 A man with a hundred eyes will sunder the greatest palace and sit upon its throne.
- 14 A righteous son will rupture the line between life and undeath, in the hour of the crow.
- 15 A mighty scion will fall from the sky, killing he who usurped the throne of the rightful king.
- 16 If snow falls on winter solstice, the beasts of the forest will issue forth in fury, seeking human blood.
- 17 The sun will burn the sea, and a great fleet of black ships will seek the city's most loved treasure.
- 18 Three warriors will come, needing the aid of a sorceress whose race they would normally avoid.
- 19 Two warring brothers will lay waste to all they hold dear unless shown the error of their ways.
- 20 When shadows fall at midnight, the restless dead will rise to slay the living.

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Table 6–56: Fortunes

- 1 Believe not what your eyes betray
- 2 Betrayal and lies come with the next tide
- 3 Bury grudges and weapons alike
- 4 Challenge not what cannot be challenged
- 5 Deny yourself nothing and everything
- 6 Forge yourself a new weapon of ice
- 7 Forget the words of your ancestors
- 8 Hidden secrets require study to decipher
- 9 In moral choices, best let fate decide
- 10 Indulge now, for the lean years loom

- 11 A long sea journey is in your future
- 12 A lost friend shall return in the hour of need
- 13 A messenger awaits. A deed lies unfulfilled
- 14 A new moon brings madness
- 15 Remove weakness, in all its parts
- 16 The sage is right when the water are stilled
- 17 Seek out your cause; your fate awaits
- 18 Seek the tainted orc bearing the mark of eyes
- 19 Violence does not solve everything
- 20 Your hands bear the curse of circumstance



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Table 6–57: Omens

- 1 All knives in house are dull at the same time
- 2 All the plants in the house are dead
- 3 Buzzard or crow not eating the dead
- 4 Clothes hanging inside out
- 5 Comet visible by day
- 6 Cracked mirror
- 7 Failed crops
- 8 Frost in the summer
- 9 Gold coins are all face down
- 10 Insect swarm
- 11 Milk turns sour
- 12 New moon turns red
- 13 Open wine bottle given as a gift
- 14 Raven squaking in the morning
- 15 Sick animals of any kind
- 16 Smell roses in bloom, during winter
- 17 Tea leaves forming a circle
- 18 Unescorted woman crying
- 19 Waking up inside of a dream
- 20 Water that won't boil

Table 6–58: Signs and Portents*

- 1 Beast/Monster attacks the town
- 2 Bird peck on a nearby window
- 3 Cries of children and/or animals
- 4 Death of a chief, shaman or elder
- 5 Earthquake, flood, or storm
- 6 Falling star visible to all
- 7 Fires erupt or are mysteriously snuffed out
- 8 Ghost visits the home
- 9 Horses break free and run amok
- 10 Lightning without thunder
- 11 Lunar or solar eclipse
- 12 Member of a strange, exotic race arrives
- 13 Mirror on the wall cracks
- 14 On an established holy day
- 15 Powerful storm breaks and sun comes out
- 16 Rain suddenly ends a long drought
- 17 Visions of a local hero or saint
- 18 Water clock mysteriously stops working
- 19 Wild animals approach
- 20 Wild animals flee in panic

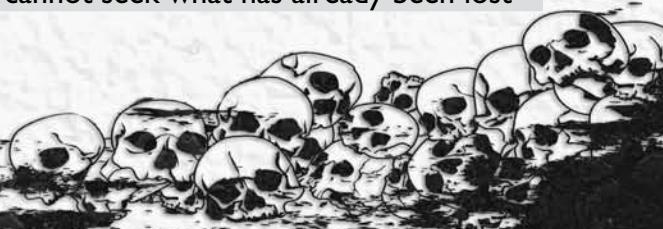
* For any event

Table 6–59: Cryptic...

- 1 Absolutes can be found within a barrel
- 2 Begin this day with words and deed
- 3 Creation is the lie of history's regret
- 4 Do not remain in the way of yourself
- 5 Eagerness and youth are virtueless prides
- 6 Forgive the sightless who bear no malice
- 7 Gains and rewards are hollow measures
- 8 Gray and white betray the shadows
- 9 Heaven cannot be lost through gamble
- 10 How silent the murmur of joy has become
- 11 Keep these words, nothing more
- 12 Never is always and thoughtless is this
- 13 Now is not memory, nor is time
- 14 Only now can we see what was never there
- 15 Patience is a luxury of the dying
- 16 Quiet the stillness and again extolled
- 17 Remind the sinners of sin, alike and anew
- 18 Take from here, that nothing comes after this
- 19 The skies are night, the kings are pawns
- 20 Wicked is the man without sin

Table 6–60: Mystic Answers

- 1 Bring together the two halves of the whole
- 2 Forge for yourself the missing pieces
- 3 Go to the shrine where this question began
- 4 The gods are displeased with your judgement
- 5 The gods believe what you do is just
- 6 A lost friend will return in the darkest hour
- 7 Never forget the oaths you took
- 8 No one remains for your question's weight
- 9 Nothing can be gained or lost without change
- 10 On the fourth moon, trouble stirs
- 11 Redemption will change your course
- 12 Return what was lost, begin what was done
- 13 Seek out the templars, they know your quest
- 14 That which you seek is lost forever
- 15 The Sisterhood of Mercy bears your oath
- 16 There is no place left for riddles to hide
- 17 The truth is found at the end of your journey
- 18 The wind alone carries your message
- 19 You cannot lose what you do not possess
- 20 You cannot seek what has already been lost



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DRUIDS AND WITCHES

Table 6–61: Druid Circles

- 1 Copse of scrub pines, ringed with dry sage grass, near a secluded fen
- 2 Copse of aged and dying trees at the center of an over-lumbered and soon to be extinct forest
- 3 Crooked stand of maples at the foot of a mountain, hidden from the cities on the other side
- 4 Forty towering white ash trees spaced out in a great circle a quarter mile in diameter
- 5 Grove of moss-covered larch lean toward a nearby waterfall filled with dozens of fish species
- 6 Grove of oak trees, twisting over and around a babbling brook
- 7 Lost, sunken cavern filled with slick, multi-hued stalagmites and stalactites
- 8 Maze of tangled branches gnarled around a massive granite boulder deep inside a forbidding forest
- 9 Natural spring surrounded by wildflowers deep in a primeval forest
- 10 Octagon-shaped ring of cobalt standing stones in a field of heather
- 11 Patch of bright, healthy scrub in the tundra, ringed by low, brightly colored stones
- 12 Pentagon-shaped ring of enormous, rune-etched standing stones resting on a misty moor
- 13 Range of mangroves and cypress trees, jutting up from a vast and dense bayou
- 14 Ring of brightly colored fungi nearly 100 feet across, with a great oak tree in the center
- 15 Ring of glowing lichen, moss, and mushrooms near an underground grotto of frothing, pure water
- 16 Riot of colorful flowers in the high mountains, shielded by unnatural rock formations
- 17 Small stand of holly just below the tree line, climbing up a sparse and steep mountain face
- 18 Tangled skein of sargassum kelp three miles off shore surrounded by shallows
- 19 Wildly-angled standing stones in a tight square, deep in the badlands, scrub grass/thistle underfoot
- 20 Wide stretch of laurel and sage, bordering the edge of an overgrown and unpassable forest

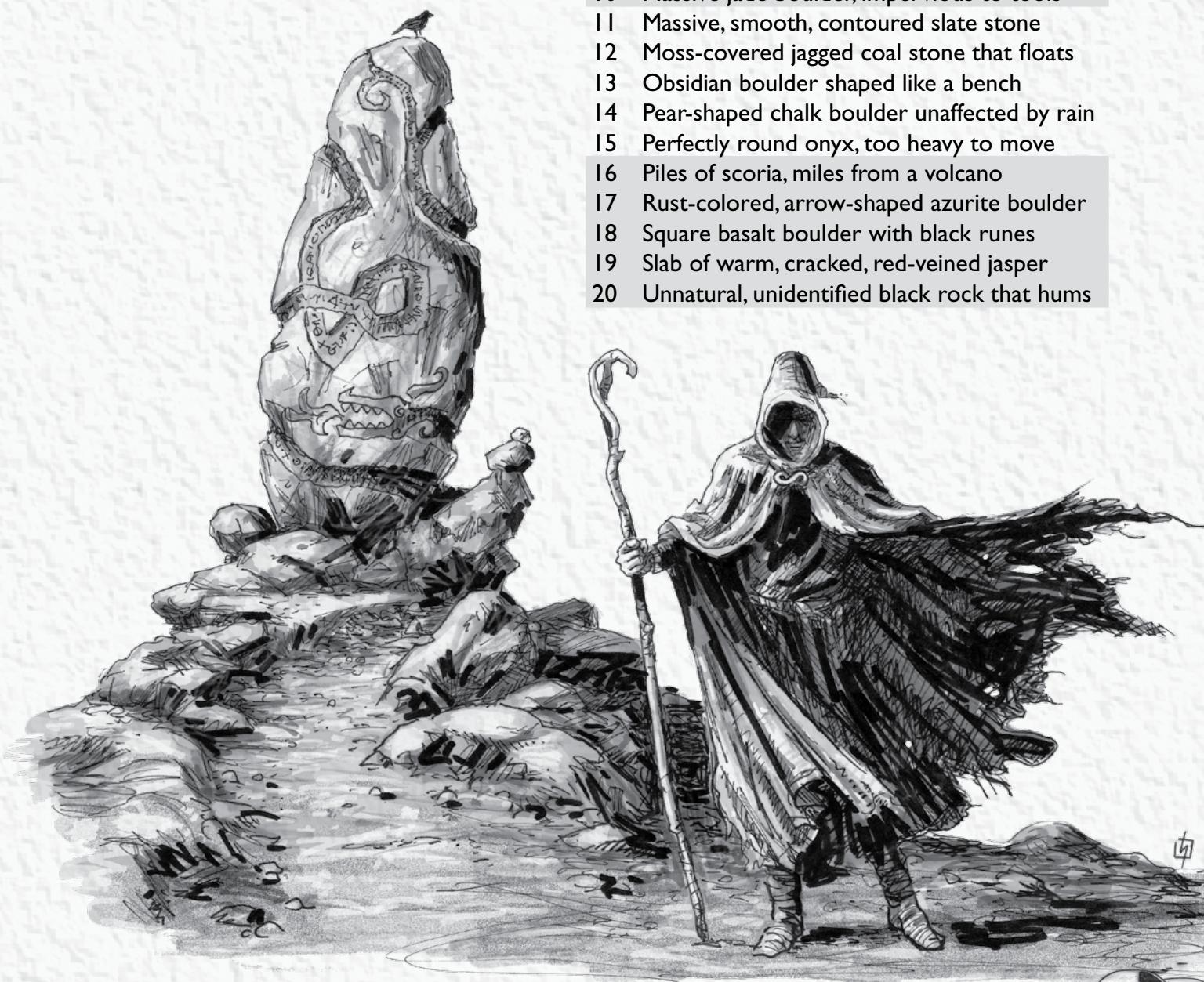
Table 6–62: Witch Cairns

- 1 Ancient cliffside overhang provides shadow to a free-standing column of gnarled crystal spikes
- 2 Ancient staircase leading to gnarled creek guarding a small shelter ringed with stones and fetishes
- 3 Ancient tribal hut somehow preserved with eternal candles in the windows
- 4 Cave covered with a door of vines, which twitch and convulse despite the lack of a strong wind
- 5 Coven tower, buried under a mudslide, with a secret magical door as the only entrance
- 6 Crumbling old guard tower with iron grates and broken glass situated in circles
- 7 Hollowed-out, sunken ship carcass moored against rune-covered rocks and filled with antlers
- 8 Hundreds of elven bones strung between rocks inside a glade of dying and felled trees
- 9 Ghostly hollow enshrouded in mist and guarded by the cries of shrill victims and heretics
- 10 Large iron cauldron set in the center of a sunken crater surrounded by net fetishes
- 11 Old stone cottage ruins; only the fireplace remains — an archer's rune etched into the stone
- 12 Pale stone golem sentinel guards a shallow cave entrance filled with debris and corpses
- 13 Protected cave, hidden in the hills above an ancient, unmarked graveyard
- 14 Protected cave, filled with five-foot-tall crude stone statues acting as pagan guardians
- 15 Sacrificial altar, swallowed by sprawling vines and tree roots, deep in a black, virgin forest
- 16 Square net — covered with animal skins, bark, leaves, and fetishes — draped over a fresh earth pit
- 17 Standing stones curved overhead in a circle, projecting seven arcane sigil-shaped shadows
- 18 Thirteen gravestones situated around a pile of skulls, each grave marked with a different rune
- 19 Twin caves, side by side, each marked with bloody, ancient runes; hay littering the cave mouths
- 20 Unearthed dungeon room with chains on the walls and bones scattered on ichor-drenched floors

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Table 6–63: Eldritch Stone Formations

- 1 Black stone with crude and ornate carvings
- 2 Bridge of layered and interconnected stones
- 3 Egg-shaped granite boulder painted red
- 4 Flat, gypsum obelisk, covered in pictographs
- 5 Grooved flint boulder resting on granite
- 6 Hook-shaped boulder made of marble
- 7 Identical quartz boulders next to each other
- 8 Large, pyramid-shaped pumice stone
- 9 Limestone boulder, runes etched everywhere
- 10 Massive jade boulder, impervious to tools
- 11 Massive, smooth, contoured slate stone
- 12 Moss-covered jagged coal stone that floats
- 13 Obsidian boulder shaped like a bench
- 14 Pear-shaped chalk boulder unaffected by rain
- 15 Perfectly round onyx, too heavy to move
- 16 Piles of scoria, miles from a volcano
- 17 Rust-colored, arrow-shaped azurite boulder
- 18 Square basalt boulder with black runes
- 19 Slab of warm, cracked, red-veined jasper
- 20 Unnatural, unidentified black rock that hums



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Table 6–64: Pagan Divination Methods 1

- 1 Abacomancy, by dust
- 2 Acultomancy, by needles
- 3 Adromancy/alomancy, by salt
- 4 Alectromancy, by rooster sacrifice
- 5 Anthracomancy, by burning coals
- 6 Anthropomancy, by human sacrifice
- 7 Archeomancy, by sacred relics
- 8 Aspidomancy, by sitting in a drawn circle
- 9 Astragalamancy, by casting dice
- 10 Astrapomancy, by lightning
- 11 Astrology, by celestial bodies
- 12 Auramancy, by auras
- 13 Austromancy, by wind
- 14 Augury, by the flight of birds
- 15 Brontomancy, by thunder
- 16 Capnomancy, by smoke
- 17 Carromancy, by melting wax
- 18 Cartomancy, by cards
- 19 Catoptromancy, by mirrors
- 20 Causimancy/causimomancy, by burning

Table 6–65: Pagan Divination Methods 2

- 1 Cephalomancy (also craniognomy), by skulls
- 2 Ceraunoscopy, by thunder and lightning
- 3 Ceromancy, by dripping wax in water
- 4 Chalcomancy, by striking gongs/copper bowls
- 5 Cheiromancy/chiromancy, by palms
- 6 Cineromancy/ceneromancy, by ashes
- 7 Cleromancy, by casting lots
- 8 Cometomancy, by comet tails
- 9 Conchomancy, by shells
- 10 Cryptomancy, by omens
- 11 Cyclicomancy, by swirling water in a cup
- 12 Demonomancy, by demons
- 13 Dowsing, by a divining rod
- 14 Dracomancy, by dragons
- 15 Dream interpretation
- 16 Driromancy, by dripping blood
- 17 Elaeomancy, by oil
- 18 Empyromancy, by burning
- 19 Favomancy, by casting beans
- 20 Gastromancy, by crystal ball

Table 6–66: Pagan Divination Methods 3

- 1 Genethlialogy, by birth dates
- 2 Geomancy, by earth
- 3 Graptomancy, by studying handwriting
- 4 Haematomancy, by blood
- 5 Hakata, by bones or dice
- 6 Hydromancy, by water
- 7 Iconomancy, by icons
- 8 Idolomancy, by idols
- 9 Knissomancy, by incense
- 10 Lithomancy, by precious stones
- 11 Lychnomancy, by candles
- 12 Necromancy, by speaking to the dead
- 13 Nephomancy, by clouds
- 14 Numerology, by numbers
- 15 Numismatomancy, by coins
- 16 Ogham, by casting Ogham letters
- 17 Oneiromancy, by dreams
- 18 Oomancy, by eggs
- 19 Osteomancy, by bones
- 20 Pallomancy, by pendulums

Table 6–67: Pagan Divination Methods 4

- 1 Pessomancy, by pebbles
- 2 Phrenology, by the configuration of the brain
- 3 Pyromancy, by fire
- 4 Rhabdomancy, by rods, sticks, or wands
- 5 Runecasting/Runic divination, by casting runes
- 6 Sciomancy, by shadows or spirits
- 7 Scrying, by gazing
- 8 Selenomancy, by the moon
- 9 Sikidy, by drawing sixteen lines in sand
- 10 Solaromancy, by the sun
- 11 Sortilege, by the casting of lots, or sortes
- 12 Stareomancy, by the four elements
- 13 Stigonomancy, by burning writing onto bark
- 14 Taromancy/tarotmancy, by tarot
- 15 Tasseomancy, by tea leaves or coffee grounds
- 16 Tephromancy, by cremation ashes
- 17 Theomancy, by oracles
- 18 Uranomancy/ouranomancy, by the sky
- 19 Xylomancy, by burning wood
- 20 Zygomancy, by weights

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Table 6–68: Fetishes 1

- 1 Animal blood in small vial
- 2 Animal-shaped totem painted red and black
- 3 Blessed candles
- 4 Bundle of twigs wrapped in hair
- 5 Buzzard's claw blessed under the moon
- 6 Carved stone trinket
- 7 Ceramic wolf
- 8 Chicken bone wrapped in vines
- 9 Crow feather tied to a stick
- 10 Crystal prism necklace
- 11 Dreamcatcher
- 12 Dwarven beard wrapped in twine
- 13 Eagle feather
- 14 Elk antler, splintered
- 15 Elven blood smeared on a bronze dagger
- 16 Elven bone wrapped in laurel
- 17 Femur
- 18 Fish bones wrapped in a silk cloth
- 19 Glass bulb (on leather strap) filled with blood
- 20 Goblin blood in an iron flask

Table 6–69: Fetishes 2

- 1 Grizzly bear fur
- 2 Jawbone of a human or demihuman
- 3 Knucklebones
- 4 Hair of a giant, knotted
- 5 Hollowed-out stone medallion
- 6 Jade pendant
- 7 Jagged stone tied off with spiderwebs
- 8 Jar of fingernails
- 9 Orc teeth hanging in a wool sack
- 10 Rune-bearing polished stone
- 11 Runestones in a blessed bag
- 12 Python fangs in a sealed vial
- 13 Quartz medallion on crude twine
- 14 Snakeskin stretched across wooden stakes
- 15 Small animal pelt
- 16 Splintered horse hoof wrapped in chain
- 17 Swampy brine stored in a clay jug
- 18 Tarot cards wrapped in blessed silk cloth
- 19 Water from a sacred grove
- 20 Wooden spirit-shaped fetish

Table 6–70: Shaman Curse Stones

- 1 Asphyxiation
- 2 Blisters, boils, and cysts
- 3 Blood curse
- 4 Delusions
- 5 Fatigue
- 6 Fertility curse
- 7 Fever
- 8 Geas
- 9 Hallucinations
- 10 Insanity
- 11 Insomnia
- 12 Loss of appetite
- 13 Loss of stamina
- 14 Memory loss
- 15 Nightmares
- 16 Profuse sweating
- 17 Pronouced phobia
- 18 Ulcers
- 19 Vertigo
- 20 Vomiting

Table 6–71: Shaman Divination “Stones”

- 1 Animal bones
- 2 Beans
- 3 Bird bones
- 4 Coals
- 5 Coins
- 6 Crystal shards
- 7 Dice
- 8 Dowsing rod
- 9 Eggs or eggshells
- 10 Fossilized remains
- 11 Glass beads
- 12 Obsidian tears
- 13 Pebbles
- 14 Runestones
- 15 Salt
- 16 Seeds
- 17 Shells
- 18 Sticks
- 19 Teeth
- 20 Thirteen-stone bag



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Table 6–72: Mystic Stones

- 1 Agate cures hunger
- 2 Amber lights in the darkness
- 3 Aquamarine breaks a fever
- 4 Beryl can become unbreakable
- 5 Chalcedony improves general health
- 6 Crystal reveals lies
- 7 Emerald promotes longevity
- 8 Jade protects against spirits
- 9 Lapis Lazuli improves vision
- 10 Moonstone improves balance
- 11 Onyx wards against possession
- 12 Opal increases strength and bloodflow
- 13 Pearl counteracts poison
- 14 Peridot numbs pain
- 15 Quartz grants communication with the dead
- 16 Ruby wards away unwanted visitors
- 17 Sapphire breaks all other other charms
- 18 Spinel wards off undead
- 19 Topaz binds an oath
- 20 Tourmaline detects evil

Table 6–73: Magic Circles

- 1 Apple, blue silk scarf, small sword, three eggs
- 2 Ash, nightshade flowers, rat tail, rotting fruit
- 3 Ash branch, empty vial, small broom, salt ring
- 4 Aventurine, green candle, moss, silver fork
- 5 Black candle, iron bowl, dead rat, crow feather
- 6 Broken white candle, monocle, vial of oil
- 7 Broken mirror shards, pile of ash, spilled wine
- 8 Buckled belt, one key, red candle, white candle
- 9 Carnelian, gold coin, paper ashes, white candle
- 10 Clay statue of woman, glass ball, silver chalice
- 11 Deck of cards, gold coin, white candle
- 12 Fresh boneset, hematite, pile of sea salt
- 13 Gold ring, perfume vial, red candle, red rose
- 14 Hair, jar of cat whiskers, three black candles
- 15 Lyre strings, pearl, silver bell, silver dust
- 16 Mistletoe, oak wand, robin eggs, white stone
- 17 Small basket, cloven orange, star of bones
- 18 Perfume vial, poppies, red candle, small mirror
- 19 Torn sash, broken glass, crushed roses, acorn
- 20 Twelve white candles, dove in a golden cage

Table 6–74: Ley Line Power Node

- 1 Caves of Chaos, area of wild magic deliberately created by planar entities
- 2 Cliffside of Wrath, coterminous to the realm of the dark fey
- 3 Daystar Summit, a flat mountain where the sun always rests at noon
- 4 Dragon Graveyard, dragon lich rules and animates the fallen
- 5 Dragon Grotto, gateway to the palace of the efreeti lord Xintellvor
- 6 Druid's True Grove, twelve standing stones enhancing flora and fauna
- 7 Fallen Star Crevasse, mile-long ditch, but the meteor itself is missing
- 8 Great Permanent Whirlpool, graveyard of a thousand ships fueled by the angry dead
- 9 Halls of Malkentnor the Barghest, protects a gateway to the realm of the dead
- 10 Heldeth the Volcano, portal to the City of Brass during the summer equinox
- 11 Lost Island of Crystal, beacon of a dozen ley lines, possibly the source of their power
- 12 Moonmirror Pool, at the moon's zenith the waters become magical
- 13 Observatory of Bedlam, star observatory which provides prophecies at the risk of madness
- 14 Pyramids of Living Trees, growing atop burial mounds acting as living headstones
- 15 Ruins of an Unknown Temple, destroyed from within when a ritual offended the gods
- 16 Stone of Storms, the birthplace of tornadoes, tsunami, and lightning
- 17 Toadstool Forest, thick tree canopy provides shelter for fungus and degenerate races
- 18 Tomb of Queens, family of nobles where the females were the masters of magic
- 19 Valley of Obelisks, gigantic stalactites said to have fallen from the ceiling of the gods
- 20 Waterfall of Night, the stone beneath is so dark the cascading water looks inky

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COMPONENTS

Table 6–75: Material Components 1

- 1 Adder's stomach
- 2 Amber crystal
- 3 Amber dust
- 4 Basilisk eyelash
- 5 Bat fur
- 6 Bit of bone from an undead creature
- 7 Bit of earth from a grave
- 8 Bit of fleece
- 9 Bit of fleece and powdered jade worth 100 gp
- 10 Bit of fur
- 11 Bit of gauze
- 12 Bit of green plant
- 13 Bit of honeycomb
- 14 Bit of horsehair
- 15 Bit of phosphorous
- 16 Bit of pork rind or butter
- 17 Bit of powdered rhubarb leaf
- 18 Bit of powdered silver
- 19 Bit of spider web
- 20 Bit of sponge

Table 6–76: Material Components 2

- 1 Bit of tallow
- 2 Bit of the item to be created
- 3 Bit of wool or a small lump of wax
- 4 Black dragon's blood
- 5 Black onyx worth 50 gp
- 6 Black sapphire of at least 1,000 gp
- 7 Brass key
- 8 Brimstone and oil
- 9 Burning incense
- 10 Chip of mica
- 11 Clear crystal or mineral prism
- 12 Copper piece for each eye
- 13 Crushed black pearl worth 500 gp
- 14 Crushed lime
- 15 Crystal prism
- 16 Crystal rod filled with phosphorescence
- 17 Dart
- 18 Dram of whitewash
- 19 Drop of mercury
- 20 Drop of molasses

Table 6–77: Material Components 3

- 1 Drop of oil
- 2 Drop of pitch
- 3 Drop of sweet oil
- 4 Drop of water or a pinch of dust
- 5 Dusting of powdered iron
- 6 Eyelash encased in gum arabic
- 7 Eyelash of a spell-using creature
- 8 Feather
- 9 Few drops of water
- 10 Few grains of sand
- 11 Fire source
- 12 Firefly or a piece of phosphorescent moss
- 13 Forked twig
- 14 Four strips of ivory worth 50 gp
- 15 Gem of at least 1,000 gp value
- 16 Gem or crystal worth 100 gp
- 17 Glass cone
- 18 Glass eye (seeing)
- 19 Glass or crystal rod
- 20 Glove of snakeskin

Table 6–78: Material Components 4

- 1 Glowing stick of incense
- 2 Gold dust worth 25 gp
- 3 Granite
- 4 Grasshopper leg
- 5 Ground mica
- 6 Gum arabic
- 7 Hair or dung from a bull
- 8 Handful of clay
- 9 Handful of crystal marbles
- 10 Heart of a hen
- 11 Hemispherical piece of clear crystal
- 12 Hummingbird's feather
- 13 Incense worth 250 gp
- 14 Ink consisting of squid secretion
- 15 Iron filings
- 16 Item distasteful to the subject
- 17 Ivory plaque worth 50 gp
- 18 Jacinth worth 1,000 gp, silver bar worth 5 gp
- 19 Jade circlet worth no less than 1,500 gp
- 20 Jade dust worth 250 gp

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Table 6–79: Material Components 5

- 1 Knotted string
- 2 Laboratory supplies worth 1,000 gp
- 3 Lead-based ink worth 50 gp
- 4 Leather glove
- 5 Live firefly (or glowworm)
- 6 Lodestone
- 7 Lodestone
- 8 Lump of alum soaked in vinegar
- 9 Mercury
- 10 Metal bar or rod
- 11 Mineral spheres
- 12 Miniature brass hearing trumpet
- 13 Miniature cloak
- 14 Miniature platinum sword worth 250 gp
- 15 Miniature portal carved from ivory
- 16 Mixture of soils (clay, loam, sand) in a bag
- 17 Ointment made from mushroom, saffron, fat
- 18 Pair of small bar magnets
- 19 Part of the subject
- 20 Piece of amber

Table 6–80: Material Components 6

- 1 Piece of bone
- 2 Piece of tooth
- 3 Piece of chameleon skin
- 4 Piece of coal
- 5 Piece of cured leather
- 6 Piece of flesh
- 7 Piece of honeycomb and jade dust
- 8 Piece of iron pyrite and special dust
- 9 Piece of parchment rolled into a cone
- 10 Piece of polished marble
- 11 Piece of raw meat
- 12 Piece of string
- 13 Piece of string and a bit of wood
- 14 Piece of sunstone
- 15 Piece of tentacle of giant octopus or squid
- 16 Piece of tortoise or turtle shell
- 17 Pinch of bloodhound's fur
- 18 Pinch of brimstone
- 19 Pinch of cat fur
- 20 Pinch of diamond dust worth 50 gp

Table 6–81: Material Components 7

- 1 Pinch of dried carrot or an agate
- 2 Pinch of dust
- 3 Pinch of earth and drop of blood
- 4 Pinch of earth from ghoul's lair
- 5 Pinch of mushroom spores
- 6 Pinch of powder made from a clear gem
- 7 Pinch of powdered iron
- 8 Pinch of red sand, pinch of blue sand
- 9 Pinch of salt
- 10 Pinch of sesame seeds
- 11 Pinch of sulfur
- 12 Pinch of talc
- 13 Pinch of wool
- 14 Pinch of yellow sand
- 15 Powdered corn extract
- 16 Powdered garlic
- 17 Powdered herring scales
- 18 Powdered iron or iron filings
- 19 Powdered lime and carbon
- 20 Powdered ruby worth 100 gp

Table 6–82: Material Components 8

- 1 Powdered silver
- 2 Quicksilver
- 3 Rose petal
- 4 Rotten egg
- 5 Ruby dust worth 1,500 gp
- 6 Ruby dust worth 50 gp
- 7 Sapphire worth 1,000 gp
- 8 Scale from any snake
- 9 Scrap of cloth from a ghoul
- 10 Set of three identical nutshells
- 11 Several grains of sand
- 12 Several skunk cabbage leaves
- 13 Several splinters of wood
- 14 Shaving of licorice root
- 15 Short piece of copper wire
- 16 Short reed or piece of straw
- 17 Silver dust
- 18 Silver pin
- 19 Silver rod
- 20 Small amount of mercury and phosphorus

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Table 6–83: Material Components 9

- 1 Small ball of guano and sulfur
- 2 Small block of granite
- 3 Small clay model of a ziggurat
- 4 Small crystal bead
- 5 Small crystal sphere
- 6 Small horn (hearing)
- 7 Small mirror
- 8 Small piece of flint
- 9 Small piece of phosphorus
- 10 Small piece of quartz or similar rock crystal
- 11 Small piece of shell from a tortoise or turtle
- 12 Small replica of the caster
- 13 Small silver mirror
- 14 Small sprinkling of powdered silver
- 15 Small square of silk
- 16 Small straight piece of iron
- 17 Small wooden replica of an archery target
- 18 Small, forked metal rod
- 19 Snake's tongue
- 20 Soft clay

Table 6–84: Material Components 10

- 1 Soft glove
- 2 Square chip of stone
- 3 Strip of beast hide twisted into a loop
- 4 Sturdy leather gloves with stone gems
- 5 Thread
- 6 Tiny bag and small (not necessarily lit) candle
- 7 Tiny bit of bat guano and sulfur
- 8 Tiny leather bellows
- 9 Tiny silver spoon
- 10 Tiny silver whistle
- 11 Tiny tarts
- 12 Twig
- 13 Twisted loop of parchment
- 14 Undead bone fragment or grave dust
- 15 Unicorn horn chip
- 16 Water stirred by an iron bar
- 17 White feather
- 18 Will-o-wisp essence
- 19 Wing feather from any bird
- 20 Wisp of smoke



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Table 6–85: Wizard’s Workshop 1

- 1 Anatomy sketches, animal or humanoid
- 2 Animal fur, teeth or claws
- 3 Apron with numerous pockets
- 4 Assembled human skeleton
- 5 Bag of glass marbles
- 6 Blackmail letters to owner of workshop
- 7 Book of detailed ancient history, generic
- 8 Book of detailed ancient history, specific
- 9 Book of magical runes, incomplete
- 10 Book on alchemy
- 11 Book on pentagrams and summoning
- 12 Book on plants and herbs
- 13 Book on spell theory
- 14 Box turtle and grass in a drawer
- 15 Brazier with demonic runes
- 16 Broken mirror pieces in a thick leather pouch
- 17 Broken walking stick of staff
- 18 Bug repellent oil (rosemary and geranium)
- 19 Burial shroud, very old
- 20 Candles of colors and scent

Table 6–86: Wizard’s Workshop 2

- 1 Carnivorous plant, live
- 2 Carnivorous plant, dried and preserved
- 3 Carved sticks of wood wrapped in silk
- 4 Chain of precious metal
- 5 Charcoal sticks in an ivory box
- 6 Clay pot filled with dirt from a grave
- 7 Coal and bin with shovel
- 8 Colored glass vials of strange shapes
- 9 Comprising letter from local noble to a lady
- 10 Contract to create a magic item
- 11 Copper dagger wrapped in oilskin
- 12 Corks, with or without holes in centers
- 13 Creature hooves, whole or powdered
- 14 Crystal ball, non-magical
- 15 Crystal rod in clay square
- 16 Cursed potion in black glass vial
- 17 Cursed scroll
- 18 Cutting block and knife
- 19 Dark elf dagger in a wax sealed wooden box
- 20 Divining tools with pouch

Table 6–87: Wizard’s Workshop 3

- 1 Dowser rod
- 2 Dragon scale, lacquered
- 3 Dried herbs in ceramic jar
- 4 Elemental substance in a vial
- 5 Embalming notes
- 6 Empty scroll case
- 7 Expensive bottle of wine
- 8 Explosive experiment in progress
- 9 Eyeballs in preservation jar
- 10 Familiar's resting place
- 11 Famous hero's nonmagical shield or weapon
- 12 Flask of dragon's blood, marked with name
- 13 Floating stone
- 14 Fresh herbs, hung on a string
- 15 Fresh poison ivy in an oilskin pouch
- 16 Glass cone with handle
- 17 Glass jar of empty cocoons
- 18 Glass prism, hung by string
- 19 Glass vials and flasks, labeled or not
- 20 Gloves of snakeskin

Table 6–88: Wizard’s Workshop 4

- 1 Glue in special application vials
- 2 Gold holy symbol to the god of artifice
- 3 Hair or nail clippings in small unlabeled jar
- 4 Half-eaten meal
- 5 Half-finished minor magical item
- 6 Healer's kit stuffed with supplies
- 7 Hollow glass balls, hung from string
- 8 Human skull, polished clean
- 9 Humanoid blood
- 10 Incense sticks and burner
- 11 Jar of dead fireflies
- 12 Jar of monster slime
- 13 Jar of rose petals alchemically treated
- 14 Jar of sulfur, labeled
- 15 Leather bag of moist clay
- 16 Leather pouch of coarse salt
- 17 Leather pouch of eyelashes
- 18 Leather pouch of ground bone
- 19 Live herbs in a pot
- 20 Lost piece of famous artwork

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Table 6–89: Wizard’s Workshop 5

- 1 Lump of alum, in vial of vinegar
- 2 Magic mirror
- 3 Magical beast blood
- 4 Magical invisible ink
- 5 Magnets of various size
- 6 Magnifying glass in felt pouch
- 7 Map marking various pits of hell
- 8 Maps to nearby realms
- 9 Mithral fillings
- 10 Mortal and pestle
- 11 Mouse in small cage or trap
- 12 Mushrooms, edible or poisonous
- 13 Musical instrument covered with runes
- 14 Nails and small hammer
- 15 Notebook of experiments
- 16 Notes on a potion concocted
- 17 Notes on a specific magic item's creation
- 18 Notes on spell creation with a new spell
- 19 Parchment of holy or unholy text
- 20 Perfume in a violet colored jar

Table 6–90: Wizard’s Workshop 6

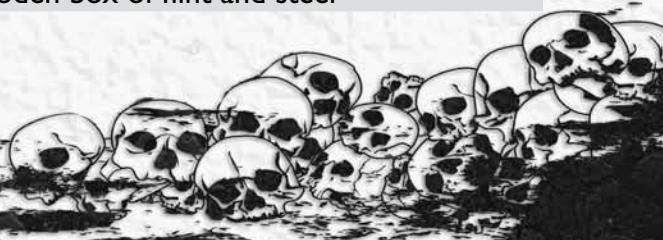
- 1 Phosphorescent moss
- 2 Pipe with pouch of tobacco
- 3 Poisonous plant in a pot
- 4 Potion in a clay flask, labeled
- 5 Potion in a vial of gold
- 6 Potion in a vial of silver
- 7 Potion in colored glass vial
- 8 Pouch of elven ears
- 9 Powdered gem, in a clear vial
- 10 Powered metal, in a clay pot
- 11 Precious stone lens
- 12 Purified water from a distant land
- 13 Quartz stones, powdered or not
- 14 Quills and ink
- 15 Raw ore in precious metal container
- 16 Red leather pouch of sawdust
- 17 Religious artifact, non-magical
- 18 Ring made of a gnarled demon's claw
- 19 Rune stones, finely crafted
- 20 Scales and weights

Table 6–91: Wizard’s Workshop 7

- 1 Scrap of parchment, folded but blank
- 2 Secret compartment
- 3 Seeds, folded in a parchment
- 4 Shiny rocks in a leather pouch
- 5 Silk shawl with gold lining
- 6 Silver dagger with snakehead pommel
- 7 Silver pins
- 8 Sleeping gas in an unmarked jar
- 9 Small magical bell, rings on the hour
- 10 Small pouch of snake or fish scales
- 11 Small vial of spores, harmless or dangerous
- 12 Snake fangs in a small jar
- 13 Snow, magically preserved in a glass box
- 14 Soil/sand from a distant land in silk pouch
- 15 Sprigs of mistletoe, in a jade box
- 16 Sprigs of wolves bane
- 17 Squares of sealing wax
- 18 Stargazer charts and graphs
- 19 Statuette of an onyx mastiff
- 20 Strip of boiled leather

Table 6–92: Wizard’s Workshop 8

- 1 Sturdy heavy gloves
- 2 Taxidermy equipment
- 3 Telescope and astrolabe
- 4 Tentacle from an octopus or squid
- 5 Tree sap spread between two strips of wood
- 6 Unfinished potion
- 7 Unfinished scroll formula
- 8 Unholy candle made of foul ingredients
- 9 Universal cleaner, diluted
- 10 Utilitarian minor magical item
- 11 Vial of green fuzz, unlabeled
- 12 Vial of green slime
- 13 Vial of mercury
- 14 Vial of rusty water
- 15 Vial of smoke
- 16 Wand with a single charge remaining
- 17 Wand with no charges
- 18 Waterclock
- 19 Wire made of precious metal
- 20 Wooden box of flint and steel



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Table 6–93: Herbs and Medicinal Plants 1

- 1 Abrus precatorius. Rosary pea
- 2 Aconitum. Aconite, monkshood, or wolfsbane
- 3 Actaea. Baneberry, doll's eyes, snakeberry, white cohosh
- 4 Aesculus. Buckeye, horse chestnut
- 5 Agrostemma githago. Corn cockle
- 6 Aleurites fordii. Tung oil tree
- 7 Allium. Chives, onions, swamp onions, wild onions
- 8 Amanita. Death angel mushrooms, death cap, monkey agaric, panther cap
- 9 A. muscaria. Fly agaric
- 10 A. pantherina. Panther
- 11 A. verna. Destroying angels
- 12 Amaranthus. Pigweed
- 13 Amsinckia intermedia. Fiddleneck
- 14 Apocynum. Dogbane
- 15 Argemone mexicana. Mexican poppy, prickly poppy
- 16 Arisaema. Brown dragon, Indian turnip, Jack in the pulpit
- 17 Asclepias. Milkweed
- 18 Astragalus and Oxytropis. Locoweed
- 19 Atropa belladonna. Belladonna or deadly nightshade
- 20 Brassica spp. Broccoli, cabbage, mustard, rape, turnips

Table 6–94: Herbs and Medicinal Plants 2

- 1 Caltha palustris. Cowslip, marsh marigold
- 2 Cannabis sativa. Cannabis
- 3 Centaurea solstitialis. Yellow star thistle
- 4 Chelidonium majus. Celandine
- 5 Chenopodium album. Lamb's quarters
- 6 Cicuta. Cowbane, water hemlock
- 7 Claviceps. Ergot
- 8 Conium maculatum. Poison hemlock
- 9 Coronilla varia. Crown vetch
- 10 Convallaria majalis. Lily of the valley
- 11 Daphne. Daphne
- 12 Datura. Angel's trumpet, downy thornapple, devil's trumpet, jimsonweed
- 13 Delphinium. Delphiniums, larkspurs
- 14 Dicentra. Bleeding heart, dutchman's breeches, squirrel corn
- 15 Digitalis purpurea. Foxglove
- 16 Equisetum arvense and other. Horsetail
- 17 Eupatorium rugosum. White snakeroot
- 18 Euphorbia. Poinsettia, snow on the mountain, spurge
- 19 Fagopyrum esculentum. Buckwheat
- 20 Festuca arundinacea. Tall fescue

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Table 6–95: Herbs and Medicinal Plants 3

- 1 Gelsemium sempervirens. Jessamine
- 2 Glechoma. Creeping charlie, gill over the ground, ground ivy,
- 3 Halogeton glomeratus. Halogeton
- 4 Helleborus. Christmas rose
- 5 Hyoscyamus. Henbane
- 6 Hypericum perforatum. Klamath weed, St. John's Wort
- 7 Iris. Irises
- 8 Laburnum anagyroides. Golden chain, laburnum
- 9 Lantana camara. Lantana, red sage, yellow sage
- 10 Lathyrus. Caley pea, everlasting pea, singletary pea, sweet pea, and tangier pea
- 11 Leucothoe axillaris and leucothoe davisiae. Drooping leucothoe, sierra laurel
- 12 Linum usitatissimum. Flax
- 13 Lobelia. Cardinal flower, great lobelia, Indian tobacco
- 14 Lotus corniculatus. Birdsfoot trefoil
- 15 Lupinus. Lupine
- 16 Menispermum canadense. Moonseed
- 17 Nerium oleander. Oleander
- 18 Onoclea sensibilis. Sensitive fern
- 19 Ornithogalum umbellatum. Star of bethlehem
- 20 Papaver. Various poppies

Table 6–96: Herbs and Medicinal Plants 4

- 1 Phytolacca americana. Pokeweed
- 2 Pinus ponderosa. Ponderosa pine
- 3 Podophyllum peltatum. Mandrake, mayapple
- 4 Prunus. Bitter cherry, black cherry, choke cherry, pin cherry, wild cherry
- 5 Pteridium aquilinum. Bracken fern
- 6 Quercus. Oak trees
- 7 Ranunculus. Buttercups, crowfoot
- 8 Rheum rhabarbarum. Rhubarb
- 9 Ricinus communis. Castor bean
- 10 Sambucus canadensis. Elderberry
- 11 Sanquinaria canadensis. Bloodroot
- 12 Solanum. Black nightshade, buffalo bur, common nightshade, horse nettle, potato
- 13 Symplocarpus foetidus. Eastern skunk cabbage
- 14 Taxus cuspidata. Yew
- 15 Trifolium. Alsike clover, red clover, white clover
- 16 Vicia. Broad beans, common vetch, hairy vetch, narrow-leaved vetch, purple vetch
- 17 Veratrum californicum. Corn lily, false hellebore
- 18 Wisteria. Wisteria
- 19 Xanthium strumarium. Cocklebur
- 20 Zigadenus. Death camas

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UNDEAD

Table 6–97: Bound Spirits

- 1 Adnan, sailor, haunts inn where he was killed
- 2 Armigar, tinker, trapped inside a golem
- 3 Belfius, wizard, trapped inside his own rings
- 4 Byrent, saint, watches over his church
- 5 Delleria, pirate, bound to the ship she died on
- 6 Eniggi, wizard, cursed to fix a broken spyglass
- 7 Forredain, centaur, protects sacred falls
- 8 Gerae, pixie, bound to the sword that killed it
- 9 Jorien, druid, guards grove of rare trees
- 10 Khanor, lich, trapped inside his own soul jar
- 11 Lutior, elf illusionist, believes he is still alive
- 12 Majeleron, cardinal, sworn to serve forever
- 13 Mazrath, jannisary, guards family as a spirit
- 14 Ordent, wizard, bound to magical figurine
- 15 Ox, nomad, wanders the wastes, searching...
- 16 Razathon, gravekeeper, roams his cemetery
- 17 Saratine, angel, bound to a great holy sword
- 18 Sevron the Tyrant, bound to a crumbling keep
- 19 Thronn, dwarf general, moored to a runstone
- 20 Thaddeum, senator, cursed to never be free

Table 6–98: Undead Origins

- 1 Betrayed by someone loyal
- 2 Biten by a vampire
- 3 Buried in desecrated grave
- 4 Completed complex ritual to become undead
- 5 Cursed
- 6 Dead body was never found
- 7 Died in honor-bound service to a king
- 8 Died under intense circumstances
- 9 Drained by a mummy or wraith
- 10 Drowned
- 11 Hell doesn't want you
- 12 Left behind something of value
- 13 Magic
- 14 Murdered in particular violent fashion
- 15 Oath to serve forever
- 16 Returned to protect wards left behind
- 17 Ritual sacrifice or murder
- 18 Terrified (to dead) by a ghost
- 19 Unavenged death
- 20 Unfinished task or unfulfilled oath

Table 6–99: Undead Types

- 1 Apparition
- 2 Created
- 3 Ghast
- 4 Ghost
- 5 Ghoul
- 6 Grudge Spirit
- 7 Haunt
- 8 Lich
- 9 Mummy
- 10 Poltergeist
- 11 Revenant
- 12 Shadow
- 13 Skeleton
- 14 Soulforged
- 15 Spectre
- 16 Spirit
- 17 Vampire
- 18 Wight
- 19 Wraith
- 20 Zombie

Table 6–100: Undead Sustenance

- 1 Anger
- 2 Blood
- 3 Brains
- 4 Chaos/Discord
- 5 The Dead
- 6 Divinity
- 7 Envy/Greed
- 8 Eyes
- 9 Fear/Terror
- 10 Flesh
- 11 Hatred
- 12 Hearts
- 13 Hope
- 14 Innocence
- 15 The Living
- 16 Magic
- 17 Piety/Purity
- 18 Sadness/Tears
- 19 Souls
- 20 Violence

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Table 6–101: Apparitions and Ghosts

- 1 Almost invisible, light blue glow, young man, mostly eaten
- 2 Appears alive and solid, kindly old man, no signs of death
- 3 Dark shadow, tall scruffy man, noose around neck
- 4 Dim white glow, male farmer, half of head missing
- 5 Faint red glow, female sailor, covered in swollen red welts
- 6 Faint yellow glow, handsome man, disemboweled, organs missing
- 7 Fiery glow, burning man, sheds light, smell of burning flesh
- 8 Flickering white glow, pudgy man, sodden clothes
- 9 Semi solid, short round man, rotting flesh, slight smell
- 10 Semi transparent, stout wrinkled woman, rocks in pockets
- 11 Semi transparent, young pretty woman in night clothes, throat cut
- 12 Soft violet glow, young woman holding her severed head
- 13 Solid, old woman, covered with horseshoe imprints, fear aura
- 14 Solid, older woman in wedding dress, entrails trailing behind
- 15 Solid, scantily clad pretty woman, drawn and quartered
- 16 Strong white glow, young man, current fashions, chest crushed
- 17 Transparent, burly man, chain weighted ankles, cold aura
- 18 Transparent, wolf, skinned and partially eaten
- 19 Transparent, young male fop, torso bitten almost in half
- 20 Wispy gray smoke, no distinct form, howling with no sound

Table 6–102: Revenants

- 1 Abarenth, haunts his brother who killed him for an inheritance
- 2 Alteniat, wealthy merchant killed by debtor to cancel debt
- 3 Anio, young groom killed accidentally, kills any man close to bride
- 4 Artenios, framed by family and seeks their downfall
- 5 Doniar, guild lied by omission and caused his untimely death
- 6 Ellema, brother was cursed and killed her; he won't let her pass on
- 7 Fromion, overcome by priests and hates their religion and followers
- 8 Jorathan, murdered by wife's lover, seeks both still
- 9 Lotemvar, locked in an oublie and left to starve to death
- 10 Manarette, seeks the man who let her drown
- 11 Marwond, accidentally killed by adventurers, hunts them now
- 12 Onlortus, betrayed by fellow adventurers for his treasure
- 13 Prisema, lost her love to a black widow noble, wants to stop her
- 14 Salivar, bard killed so another could claim his creativity
- 15 Saranar, spies on bandit that killed him, needs hero to help
- 16 Schemastria, husband killed her to marry another, hates all men
- 17 Sparial, sadistic serial killer victim tries to warn future victims
- 18 Tremestar, killed so another could claim his identity
- 19 Trinella, burned to death, seeks to purge fire from the world
- 20 Turestos, died in prison and haunts all involved in his sentence

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Table 6–103: Haunted Locales

- 1 Arbor Wood: The spirits of this wood have caused the trees and shrubs to warp into unnatural archways. Trespassers and their remains can be found hanging in the arches from thorny vines.
- 2 Butcher's Mire: A brutal killer was chased into the woody swamp and executed by the guard. The locals say he still preys on anyone foolish enough to enter the swampy forest.
- 3 Chessup Barn: Old man Chessup's son went mad and killed himself in this huge red building, the house and outlying buildings haven't been used since due to unexplained occurrences.
- 4 Crazy Quinn's: This huge tree has the remnants of a house in its branches — once the home of a slightly mad hermit that traded with locals. His body was found missing its head.
- 5 Dark Grove: This stand of stones was once a druid's grove. Now it is twisted and defiled. No one admits to the deed, Nature spirits once guarding the shrine are trapped there, crying for release.
- 6 Darken Fields: Locals advise not to travel this section of road at night; ghostly forms fly by and take off with the unwise.
- 7 Esfir's Mark: A gypsy caravan was killed and burned in this secluded spot by an angry mob. The ground is scorched and dark to this day. The nomad spirits remain trapped until vindicated.
- 8 Frostfire's Rest: A mountain cave where an old red dragon with two breath weapons was killed by adventurers for its unique qualities and riches. Ever since then the mountain rumbles...
- 9 Ghoston: All the villagers here claim they have at least one ghost living with them in their homes. The spirits are generally friendly, but anyone threatening them risks their displeasure.
- 10 Graven's Wood: A bandit king buried treasure in this wood, when he was about to pass on he went back there and guards it even now.
- 11 Kevril's Library: This place is not a hall of books at all, but a forest. Ghostly abominations can be seen at night and those that enter the forest seeking 'to learn' never return.
- 12 Liberator's Rest: The entire population has recently been sacrificed to the Cult of Pestilence. A cultist introduced a potent disease that spread through town. The ghosts want peace.
- 13 Lover's Leap: Two lovers were chased to this ridge by bandits, the young man died defending the woman and she leapt off the cliff rather than get captured.
- 14 Nightmare Run: This dark section of road haunted by the spirit of a black horse, no one claims to remember why, but the creature tries to spook mounts and run them off the road.
- 15 Old Well: The buildings surrounding the boarded up well are abandoned. They say a dead body poisoned the water. When retrieved they found signs of wrongful death on the corpse. The victim's ghost wants revenge.
- 16 Rosewood: Many years ago during a war this forest was en route to a military base. It was entered by a unit of soldiers who stripped it of anything they found useful, destroying even things they didn't need. The forest fought back and killed them almost to a man. It still doesn't welcome visitors.
- 17 Sephra's Gem: Named for a traveling mapmaker, this small unassuming lake is filled with the sounds of frog calls during the day. At night this place houses the most terrifying sounds: screams, howls and cries for help can be heard at some distance.
- 18 Slaver's Ride: Once the well used road of a slave caravan, it's now usually called Freedom's Ride. A rebellious slave was once beaten to death and his ghost now guards the area.
- 19 Trenk's Rule: An orc scouting patrol lead by a particularly smart and ambitious orc was ambushed and killed here. The patrol's leader Trenk Stonerival couldn't accept his own death and now his ghost rules the area, killing any one, even other orcs and leaving grisly markers around his territory.
- 20 Wayfarer's Rest: A roadhouse that now lays abandoned. The name still hangs over the door and noise can be heard from within, but there haven't been any visitors in years.

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Table 6–104: Undead Warrens

- 1 Abandoned keep, now controlled by a wraith lord and his army of loyal, merciless shadow soldiers
- 2 Ancient, forgotten cottage, where a vampire and his brood wait for the portents to come true
- 3 Catacombs filled of undead vermin, constantly scratching away at the walls and foundation
- 4 Crypt of ghouls, skeletons, and zombies all guarding the sarcophagus of a tormented mummy priest
- 5 Desecrated lair of the wight lord and his queen, consuming all travellers and expanding their army
- 6 Dungeon filled with wraiths and spectres, passing through walls and trapping their victims inside
- 7 Ghoul warren crawling with ghosts and plague gaunts, all vying for dominance and control
- 8 Graveyard where a vile, unstoppable revenant makes his home, each night in a new grave
- 9 Haunted glade where damned and evil fey spirits prey upon travellers and forestkin
- 10 Laboratory of vile created — golems, homunculi, and so on — living long after their creator's death
- 11 Hollow of apparitions, ghosts, haunts, and spectres, all the victims of a ghastly massacre
- 12 Nest of elven ghosts, moving at inhuman speeds and killing everything living in the forest
- 13 Oubliette imprisoning condemned and shackled undead — gaunts, skeletons, and spirits
- 14 Pallisade serving as home for haunts and wraiths, all serving a god-like vampire sorcerer-king
- 15 Shrine to a fallen god, now overrun by sentient ghouls and wights, focused on immortality
- 16 Submerged reliquary where the souls of the damned have broken free and hunt the living
- 17 Sunken ship filled with the undying souls of tormented and vile crewmen
- 18 Tomb of a great lich lord, who turned all of his servants into undead sentinels
- 19 Underground cave inhabited by ghouls, working in consort to destroy down the city above
- 20 Venerable throne room littered with undead zealots, still serving their unclean gods

Table 6–105: Undead Hunters

- 1 Angeline, has secret desire to become immortal
- 2 Baldeth, fighter raised by the church of the god of death
- 3 Brion, specializes in slaying incorporeal foes
- 4 Dorun, watched the demise of former group to undead
- 5 Excanore, seeking revenge for the death of his family
- 6 Florette, exiled cleric seeking redemption
- 7 Gaspard, ghost companion leads him to lairs
- 8 Harris, ranger able to rack ghosts and wraiths
- 9 Kavanaugh, seeks wife who became a vampire
- 10 Liam, mercenary who favors undead hunting offers
- 11 Maloria, necromancer that destroys what she can't control
- 12 Miracla, specializing in occult wards and protection
- 13 Ricoldas, fire wizard who has a hidden grudge
- 14 Stegiar, paladin of deity of light and healing magic
- 15 Synwise, bard seeks to capture/spread evils of undeath
- 16 Teichmann, necromancer learning along the way
- 17 Venkmar, leader of group of ghost slayers
- 18 William, undead who hunts his own kind
- 19 Willow, master loremaster and vampire slayer
- 20 Wulmar, raised from the dead and vowed to destroy undead

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THE PLANES

Table 6–106: Alternate Planes 1

- 1 Blasted Plains of Waste and Fire
- 2 Castle Glade of Celestials
- 3 Centrality of the Unborn
- 4 Chaotic Gauntlet of Sinners
- 5 Cities of the Down
- 6 Countless Burning Regions
- 7 Courthouse of Love
- 8 Dam of the Unknowable
- 9 Dark Void of Turmoil
- 10 Dark Water Realm
- 11 Depths of Lost Hope
- 12 Draconic Observatory
- 13 Eternal Dungeon of Rebirth
- 14 Eternal Chasm of the Pitiless
- 15 Ethereal Gauntlet of Good
- 16 Fantastic Library of Hideous Truths
- 17 Field of Dreamscapes and Nightmares
- 18 Forbidden Kingdom of the Insane
- 19 Halls of Final Judgment
- 20 Infernal Muse of Wicked Bards

Table 6–107: Alternate Planes 2

- 1 Judgment of the Reborn
- 2 Kingdom of Eternity
- 3 Lost Dead Maze
- 4 Plane of the Unholy
- 5 Plane of Ultimate Order
- 6 Prison Realm of Lust
- 7 Prison World of Demons
- 8 Questing Fields of Eternity
- 9 Realm of Creation
- 10 Realm of Slaughter
- 11 Silent Realm of Color
- 12 Solitary Plane of Loneliness
- 13 Soul Tree of the Multiverse
- 14 Stars and Planets of Time
- 15 Story Realm of Creativity
- 16 Time and Dimensional Observatory
- 17 Titanic Pit of the Damned
- 18 Unthinkable Hall of the Eternals
- 19 Wicked Planes
- 20 Zone of Decay

Table 6–108: Planar Community Names

- 1 Celesward
- 2 Clovedorp
- 3 Corpsetown
- 4 Deamonsburgh
- 5 Eupherton
- 6 Exaltation
- 7 Feybourgh
- 8 Glasstow
- 9 Godsgate
- 10 Hellion
- 11 Herdslet
- 12 Hivemine
- 13 Internis
- 14 Megalopolis
- 15 Shadowspire
- 16 Silverfound
- 17 Slaughterborrow
- 18 Styxville
- 19 Thunderfall
- 20 Touchstone

Table 6–109: Planar Community Features

- 1 Along a thin stretch going for miles
- 2 Crooked towering metropolis
- 3 Elves, dragons and man meet to study magic
- 4 Entryway to a portal or planar conjunction
- 5 Filled with observatories and learning houses
- 6 Floating conglomeration of ships
- 7 In a great bowl-shaped pit of glass
- 8 In the decaying corpse of a titan
- 9 Inside a howling cave and up the walls
- 10 Merchant crossroads of the multiverse
- 11 On a slowly rotating, floating asteroid
- 12 On the back of a giant living monster
- 13 On the edge of a magically-sealed volcano
- 14 Perfect square plateau next to a chasm
- 15 Prison city of oppression; secure reputation
- 16 Spanning a great river like a bridge
- 17 Star-shaped formation near a great spire
- 18 Time stands still and/or means nothing
- 19 Undead granted status as the living
- 20 Undead rule over the living

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Table 6–110: Planar Landscapes 1

- 1 Abandoned coliseum of black stone
- 2 Blasted crags with town on horizon
- 3 Blasted, crater-filled battlefield
- 4 Cathedral of gears swarming with insects
- 5 Celestial castle high on monstrous spire
- 6 Celestial ocean coast with feathered boats
- 7 Celestial pillared hall of rainbow hues
- 8 City of angled, horned towers
- 9 Clouds above form into frowning faces
- 10 Community huts made of giant's skulls
- 11 Firestorms cascade over blasted hills
- 12 Forest of mushrooms stretches forth
- 13 Giant iron cubes litter the hilly grassland
- 14 Gigantic arch of bones reaches tall
- 15 Gothic castle with twisted towers
- 16 Great orbs of light lie in nests across the land
- 17 Hills littered with twisted ivy
- 18 Horned spires jut up all around
- 19 Hovering circular hamlet in distance
- 20 Huge canyon cuts across horizon

Table 6–111: Planar Landscapes 2

- 1 Island towers high above an acid ravine
- 2 Large grassy hill with gargantuan brazier atop
- 3 Latticework walls of iron
- 4 Monstrous proboscis trees spire overhead
- 5 Moon-sized orb poised atop a mountain peak
- 6 Petrified titan's skull in crater
- 7 Planar crossroads with signs
- 8 Rune disks lie scattered about a lonely plain
- 9 Rune-rock basalt bridge spans a chasm
- 10 Scorpion tails rise from the ground like trees
- 11 Single tower circled by winged things
- 12 Skeletal birds rush across plains
- 13 Smoky ruined field with small fires
- 14 Statues of stone litter an open field of grain
- 15 Stone stairways lead into the sky
- 16 Strong winds blow burnt feathers across hills
- 17 Tentacle-weeds billow in the wind
- 18 Town gate shaped as a jaw
- 19 Watchtower of skulls
- 20 Winged horses graze in field

Table 6–112: Planar Encounters 1

- 1 Agent of a deity delivering a message
- 2 Antlered girl selling maps of the area
- 3 Beastmen searching for renegade
- 4 Caravan of planar tradesmen and merchants
- 5 Celestial falsely accuses an adventurer
- 6 Celestial seeks a mortal champion
- 7 Collector of elements from each plane
- 8 Criminal offering reward for asylum
- 9 Demon army on the "march"
- 10 Demon scouting force skulking about
- 11 Demon swarm intent on malicious mischief
- 12 Devil claiming to have been redeemed
- 13 Devils bargaining over a dwarven soul
- 14 Djinn offering a wish so he may return home
- 15 Doomed lovers who cannot go home
- 16 Elemental out of element, angry and confused
- 17 Escaped prisoner from the plane of dungeons
- 18 Explorers out to map the impossible
- 19 Fey envoy to realms of the undead
- 20 Grounded celestial, sobbing

Table 6–113: Planar Encounters 2

- 1 Ivory sphinx posing riddles to all who pass
- 2 Massive automaton standing guard
- 3 Miners digging for a rare material
- 4 Mummies (monks) on a pilgrimage
- 5 Multi-planar bounty hunters camping
- 6 Old man offers reward to take him home
- 7 Planar faction seeking converts and followers
- 8 Planar faction wishing peaceful passage
- 9 Planar travelers hunting
- 10 Political posse moving from town to town
- 11 Satyr-led group seeking hedonism
- 12 Seven priests who have taken a vow of silence
- 13 Silverhall guardians seeking cure for multi-dimensional plague
- 14 Slavers seek victims for demon-woman's hall
- 15 Terrified woman muttering about bubbles
- 16 Traveling pariah cursed to always lie
- 17 Vilespawn twins in a prank-war
- 18 Warrior searching for demonic parent
- 19 Woodsman and a pack of devil dogs
- 20 Zealous priest seeking umbrage



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Table 6–114: Planar Conditions

- 1 All creatures can breathe water
- 2 All creatures have or grow wings
- 3 Breath freezes into solid crystals
- 4 Colors are muted to shades of gray
- 5 Elemental magic reversed
- 6 Emotions are vastly heightened
- 7 Everything has an exact double
- 8 Everything sheds its own pale light
- 9 Gravity is higher, lower, or reversed
- 10 Movements leave trace shadows
- 11 No one leaves footprints anywhere
- 12 Questions are answered with questions
- 13 Shadows move on their own or do not exist
- 14 There is no sound at night
- 15 Thoughts are projected out loud (no secrets)
- 16 Two suns and no moons
- 17 Voices and noises echo more than normal
- 18 Water flows back to the source
- 19 Winds blow up from the ground
- 20 Wounds heal quickly or not at all

Table 6–115: Planar Factions

- 1 Assembly of Light
- 2 The Astronomers
- 3 Blackgate Punishers
- 4 Crusaders of the Plague
- 5 Eternal Hunters
- 6 Fellowship of the Damned
- 7 Flame of Eternity
- 8 Godsdoom
- 9 Hive of Domination
- 10 Legion of Souls
- 11 Masters of the Orion Curse
- 12 Mystic Revolution
- 13 Mythweavers
- 14 Remnants of the Reaver
- 15 Omnus Libram
- 16 Order of Prophecy
- 17 Poison Brigade
- 18 Time Assassins
- 19 True Architects of the Mirror
- 20 Violent Dawn

Table 6–116: Celestial Agents

- 1 Abadiel, harbinger of danger
- 2 Bethorah, revealer of deceivers
- 3 Cassial, defender of innocents
- 4 Dynmur, infiltrator of the hells
- 5 Gazaiya, messenger of celestials
- 6 Hafasia, scribe of heaven
- 7 Hemiar, guardian of virtues
- 8 Ithuriel, scout of heaven
- 9 Je’hoel, angelic muse of bards
- 10 Kalka'il, ward of the departed
- 11 Masteme, prosecutor of evil
- 12 Melkyal, lord of seasons
- 13 Nothaniel, answerer of prayers
- 14 Ormazi, punisher of pagans
- 15 Puriall, warden of heaven’s gate
- 16 Rafoa, healer and comforter
- 17 Sarsosha, guide to lost souls
- 18 Uriyah, prince of prophecy
- 19 Yazatam, agent of cats
- 20 Zenphur, celestial guardian

Table 6–117: Fiendish Agents

- 1 Agathori, misleader of cultures
- 2 Andhokal, patron of lust
- 3 Dalhanat, disruptor of family
- 4 Dumeas, assister of necromancers
- 5 Eligahr, bringer of battle
- 6 Forias, leader of deceivers
- 7 Ghulark, master tracker and scout
- 8 Ipos-Thon, keeper of the past and future
- 9 Jezebelk, mercenary to evil
- 10 Maskahm, disruptor of nature
- 11 Naboris, guardian of hell
- 12 Orialn, lord of shadow and night
- 13 Proflus, forger of armies
- 14 Rimmok, spark of cruel judges
- 15 Semisaz, tactical genius
- 16 Shasx, harbinger of floods
- 17 Thumus, lord of conspiracy
- 18 Vanthar, demon of death
- 19 Zaebis, muse of the fickle
- 20 Zaphan, lord of fear

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Table 6–118: Planar Faction Purpose

- 1 Act as bounty hunters for the god of the dead
- 2 Celestial hunters who use nearly any method to hunt their quarry
- 3 Determined to gain audience with every god there is
- 4 Forever sailing the River Styx as pirates of the damned
- 5 Guards, watches, and catalogs portals, their keys, and supposed destinations
- 6 Hunts down the man who will one day sire a god
- 7 Members search the multiverse for their exact twin to become one
- 8 Merchants of the City of Brass determined to discover the most valuable object
- 9 Monstrous members seek the secrets to forcing Ragnarok
- 10 Plays a game with a board set on each plane and its own guardian
- 11 Quests for the most perfect and utterly flawed items to join them as one
- 12 Quests to uncover the true way to defeat a dragon god
- 13 Searches for the knowledge to speak the language of creation
- 14 Searches for a true champion to lead an army
- 15 Seeks a way to return their dead god to life and belief again
- 16 Seeks to consume a cooked creature from every plane
- 17 Tends the plants and gardens of any plane where such things grow
- 18 Test their creations against guardians of the planes
- 19 Tries to catalog and name lost transient planes and demiplanes
- 20 Working to discover the true mysteries of a particular race

Table 6–119: Planar Objects

- 1 Angelic coral compass with red feather as the pointer within
- 2 Boiled leather headband with living eye affixed, looking about
- 3 Chess set of fiendish and celestial sides formed from jade and pewter
- 4 Clockwork spider spy and abdomen secret compartment
- 5 Crystal skull that speaks of the ages and provides knowledge
- 6 Demon's claw divining rod decorated with silver runes of damnation
- 7 Directional astrolabe affixed inside an hourglass casing
- 8 Fiendish air skiff made of bones and powered by elementals
- 9 Flesh-like map of the tributaries of the lower hells river
- 10 Golden chain harness decorated with key-shaped runes and glyphs
- 11 Golden lantern decorated with obsidian alit with dozens of stars
- 12 Hairband of sinew, treated with resin and studded with gems
- 13 Hand-held facial mask of a celestial visage that seems alive
- 14 Mummified cloven hoof with horseshoe of flame-licked iron
- 15 Open purple flame, can be carried or put down, sheds light but no heat
- 16 Petrified demonic tail used as a walking sick or cane
- 17 Small stone turret on wheels powered by small bound devils
- 18 Staff with affixed jawbone; an ever-burning light shines from within
- 19 Star-shaped potion container, a different elixir in each point cap
- 20 Three-legged, lidded cauldron of black metal with veins of red ore

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Table 6–120: Planar Portals

- 1 Artist's rendition of a door on an otherwise brick wall
- 2 Black marble pillars form the sides of this portal
- 3 Circle of brass set into a circular fixture
- 4 Conglomeration of cogwheels that spin open upon activation
- 5 Dead end of a city alleyway
- 6 Golden man-sized mirror affixed to a golden stand
- 7 Metal rod in shallow pool; lightning strikes to activate
- 8 Mouth of a gigantic statue's head
- 9 Natural pathway leading up to a bent-over tree providing an arch
- 10 Oval pool of light in the floor
- 11 Perfect square portal bordered in stone pillars etched with glyphs
- 12 Runes outline the portal doorway on a stone wall
- 13 Setting sun shines through an oval outline to project on a wall
- 14 Seven-foot-tall slowly spinning crystal of color
- 15 Stone archway seemingly leading into the stone wall
- 16 Three wooden staves which must form a triangle on the floor
- 17 Twin nearby braziers must be lit at the same time
- 18 Upright rune-covered coffin
- 19 Vast marble archway, bedecked with golden statues and symbols
- 20 Vertical suspended pool of rainbow water in an oval shape

Table 6–121: Planar Travel

- 1 Blinding bursts of light circle all around you, fading to reveal the destination
- 2 Bone-crushing pain sears through you but suddenly ends as you arrive
- 3 Everything around you becomes blurry, and then your destination is in focus
- 4 Everything fades to black, and then, like waking, your destination comes into view
- 5 Everything swirls around in a blur before slowly revealing the destination
- 6 Ground underfoot sinks away as you seem to rise into a starlit sky
- 7 Gusts of searing hot air billow around you and then cease as you arrive
- 8 Instantaneous moment of gray mist gives way to the new landscape before you
- 9 Objects around sink into the ground and the new landscape rises around you
- 10 Sense of vertigo pulls at your senses, and within a second you are through
- 11 Sound of a thunderclap shakes your ribs, and suddenly you are elsewhere
- 12 Streaks of rainbow colors assault your eyes and with a flash you have arrived
- 13 Tornado winds swirl up around you and slowly sink to show your new landscape
- 14 Walk for several heartbeats through dark shadows before you arrive
- 15 Waves of cold seem to bombard you from every direction and then you arrive
- 16 Weightlessness takes you, pinpoints of stars blink, and suddenly you arrive
- 17 You are forced to the ground and night lifts to signal that you have arrived
- 18 You are forced through a corridor of watchful eyes and suddenly arrive
- 19 You are pulled through a tunnel of water and spray and suddenly arrive
- 20 You suddenly are whisked through a tunnel of blazing white light to the end

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Table 6–122: Planar Portal Keys 1

- 1 Adamantine cleaver
- 2 Adamantine flask of green slime
- 3 Alchemical silver perfume bottle
- 4 Alchemical silver skeleton key
- 5 Amber flask of rose petals
- 6 Ball of silk string
- 7 Braid of elf and dwarf hair
- 8 Broken broom of ash bound with brambles
- 9 Broken magnifying glass
- 10 Brush of manticore hair
- 11 Caltrop made of adamantine
- 12 Candle made of human fat
- 13 Child's hair wrapped in red ribbon
- 14 Cold iron animal brand
- 15 Cold iron bell
- 16 Cold iron egg
- 17 Cold iron scissors
- 18 Copper wire wrapped around jade wand
- 19 Darkwood arrow with griffon fletching
- 20 Darkwood holy symbol

Table 6–123: Planar Portal Keys 2

- 1 Darkwood paintbrush with dragon hair
- 2 Darkwood Pan pipes
- 3 Darkwood rattle with teeth inside
- 4 Darkwood rod wrapped in silver wire
- 5 Desecrated holy symbol of good deity
- 6 Dragon runes on dragonskin in dragon blood
- 7 Dragonhide cut like lace
- 8 Empty key ring
- 9 Fishhook wrapped with maiden hair
- 10 Five-foot rope of giant's hair
- 11 Flute of ghoul bone
- 12 Gift from a celestial
- 13 Glass rod dipped in gold
- 14 Glass shards in a cup of wine
- 15 Glass tube of dried poisonous plants
- 16 Glove woven of unicorn tail hair
- 17 Gnomish puzzle lock
- 18 Gold piton wrapped in grape leaves
- 19 Griffon bone flute
- 20 Holly and mistletoe, dipped in holy water

Table 6–124: Planar Portal Keys 3

- 1 Hourglass filled with dust of illusion
- 2 Human skull with moonstone eyes
- 3 Hyacinth bulb in a black silk pouch
- 4 Infant's hair wrapped in beeswax
- 5 Ink vial filled with human blood
- 6 Inkpen filled with faerie blood
- 7 Iron flask of holy water and acid
- 8 Ivory scroll case with both ends sealed
- 9 Jade dagger with a draconic rune on hilt
- 10 Kaleidoscope of shattered gemstones
- 11 A kiss between lovers
- 12 Map soaked in wine
- 13 Marionette without a head
- 14 Masterwork ebony hairbrush
- 15 Mithral chisel
- 16 Nail from a crucifixion
- 17 Negative energy from a good person
- 18 Oil lamp of mithral made by elves
- 19 Paper made from a treant
- 20 Parchment of undead skin

Table 6–125: Planar Portal Keys 4

- 1 Pieces of seven broken mirrors
- 2 Platinum holy symbol of god of magic
- 3 Poem in Celestial
- 4 Poisoned Elixir of Love
- 5 Positive energy from an evil person
- 6 Powdered demon horn in a silk pouch
- 7 Pressed darkwood tree leaves
- 8 Red dragon scale with silver studs
- 9 Red oak leaf with Unguent of Timelessness
- 10 Ripped magic spell scroll
- 11 Ripped oil painting
- 12 Robin egg shards in a silk pouch
- 13 Set of silver dissecting tools
- 14 Sewing needle of alchemical silver
- 15 A shared confidence
- 16 Shattered alchemist fire vial
- 17 Ship in a glass bottle
- 18 Signal whistle of cockatrice bone
- 19 Signet ring of a family that never existed
- 20 Signet ring of copper and mithril



◀ CHAPTER SIX ▶



Table 6–126: Planar Portal Keys 5

- 1 Silver gardener's trowel
- 2 Silver goblet sipped from by an elf maiden
- 3 Silver masterwork shuriken
- 4 Silver pin of shattered hearts
- 5 Silver vial of poison labeled Antitoxin
- 6 Small silver mirror reflective on both sides
- 7 Spellbook with pages drawn with locks
- 8 Spell scroll that becomes a doorway
- 9 Spent magic wand
- 10 Spider silk sash dyed red
- 11 Spyglass of darkwood and jade
- 12 Three dragon orbs and a fetish/trinket
- 13 Torn contract
- 14 Two empty potion vials melted together
- 15 Vampire teeth in unholy water
- 16 Vial of ink with black cat whiskers
- 17 Wheat sheaf covered in human blood
- 18 Whetstone that has never been used
- 19 Willow switch threaded with silver
- 20 Writing quill made from a phoenix feather

Table 6–127: Planar Portal Hazards

- 1 Causes confusion and dizziness
- 2 Contract disease
- 3 Delivers elemental damage to user
- 4 Develop irrational phobia
- 5 Draws nearby creatures upon activation
- 6 Guardian creature summoned upon activation
- 7 Guardian creature waiting
- 8 Health affected
- 9 Key consumed in activation
- 10 Limited users per day or activation
- 11 Magic item drain
- 12 Magic item sacrifice
- 13 Memory affected
- 14 Mental ability drain
- 15 Physical ability drain
- 16 Random destination
- 17 Random mundane item consumed
- 18 Requires answering a riddle
- 19 Requires combination of keys
- 20 Spell power diminished

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THE BIZARRE

Table 6–128: Bizarre Titles

- | | |
|----|---|
| 1 | All-Masterful Sovereign |
| 2 | All-Mighty Wisdom |
| 3 | Beatific Piety |
| 4 | The Benign Lady |
| 5 | Dracononian Everseer of the Immaculacy |
| 6 | Ever-Seeing Lordship |
| 7 | His Generous Audaciousness, Triumphant |
| 8 | Illustrious Infinity |
| 9 | Imposing Ascendancy |
| 10 | His Lordly Perfection, Grace of Grace |
| 11 | Militant Righteousness |
| 12 | Most Astute Preponderance |
| 13 | Most Celebrated Primacy |
| 14 | Most Stupendous Primacy |
| 15 | Peerless Majesty of the Forever Places |
| 16 | Puissant and Cogent Genius Incarnate |
| 17 | Queen Superior, Mistress of Domains |
| 18 | Refulgent Wonder |
| 19 | Unyielding Luminosity, Brilliance Above All |
| 20 | Worthy and Enduring Benevolence |

Table 6–129: Bizarre Places

- | | |
|----|---|
| 1 | Archway of Sainthood |
| 2 | Astrolabe of Nothing Space |
| 3 | Caverns of Blistermyre |
| 4 | Clocktower of Black Eternity |
| 5 | Crystal Mansion of the Bloodborn |
| 6 | Everending Staircase |
| 7 | Fey Fields of the Burning Seelie Courts |
| 8 | Gothic Prison of Abyss' Reach |
| 9 | Hellish City of Forlorn Shade and Doubt |
| 10 | Impenetrable Fortress of Kine |
| 11 | Judicial Halls of Trialward |
| 12 | Library of Thurmatage Enlightenment |
| 13 | Magical Towers of Planar Alignment |
| 14 | Ringed Spire of the Dead Keepers |
| 15 | Rockholme of Daemonroost |
| 16 | Slave Pens of Boundless Woe |
| 17 | Standing Stones of Godsmeet |
| 18 | Sunken Crater of Devilscar |
| 19 | Treehome of Elf Muse Warren |
| 20 | Volcano of Flamemaw |

Table 6–130: Bizarre Monsters

- | | |
|----|--|
| 1 | Acid eel, strikes from the storm clouds |
| 2 | Blink pudding, phases in and out of reality |
| 3 | Bloomsnare, awaiting unsuspecting travelers |
| 4 | Celestial howler, heralds impending demons |
| 5 | Chillgloom, feeds on the hope of mortals |
| 6 | Coffinwing, carries the dead home |
| 7 | Dimension wisp, slips over planar borders |
| 8 | Doom lord, guards the planar gateways |
| 9 | Dreameater, visits unsuspecting mortals |
| 10 | Emerald beetle, always finds its way home |
| 11 | Golemghost, soulshattered minion |
| 12 | Grimstalker, tirelessly hunts planar criminals |
| 13 | Illusionsnare, misdirects “food” to itself |
| 14 | Lich lichen, sleeps inside a lich’s rotten skull |
| 15 | Mirrorskin, perfect chameleon |
| 16 | Murder lurker, hides between moments |
| 17 | Songbolt muse, undead manifested from song |
| 18 | Spawnbrood, hoards minion of the nine hells |
| 19 | Stingskin, mask of flesh that floats on air |
| 20 | Toothspore, tiny beast feeds on flesh |

Table 6–131: Bizarre Relics

- | | |
|----|--------------------------------|
| 1 | Amulet of Ineffable Goodness |
| 2 | Brazier of the Coolspawn |
| 3 | Chains of Truth and Liquidity |
| 4 | Crown of the Doombow Thane |
| 5 | Gray Obelisk of Lorefont |
| 6 | Harp of the Banesidhe Crone |
| 7 | Headpiece of the Broken Magi |
| 8 | Helm of the First Tyrant |
| 9 | Iron Shield of Solaris |
| 10 | Lens of Fate |
| 11 | Music Box of Twilight |
| 12 | Obsidian Coffer of the Cyclops |
| 13 | Reaper’s Shadowblade |
| 14 | Scarab of Everwinter |
| 15 | Shroud of the Enchantress |
| 16 | Sphere of the Storm |
| 17 | Staff of Fatal Conquest |
| 18 | Throlyn’s Box of Memories |
| 19 | Tome of Demonic Convocation |
| 20 | Wings of the Redeemed |



USING THIS CHAPTER

This chapter is not designed like the others. Unlike Chapter Three, for instance, which allows a GM to design an entire city or the create a complex tavern, Chapter Six is a mix of charts, with no single thread tying them together — well, except magic. Instead of building a complex world of magic, this chapter's real purpose is to help keep whatever magic system you are using flavorful and (most of all) mysterious and exciting to the players.

Alternative sources of power can fuel a player's spellweaving character or a GM's sorcerous villain. There are plenty of exotic descriptions of spell effects, sigils, and events to spark the imagination. A plethora of possible new magic items are presented for your campaign — books, rings, wands, staves, rods, scrolls, and the usual host of weapons and armor (including possible side effects, command words, and an entire system for working up its history). In this way the chapter can help you prepare a massive treasure horde or the details on a single particular magic item you're introducing to your story.

Some entries are meant to springboard your imagination, like the source of a wizard's powerful fireball. Other entries help define the minutiae that expound on mundane magic (potions and scrolls, for instance). There's no right or wrong way to use these ideas, and providing a single guideline for doing so would be irresponsible.

Lastly, we added the great planes of creation to the magical landscape of this tome. These can expand your cosmology, spark planar adventures, or just pepper your campaign with spiritual background. Don't forget to check out Chapter Two for pantheons of gods and mysticism as well, in case you're into that sort of thing.

SAMPLE ONE

GM: "Shrapnel erupts from the massive explosion of the wizard's lair. A swirling vortex forms, drawing everything to it. You are sucked into another plane by its powerful magic."

Alternate Planes 2

8 Questing Fields of Eternity

Planar Community Features

7 In a great bowl-shaped pit of glass

Planar Encounters 2

6 Old man offers reward to take him home

GM: "You appear on a great battlefield, a surging volcano in the background. You stand just outside a great bowl-shaped pit of glass where a community is built. An old man rushes up, welcoming you to the Questing Fields of Eternity. 'I am lost,' he says. 'Can you help me return to my home? I do not have much, but I can share with you my wealth if you can guide me there.'"

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SAMPLE TWO

GM: "As you break down the door, you hear chanting. While your eyes adjust to the warm red glow of the room, you see a small group of hooded snake-men standing in a circle. They hold blades to their palms, draining their blood into a cauldron, obviously completing a ritual of some kind."

Player: "Ah ha! I've studied all sorts of magic. What are they doing?"

Ritual Names 2

2 Practice of the Thousand Eyes

Ritual Effects 1

6 Brings about a natural disaster that doesn't appear magical

GM: "They are at the end of the Practice of a Thousand Eyes, a ritual meant to call a great tsunami to strike the pirate isles!"

SAMPLE THREE

Magic Weapon Traits 11

The pommel is carved into the shape of a ram's head.

GM: "Opening the ornate chest, you find an old and weathered sword. It looks solid. The runes on the blade shimmer in the torchlight. The pommel is made of ivory and stone and carved into the shape of a ram's head."

Player: "I give it to the sage to tell me what the runes mean."

Magic Item Age

8 Just over 66 years ago

Forged By

9 Dwarves

Forged Where

11 In a deep, desecrated dungeon

Forged With

19 Starstone

Magic Lore

7 Stolen by wicked thieves

Magic Last Locale

15 Protected by the druids of Orlimoor.

GM: "The sword was made just over 66 years ago by dwarves of the neighboring kingdom in a deep, desecrated dungeon. The sage thinks starstone was used in the manufacture. Last he heard it had been stolen by thieves and found its way into the circle of the druids of Orlimoor, who kept it hidden. How it got here is unknown. The true mystery is what does it do..."

◀ CHAPTER SEVEN ▶

CHAPTER SEVEN
PLOT (GM ONLY)

◀ CHAPTER SEVEN ▶

Table 7–1: 36 Writer's Plots 1

1	Abduction <i>Abductor, Abducted, Guardian</i>
2	Adultery <i>Deceived Spouse, Two Adulterers</i>
3	All Sacrificed for Passion <i>Lover, Object of Passion, Person or Thing Sacrificed</i>
4	Ambition <i>An Ambitious Person, Coveted Thing, Adversary</i>
5	Conflict with a God <i>Mortal, Immortal</i>
6	Crimes of Love <i>Lover, Beloved, theme of Dissolution</i>
7	Daring Enterprise <i>Bold Leader, Goal, Adversary</i>
8	Deliverance <i>Unfortunates, Threatener, Rescuer</i>
9	Disaster <i>Vanquished Power, Victorious Power or Messenger</i>
10	Discovery of Dishonor of a Loved One <i>Discoverer, Guilty One</i>
11	An Enemy Loved <i>Beloved Enemy, Lover, Hater</i>
12	Enigma <i>Interrogator, Seeker, Problem</i>
13	Familial Hatred <i>Two Family Members who hate each other</i>
14	Familial Rivalry <i>Preferred Kinsman, Rejected Kinsman, Object</i>
15	Fatal Imprudence <i>Imprudent person, Victim or Lost object</i>
16	Faulty Judgement <i>Mistaken One, Victim of Mistake, Author of Mistake, Guilty Person</i>
17	Involuntary Crimes of Love <i>Lover, Beloved, Revealer</i>
18	Loss of Loved Ones <i>Kinsman Slain, Kinsman Witness, Executioner</i>
19	Roll twice, pick one
20	Roll twice, combine

Table 7–2: 36 Writer's Plots 2

1	Kinsman Kills Unrecognised Kinsman <i>Killer, Unrecognised Victim, Revealer</i>
2	Madness <i>Madman, Victim</i>
3	Mistaken Jealousy <i>Jealous One, Object of Jealousy, Supposed Accomplice, Author of Mistake</i>
4	Murderous Adultery <i>Two Adulterers, the Betrayed</i>
5	Obstacles to Love <i>Two Lovers, Obstacle</i>
6	Obtaining <i>Two or more Opposing Parties, Object, Arbitrator</i>
7	Pursuit <i>Fugitive from Punishment, Pursuer</i>
8	Recovery of a Lost One <i>Seeker, One Found</i>
9	Remorse <i>Culprit, Victim, Interrogator</i>
10	Revenge <i>Avenger, Criminal</i>
11	Revolt <i>Tyrant, Conspirator(s)</i>
12	Rivalry Between Superior and Inferior <i>Superior, Inferior, Object</i>
13	Sacrifice of Loved Ones <i>Hero, Beloved Victim, Need for Sacrifice</i>
14	Self Sacrifice for an Ideal <i>Hero, Ideal, Person or Thing Sacrificed</i>
15	Self Sacrifice for Kindred <i>Hero, Kinsman, Person or Thing Sacrificed</i>
16	Supplication <i>Persecutor, Suppliant, a Power in Authority</i>
17	Vengeance by Family upon Family <i>Avenging Kinsman, Guilty Kinsman, Relative</i>
18	Victim of Cruelty or Misfortune <i>Unfortunates, Master or Unlucky Person</i>
19	Roll twice, pick one
20	Roll twice, combine

THIRTY-SIX PLOTS

Chances are you read page 303 and the chart of thirty-six plots. But now what? Suffice to say, there are nearly unlimited ways to interpret each of the plots and a myriad of options for the structure of the plots themselves (more on this later). It would take a lifetime to explore them all... and this book has less than 100 pages left... so, we can't do that. Instead, let's look at one of the plots and devise as many "options" as possible for it.

Looking at the second chart, we've selected *Remorse*, because it's not a typical fantasy adventure plot and because we like the number 9. This plot requires three major players — a *culprit*, an *interrogator*, and a *victim* — one of which can be a single PC or the entire party. Spending just a few minutes brainstorming, we came up with the following plot possibilities.

- Church-sponsored *interrogators* must arbitrate an accord between *culprit* and *victim*.
- A *culprit* admits to a crime, but the *interrogator* must determine who the *victim* is.
- The (PC) *culprit* is visited by a *interrogator* spirit demanding penance for a *victim*.
- The (PC) *victim* must prove his innocence to an *interrogator* and find the true *culprit*.
- A *victim* (also an *interrogator* in this scenario) holds the *culprit* hostage, demanding recompense.

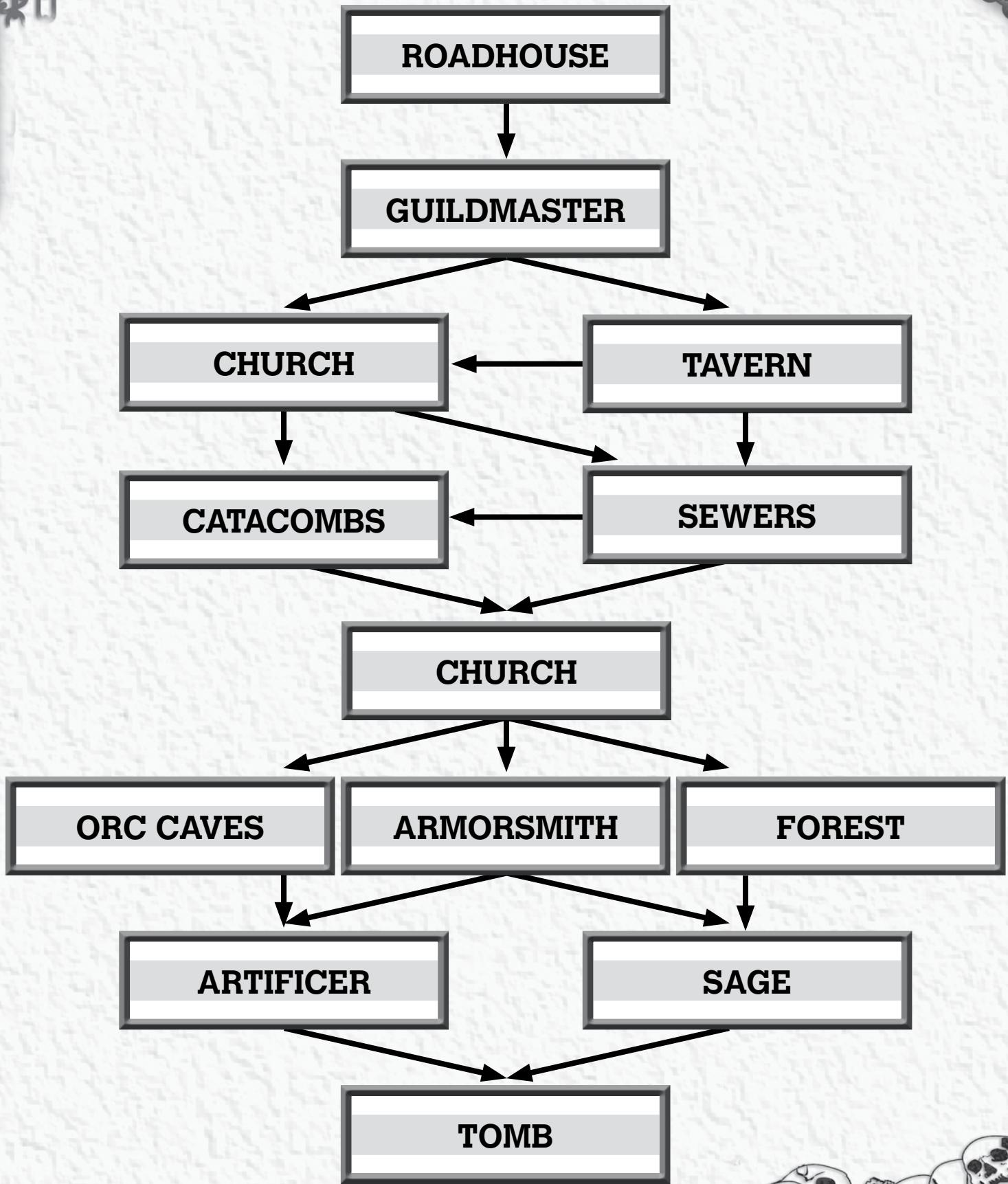
As you can see, many of these plots play with the notion of PCs as protagonists vs. antagonists, mixing up the roles — and by extension — the structure of the story. The fourth plot can open with the PC already in shackles, with a portion of the game played solo (before everyone else arrives), forcing the party to prove her innocence. Alternately, this is a great adventure when one of the player's cannot make it that week, forcing the other PCs to round up evidence and/or the real culprit, while their ally wallows in prison.

The first plot is most-likely low on combat and the fifth plot can put the PCs in either role, giving them a lot of power in either instance. Exploring the fifth plot further, imagine a five-hour game session where the PCs not only interrogate and torture the villain they've sought for three months, but also get him to confess to his crimes and admit his culpability in other nefarious intrigues. What effect does this have on their morality and ethics?

When using tables 7–1 and 7–2, it's important to define that theme of the plot [what exactly is at stake with the recovery of a loved one?], list out each of the important roles of the story [seeker, one found], and then the relationships those characters have to one another [does an NPC seek the PCs? Is it their loved one or an important noble's spouse?].

Using the thirty-six plots means more than just handing the PCs a mission and telling them "fetch." It's about cultivating stories you normally couldn't tell in other mediums and prompting the PCs to take a more *personal* stake in the events of their characters' lives. The adventurer who sits in a tavern waiting for a wizard to hand him something to do, is less likely to be moved by the events of his life than the adventurer who strikes out to right the wrongs going on in his own backyard.

◀ CHAPTER SEVEN ▶



DRAWING THE EVENT MAP

There's nothing more boring than drawing a dozen boxes showing the various places that PCs might go during an adventure just to keep it all straight. Especially, when they have a bad habit of writing their own adventures and going wherever they want. Who can go where after what event or before which encounter is an often monotonous venture, especially when you've already written 100 other notes for yourself. But it can be well-worth the price when you have a limited range of locations (using chapter two) or a small selection of NPCs (from nearly every chapter).

But, the best part of this exercise is the structure it lends to story-building. If you take a dozen or so boxes and align them in a pattern similar to this one (see page 305), you could fill them with tons of ideas from this book. Seriously, pick a page at random, choose an entry, drop it into a box, and move on. Keep going until you've filled up the chart and have about half-as many alternates. Remove any entries that violate your themes. Then fill in the gaps.

Who at the roadhouse knows the guildmaster? What's the guildmaster's connection to the local priest? Are the catacombs under the church a secret? Is there no way into the sewers from there? And why? Is there a second church? Or a different priest? Whatever is found in the catacombs must be interpreted, which explains three separate possible leads, all of which bring them back to either a sage or artificer (most likely because of a time consideration). Finally, the GM needs to explain the tomb. Why is it there? What is inside and why do both the church and guildmaster seek its contents.

In just an hour or two, an industrious GM will not only have a fully-defined chart with names, locations, and plot threads, but the borders of the page will most like be filled with more questions than answers...

... which is great, because the PCs are here to answer those questions.

That's right.

The PCs are going to fill in the gaps. Not the GM.

Grab a pencil. You don't want to miss this.

We are actually telling you NOT to fill in the blanks of this Mad-Lib quest, but instead hand the reigns to the PCs. Hopefully, by the time you finish this chapter, you'll agree with our estimation before starting your own adventure in exactly this manner.

Don't believe us? Keep reading.

Seriously. You paid a lot for this book. Keep reading.

THE PATHS

Buried in most adventures is the idea that the path from one location to another is either a simple teleportation spell or nuisance to be avoided — sometimes both with the addition of random encounters that have no bearing on the story at all.

In this instance, the path represents much more. Between each location is an opportunity for the PCs to take the driver's seat. Rather than letting the GM have all the fun, each PC can develop subplots and explore story threads that would otherwise be ignored. And depending on the RPG you're playing, this can lead to in-story advantages, NPC plot development, or just simple experience points to make everyone else jealous. Here is an example of the path.

Between the Roadhouse and Guildmaster, X miles must be traversed. Player A is given the opportunity to explore a subplot of her own devising *en route*. Playing a devout priest, she decides to explore a less-travelled route of gaming — proselytizing. Working the GM, it is determined, there are indeed *sinners* just outside the roadhouse, gaming away their wages and drinking in front of children; an act that most assuredly requires a clergywoman's even hand.

A bit of roleplaying later and the PCs are off, heading to the Guildmaster who lives in a lush cottage outside the city. Learning that the guildmaster needs to remind the local church of their legal obligations to payback a loan, the party strikes out to meet the head of the parish...

... the next path is explored by Player B, who is a crafty, opportunistic rogue. Given the chance to develop the new Path, he decides to visit a couple of informants to see what anyone knows about the local guildmaster and his association with the church. The GM takes the player aside privately for 5–10 minutes of networking and information gathering. Learning what he needs, the adventure cuts to the Church, where the PCs are able to corner Father Michel about his debts.

Player C has taken the path reigns at this point and declares that he thinks the catacombs are the most logical next step for helping Father Michel get out of trouble with the guilds and earn the party some renown with the church. A subtle wink to the GM indicates that he wants a few physical obstacles during the next arc of the story, which will surely allow his warrior to shine. The GM, expertly sprinkles a few encounters both before and during the catacomb chapter of the adventure, in order to keep the brave adventurers guessing.

Now, we could certainly explore all the avenues of adventure available to the players and GM, but that would be another book, entirely... and we can neither confirm nor deny that brainstorming on said book is or is not happening already. Instead, refer to tables 7–55 through 7–68 for clues, paths, and campaign diversion seeds for adventuring groups looking to explore alternate routes of story. There, you will find more than just a few tricks to throw at a slow-moving adventure, but rather a bevy of adventure ideas that will ensure your gaming group will never scratch their collective heads and ask... “what next?”

◀ CHAPTER SEVEN ▶

QUICK AND DIRTY

Table 7–3: Twenty-Nine Second Plots 1

- 1 Assassins strike at an abandoned temple with a fervor and destructive magic, then slink away.
- 2 Band of hobgoblins mysteriously camp around an ancient wizard's tower, waiting...
- 3 Beggar Guild leader proclaims seers have seen him as a king or emperor when he grows old.
- 4 The blood of the men in a particular village turns black as coal, with no ill-effects.
- 5 A book of impossible power rests in the belly of an ancient, unfathomable beast.
- 6 By an oceanside cliff, a ritual to banish a demon goes awry, rupturing into shards of escaped vermin.
- 7 Cryptic sigils (in an undecipherable language) appear on coins marking directions to a secret cabal.
- 8 Dead orcs mysterious crawl up from their graves only to die again half buried in earth.
- 9 Demonsteward guards assault a citadel of the goblin king, releasing a child oracle of light and truth.
- 10 Dwarves and elves gather together for a sacred holiday, unwritten in any book.
- 11 A dying monk's last words are "halls of Julesca." No magic or healing will revive him.
- 12 An elemental-infused statue requests tribute to protect the city from an upcoming evil.
- 13 An emaciated dwarf dies at the gates of a city, his body covered in tattoos, runes, and sigils.
- 14 Graverobbers unearth a skeleton still clutching an ancient scroll.
- 15 A holy order, having recently lost a member, approaches the party asking for aid in their noble quest.
- 16 Hunters of the dead stake everyone from a cursed village. The bodies are burned and cleansed.
- 17 Hundreds of pigeons hurl themselves to the earth, plummeting to their death in a sick, ironic omen.
- 18 Mad cultists shed their clothes, seeking sanctuary in a holy church, their flesh covered in sigils.
- 19 Magistrate is found in magic-sealed quarters; a suicide note in hand and a dagger in the back.
- 20 Minotaur slavers collect strange bones, exchanging valuables for any hints alluding to their quest.

Table 7–4: Twenty-Nine Second Plots 2

- 1 On the grounds of a famous battle, fires spout from the ground suddenly and then fade.
- 2 Orc raiders razed a village recently carrying a weapon far beyond their primitive intellect.
- 3 A peace summit goes awry as rebel bands break into bloody skirmish and attack mercilessly.
- 4 A priest wakes from horrifying visions of a possible future, speaking in a foreign tongue or riddles.
- 5 Recently escaped illusionist seeks help in proving his innocence to the church that convicted him.
- 6 A renowned hunter has tracked a criminal mastermind to the city and demands resources.
- 7 Sacrificial altar is desecrated by priests, then cursed to prevent it from being consecrated anew.
- 8 The scales of an ancient dragon are found buried with a lich and a tome, untouched by time.
- 9 Slaves rebel and kill their masters in a ancient (cursed) mine, before fleeing across the wilderness.
- 10 Strange tattoos and brands mark the bodies of dead wizards only after burial.
- 11 The town quilting circle is a witch coven with secret messages and incantations sewn into the quilts.
- 12 Unable to destroy an unholy heretic, he is entombed in a massive mausoleum, with constant vigil.
- 13 Unmarked gravestones circle a blotchy patch of earth where a single gold ring lies untouched.
- 14 Villagers engaged in quiet conversation grow silent when strangers near.
- 15 White lights emanate from the eyes of a dying old man and then his body turns to ash.
- 16 An urban druid is tempted by an arch-devil and seeks to confess to those who could help him.
- 17 A wanderlust dragon scouts obscure realms seeking a runestaff and consuming everything.
- 18 Whispers of a fallen god, angel, devil (or worse) betray the true beliefs of gnostics and pious alike.
- 19 Widespread corruption sends heretical clerics into exile, only to find the city besieged by plague.
- 20 Young nobleman is forced to take the throne from his brother due to excesses of vice.

◀ CHAPTER SEVEN ▶

A TO Z

Table 7–5: Adventure Awakening/Discovery

- 1 Animal: Familiar, animal companion or strange animal leads party to patron or place
- 2 Childhood friend: Old friend suddenly reappears and asks for help for old times sake
- 3 Clue: The party finds a clue leading them to the meeting place or job at hand
- 4 Conscription: The party is roused by agents of the patron, forcing them into service
- 5 Courier: Someone delivers a personal message of meeting or employment
- 6 Cursed item: Someone is forced to seek out information on the task at hand
- 7 Dream: Someone receives a dream vision of a place or thing
- 8 Favor: Someone owes another person a debt that cannot be denied
- 9 Geas: A magical quest is placed on the party by higher powers
- 10 Ghost: An apparition appears and delivers the job request as part of their haunting
- 11 Intermediary: A neutral person delivers non specific instructions on what to do next
- 12 Letter: A mysterious letter arrives detailing a meeting or the job in question
- 13 Magical Message: One of the party receives a magical message in his mind for the job
- 14 Necessity: A party member is in a fix and needs to act now before something bad happens
- 15 Post: A public post asking for the meeting or job to be completed
- 16 Punishment: Someone has committed a crime and the only penance is to aid in this task
- 17 Relative: Someone related to the party asks for help, leaning heavily on their blood-ties
- 18 Right Place: The one hiring needs to act now and directly approaches the party right then
- 19 Spirit: A spirit animal or creature bound by a shaman type delivers the request to the party
- 20 Vision: Comes upon party member at inopportune time to lead them

Table 7–6: Meet Me At The...

- 1 Abandoned building
- 2 Bazaar
- 3 Castle gates
- 4 Church/shrine/temple
- 5 City gates
- 6 Civic building
- 7 Crossroads
- 8 Edge of town
- 9 Guildhouse
- 10 Marketplace
- 11 Public grounds
- 12 Private residence
- 13 Roadhouse
- 14 Ruins
- 15 Stone bridge
- 16 Tavern
- 17 Town square
- 18 Training ground
- 19 Warehouse
- 20 Watchtower

KNOW YOUR PLAYERS

The best adventure, with the darkest villain involved in a storyline of most amazing twists and turns and battles to draw the attention of the gods is wasted if the players aren't interested.

Before using this chapter (or any other), ask your players what kind of adventure they like.... rank these likes into catagories (action, intrigue, puzzles, and so on). Don't bend to their will, but work their ideas into your campaign. Soon, you'll find them helping you build the campaign with you, adding guild chapter houses, orc nations, and even wrecked undead hordes. Nothing in your game should be in a vacuum, You don't game in one, right?

◀ CHAPTER SEVEN ▶

Table 7–7: Getting the PCs Together

- 1 All related or from the same village
- 2 Bound by charter or contract
- 3 Common goal or membership
- 4 Common social class
- 5 Conscripted or press ganged
- 6 Down to last few coppers
- 7 Former/current rivals
- 8 Grew up in orphanage
- 9 Hand-picked by king
- 10 Highly patriotic
- 11 Hired by local lord known for his fairness
- 12 Owe favor to a particular NPC
- 13 Paying off a debt
- 14 Received a mysterious letter/invitation
- 15 Rival families working off blood-oath
- 16 Served in army or aboard a ship
- 17 Serve the same church or patron
- 18 Survived the same tragic event (ambush, etc.)
- 19 Worked together before
- 20 Wrong place at the wrong time

Table 7–8: Adventure Instigation

- 1 Asked to do it for the group
- 2 Begged to do it by an NPC
- 3 Blackmailed into doing it
- 4 Decided to beat another group to it
- 5 Gain membership in a guild or gang
- 6 Group attacked by rivals without provocation
- 7 Hired to do it
- 8 Just passing through
- 9 Learn of it from news heard on the road
- 10 Learn that another group failed at the task
- 11 Need a treasure map
- 12 Overhear a rumor in a tavern
- 13 Prove oneself to a lord or noble
- 14 Prove oneself to a loved one
- 15 Religious institution approaches group
- 16 Magic item required by mysterious group
- 17 Respond to a help wanted notice
- 18 Someone going wants group to join them
- 19 Someone known is in danger
- 20 Vital information is in the adventure location

Table 7–9: Adventure Location Table A1

- 1 Cairn of
- 2 Castle of
- 3 Catacombs of
- 4 Caves of
- 5 Chasm of
- 6 Citadel of
- 7 City of
- 8 Cliffs of
- 9 Crypt of
- 10 Den of
- 11 Desert of
- 12 Dungeon of
- 13 Empire of
- 14 Forest of
- 15 Fortress of
- 16 Gates of
- 17 Halls of
- 18 Hills of
- 19 Keep of
- 20 Kingdom of

Table 7–10: Adventure Location Table A2

- 1 Land of
- 2 Lost Kingdom of
- 3 Monuments of
- 4 Mountain of
- 5 Plane of
- 6 Plains of
- 7 Prison of
- 8 Rifts of
- 9 River of
- 10 Ruins of
- 11 Sanctuary of
- 12 Sea of
- 13 Swamp of
- 14 Tomb of
- 15 Tower of
- 16 Town of
- 17 Tundra of
- 18 Village of
- 19 Walls of
- 20 Woods of

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Table 7–11: Adventure Location Table B1

- | | |
|----|-------------------------------|
| 1 | Agony |
| 2 | Amber/Gold/Silver |
| 3 | Ancients |
| 4 | the Apocalypse |
| 5 | Betrayal |
| 6 | Blood |
| 7 | Bloodshed/Slaughter |
| 8 | Chaos/Dissent |
| 9 | the Damned |
| 10 | Darkness/Vile Darkness/Shadow |
| 11 | Death/Undead |
| 12 | Demons/Devils |
| 13 | Desolation |
| 14 | Dragons |
| 15 | Doom |
| 16 | Dreams/Nightmares |
| 17 | Eternity/Forever |
| 18 | Fear |
| 19 | Feral Beasts |
| 20 | Fools |

Table 7–12: Adventure Location Table B2

- | | |
|----|--------------------|
| 1 | Goblins/Orcs |
| 2 | the Gods |
| 3 | Gorgons/Titans |
| 4 | Hatred |
| 5 | Horror/Terror |
| 6 | Insanity |
| 7 | the Kings |
| 8 | Lies |
| 9 | Magic/Wild Magic |
| 10 | Omens/Prophecy |
| 11 | Pestilence/Plagues |
| 12 | Regret/Remorse |
| 13 | Sand |
| 14 | Sorrow |
| 15 | Thunder |
| 16 | Torment |
| 17 | Tyranny |
| 18 | the Underearth |
| 19 | the Unknown |
| 20 | Venom |

Table 7–13: Story Goal (the “MacGuffin”)

- | | |
|----|--------------------------------------|
| 1 | Be the first to see an area or thing |
| 2 | Deliver an item, person, or treasure |
| 3 | Discover a relic or lost magic |
| 4 | Disrupt enemy plans |
| 5 | Draw or procure a map |
| 6 | Find proof of innocence or guilt |
| 7 | Gain experience to write a book |
| 8 | Gain glory and station |
| 9 | Gain valuable information |
| 10 | Infiltrate a difficult location |
| 11 | Kill an enemy |
| 12 | Liberate the oppressed |
| 13 | Locate a weapon |
| 14 | Procure a unique magic item |
| 15 | Procure important scrolls |
| 16 | Protect an object or person |
| 17 | Redemption |
| 18 | Rescue a person |
| 19 | Return a relic or symbol |
| 20 | Scout for information |

RECYCLING

Don’t throw out that old module. This chapter has hundreds of uses (2300 to be exact). Not only can it help you devise a good plot from scratch, it can help breathe new life into an old, tired module (or one that didn’t live up to expectations).

Grab old adventures and use these tables to give the villains new goals, hidden agendas, underlings... even a new name. Roll up a new plot twist or adventure complication. Write in a bizarre connection between the villain and the party’s patron. Suddenly, that ragged module from yesteryear has a whole new purpose. With the right work, even players who’ve experienced the adventure will find it refreshingly new... yet hauntingly familiar.

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Table 7–14: Patrons, Generic 1*

- 1 Angry hermit
- 2 Anxious widow
- 3 Ardent woodsman
- 4 Baudy rogue
- 5 Biased judge
- 6 Bloodied pitfighter
- 7 Boisterous templar
- 8 Brave marshall
- 9 Brazen gentry
- 10 Calm assassin
- 11 Cold-hearted chirurgeon
- 12 Concerned parent/spouse*
- 13 Craven butcher
- 14 Cruel blacksmith
- 15 Desperate shepherd
- 16 Despotic bishop
- 17 Deviant warlock
- 18 Dim-witted trainer
- 19 Diseased oracle
- 20 Double-dealing magistrate

*The person offering work, most often represents someone more important

Table 7–15: Patrons, Generic 2*

- 1 Eager cultist
- 2 Evil priest
- 3 Fang-toothed orc
- 4 Fiendish bard
- 5 Flamboyant shopowner
- 6 Forward-thinking mercenary
- 7 Foul-tempered innkeeper
- 8 Fanatical witch
- 9 Gallant watch commander
- 10 Greedy merchant
- 11 Gregarious knight
- 12 Handsome aristocrat
- 13 Hated noble
- 14 Idealistic druid
- 15 Ignoble orator
- 16 Inventive steward
- 17 Jejune commoner
- 18 Laconic scout
- 19 Lazy artificer
- 20 Lying guildmaster

Table 7–16: Patrons, Generic 3*

- 1 Love-struck falconer
- 2 Manipulated prince
- 3 Merciless warden
- 4 Miserly administrator
- 5 Mysterious stranger
- 6 Murderous soldier
- 7 Noble monk
- 8 Oblivious brewer
- 9 Obnoxious civil servant
- 10 Opportunistic sorcerer
- 11 Over-attentive assistant*
- 12 Pleasant alchemist
- 13 Poisoned noble
- 14 Quixotic barrister
- 15 Secretive cardinal
- 16 Seemingly kind wizard
- 17 Short-sighted ranger
- 18 Sieve-fisted commander
- 19 Sinister king
- 20 Small-minded prophet

Table 7–17: Patrons, Generic 4*

- 1 Soft-hearted queen
- 2 Strategic merchant
- 3 Stuttering lady-in-waiting
- 4 Suspicious bodyguard
- 5 Tenacious collector
- 6 Thick-skinned herbalist
- 7 Tireless paladin
- 8 Tyrannical captain
- 9 Ugly mercenary captain
- 10 Unkempt sage
- 11 Venerable courtier
- 12 Wanted criminal
- 13 Wealthy merchant
- 14 Worldly captain
- 15 Worrisome teacher
- 16 Xenophobic dwarf
- 17 Wandering cleric
- 18 Wide-eyed vizier
- 19 Wise mage
- 20 Zealot priest

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Table 7–18: Patrons, Specific 1*

- 1 Anaga Cedarsilver, fletcher seeks worth
- 2 Argath Blacksword, hunter seeks relative
- 3 Bellinus, miner seeks happiness
- 4 Bulgrai Blacktooth, seeks justice
- 5 Byulnak Ivorykeeper, smith seeks freedom
- 6 Dagwold, thane seeks a spouse
- 7 Deogol, Ship Captain seeks redemption
- 8 Ersa of the Three Winds, druid seeks peace
- 9 Eyjolf “Dragon,” crime boss seeks glory
- 10 Fysin the Bold, seeks a challenger
- 11 Gelonir, merchant seeks guild membership
- 12 Gherond the Pig, soldier seeks independence
- 13 Girithron, fighter seeks companions
- 14 Jgorl the Saber, mercenary seeks mastery
- 15 Josev Icetongue, teacher seeks virtue
- 16 Kaaras, performer seeks religion
- 17 Keyum, guardian seeks magical secrets
- 18 Locuss the Inform, seer seeks lost brother
- 19 Lord Balqua of Golgethga, seeks an heir
- 20 Lucian Bluearrow, rogue seeks anarchy

* A patron may have a secondary objective beyond what he or she hires a PCs to do

Table 7–19: Patrons, Specific 2*

- 1 Maabar, medium seeks answer to mysteries
- 2 Maccus, apprentice seeks wisdom
- 3 Moraanon, war veteran seeks refuge
- 4 Nakavi the Heartless, warlock seeks death
- 5 Norik, gambler seeks vengeance
- 6 Osric the Pale, servant seeks enlightenment
- 7 Pjovke Spiritwind, seeks knighthood
- 8 Pozikt, spoiled noble seeks hedonism
- 9 Pyrinn the Eye of Storms, seeks the truth
- 10 “Red,” innkeeper seeks wealth
- 11 Rhey of the Dagger, thug seeks information
- 12 Rjolf Thorissen of Wolfland, seeks harmony
- 13 Saisa, neophyte seeks deadwind sage
- 14 Serena, prophet seeks lost clan of dwarves
- 15 Sergei, commoner seeks utopia
- 16 Sogentae Myrthwind, mage seeks rituals
- 17 Temij, khan seeks return of his crown
- 18 Vechen the blade, murderer seeks forgiveness
- 19 Wolfgar, noble seeks power
- 20 Yuris, renegade seeks asylum

Table 7–20: Personalized Rewards

- 1 Absolution
- 2 Criminal record expunged
- 3 Execution of enemy
- 4 Family honor restored
- 5 Favor of the king
- 6 Forgiveness
- 7 Freedom
- 8 Gift of magic or immortality
- 9 Grant from a noble
- 10 Group charter established
- 11 Innate power
- 12 Magic healing (curse, poison, etc.)
- 13 Membership in a guild or order
- 14 Pardon
- 15 Personal (and well-trained) guard or servant
- 16 Recommunicated with church
- 17 Relocation
- 18 Shortcut through bureaucratic redtape
- 19 Wealth
- 20 Writ

Table 7–21: Unique Rewards

- 1 Access to a library or sage
- 2 Ancient or forgotten song
- 3 Answer to a troublesome riddle
- 4 Citizenship or voting rights
- 5 Council seat
- 6 Family heirloom or rare antique
- 7 Forgotten book or lost lore
- 8 Glory (parade in your honor, etc.)
- 9 Hidden truth or terrible secret
- 10 Honorary medal or title
- 11 Land or estate
- 12 Magical secret
- 13 Monument in honor of deeds
- 14 Mount/Steed of impeccable breeding
- 15 Rare formula or ritual
- 16 Religious relic or unholy artifact
- 17 Seat at table of the king (or important noble)
- 18 Ship, with or without crew
- 19 Slaves or concubines
- 20 Treasure map



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Table 7–22: Getting There, Simple

- 1 Barge
- 2 Blimp/dirigible
- 3 Canal skiff
- 4 Caravan
- 5 Carriage
- 6 Cart
- 7 Elemental skiff
- 8 Ferry
- 9 Flying mount
- 10 Horse/mount
- 11 Ice sail
- 12 Magical flight
- 13 Portal
- 14 Riverboat
- 15 Sailing ship
- 16 Skyship
- 17 Sled/Sleigh
- 18 Teleportation
- 19 Wagon
- 20 Walking

Table 7–23: Getting There, Detailed

- 1 Above the clouds
- 2 Along a road littered with the dead
- 3 Along a road miles from anywhere
- 4 Along the marching armies of Libertine
- 5 At the feet of a unforgiving Titan
- 6 Between the Pillars of Eternal Midnight
- 7 Between the Sundering Rocks of Sinn
- 8 Between two warring nations
- 9 Down the face of Shepherd's Mountain
- 10 Down the spiraling stairs of ancient tomb
- 11 Inside the belly of an ancient dragon
- 12 Inside the Castle Gates of Nighmoor
- 13 Inside the Crypt of Fallen Saints
- 14 On the altar of the tempest god
- 15 On the back of massive, elder roc
- 16 Over Condor Pass into Mt. Caldera
- 17 Over ocean teaming with sea monsters
- 18 Through a forest infested with orcs
- 19 Through the eye of a raging storm
- 20 Through the Gates of Kings

Table 7–24: Getting There, Abstract

- 1 Basilica, assassin's guild, guard tower, inn, sewers, forest, abandoned shrine
- 2 Camp, shrine, catacombs, ruins, dungeon, cathedral
- 3 Castle, foreign kingdom, palace, embassy, watchtower, marsh, cottage
- 4 City, tavern, smithy, graveyard, secret chamber, catacombs, crypt, tomb
- 5 City, tavern, workshop, library, wizard, wizard, rogue, rogue's guild, tomb, tomb, watchtower, ruins
- 6 Crossroads, village, caravan, roadhouse, oasis, brothel, tavern, church, catacombs
- 7 Dungeon, portal, alternate plane, waterfall, portal, dungeon, hamlet
- 8 Fighting pit, gambling den, hostel, inn, brothel, guardtower, river, grotto, cove, abandoned mine shaft
- 9 Frontier, outpost, abandoned keep, chasm, crags, caves, citadel, khan
- 10 Hamlet, medium, oracle, metropolis, fortune teller, smith, artificer, cardinal, wizard, lich-king
- 11 Hostel, training grounds, captain's quarters, prison island, monastary, spire
- 12 Mausoleum, centotaph, triumphal arch, palace, cottage, magistrate, vizier, prince, king
- 13 Roadway, city, bazaar, guild, palace, dungeon
- 14 Ruins, tomb, thorp, wizard's tower, spire, shrine, city, castle
- 15 Smithy, battlefield, badlands, orc camp, gnoll camp, elven city, forest, glade, another plane
- 16 Small village, lost ruins, library, palace, badlands, undead tomb, small village, tower
- 17 Tavern, alehouse, winery, sage, library, sage, caverns, orc stronghold
- 18 Thorp, forest, orc village, goblin village, dwarven mine, outpost, mausoleum, origina thorp, tomb
- 19 Tribal leaders, borderlands, dwarven thane, gnoll khan, elven princess, fey court, temple, reliquary
- 20 Town, lost highway, ruins, hidden well, cairn, wizard's tower, ruins

ACT TWO?

It should be noted that traditional fantasy games lack an act two. The second act is usually defined as the “rising action” of a story. Since a majority of published game adventures involved the sequence — here's what you need to kill, here's where it is, now go kill it — the only rising action that takes place is the fight scenes en route to the villain's lair.

This hardly constitutes player involvement in the story.

But the question that you might be asking is... isn't the journey to the villain's lair the second act? Isn't that called the *Hero's Journey*? And on the surface, you might be right. But the huge difference between *The Odyssey* and the *Fractured Halls of the Goblin King* is that Odysseus' journey revealed a great deal about Odysseus' character, much more than his stats and great combination of powers. The typical Act Two journey of an adventuring party is nothing more than a series of random encounters or puzzles designed to consume the PCs' resources so the villain has a better than average chance of winning the final battle in Act Three (something he never does).

The second act is an opportunity to explore the characters' ranges, determine why people are on the journey, what possible reason they have for fighting the villain, and a host of other personal “adventures” that embellish and flesh out an otherwise rote story structure. We know that Hamlet is going to get his revenge (in one way or another) at the end of the story, but what we don't know is why he's such a coward and so tormented. His inner turmoil makes up the bulk of the story. Without it, you've got a dead king and a whiney son who wants to punch someone in the eye.

But roleplaying games are not Shakespeare. Where roleplaying games succeed and *Hamlet* fails, is we have much more inspiration to draw upon for great stories than Bill did. Get enough creative minds together at the gaming table, all eager to play out an intricate three (or five) act story, and even the Bard can't compete with the story you've all built together.

A number of roleplaying games released in recent years break this stereotype, placing more story-emphasis in the players' hands. But these games are rarely set in fantasy Europe with magic swords and +17 unholy artifacts. So while the advice and structure in these games is sound, there is often a logical pause when trying apply these same tenets to a dungeon-crawl.

Use Act Two to explore what can't be explore during the other acts. Avoid trite, railroad exposition (*read aloud text*) in the first and third act, and use the second to explore (through dialog) what it is that the lich is truly up to, or why the king wants him dead so badly. Allow the PCs to explain their own reasons for joining the adventure beyond gold and glory. Reward PCs who reveal hidden agendas or personal information in measure with the tone of the journey. Don't just treat plots like connect the dot puzzles and you'll amazed at how much more you get out of them. Your design time is more richly rewarded, because you spend more time exploring what you've built. And how can that be bad?

THE RELATIONSHIP MAP

An alternative to a plotting out an adventure/campaign is the relationship map and threading method. Basically, relationship mapping is the idea that the game world is a fluid, living thing that exists with or without the PCs interference, but once they begin interacting with that environment and the things in it, the world mutates. An extremely simple example of this is any fantasy RPG where the NPCs sit and wait for the PC to come along and trigger other events. A more complex version might be found in TV shows like *Brotherhood* or *Deadwood*.

Before an adventure or campaign begins the GM devises any number of NPCs — no fewer than seven and no more than fifty — each with their own goals, agendas, and aspirations. They are, in effect, real characters competing with the other characters in the world. They do not exist merely to be foiled by (or foil) the PCs. Instead, they exist to make the environment *real*.

Imagine your own neighborhood. There are people living there that you know and others you do not. Each is an NPC in the story of your life. One day, you learn that a neighbor intends to run for mayor, but wants to keep it quiet, intending to reveal his candidacy at the right moment. You have an opportunity to do something with this information, but chances are, you don't... you're not a jerk after all. Maybe the neighbor is though, and you know he'd make a horrible mayor. Now you have a conundrum. Extrapolate this problem into a fantasy setting, with characters who can endure the cause and effect of political subterfuge better than you could (if you ran to the paper with this information) and now you have a story where there wasn't one before.

When you relationship map, you allow the PCs to cherry-pick the stories that directly affect their personal ambitions and you avoid “moralizing” every issue of gameplay — I want to help the lich, not hurt him... how do I do that? If every NPC on your block has his or her own personal threads written ahead of time, it would make it a lot easier to decide who you wanted to be friends with and who you would avoid. Having the GM write these threads into the campaign world can shortcut a lot of problems and get PCs focused on what's important to them... them.

On the next page is a sample relationship map. It has four NPCs on it, each with a name, title, goal, and thread. Your map will be more complicated than this, pointing to full-page NPC write-ups. In this example, I've not included how they know each other, but your chart might, depending on the scope of the game. If they all belonged to the same guild or lived in the same thorp, they would know each other and even know a little about one another. My chart, instead, lists who they are and what they intend to do, even showing the steps they need to climb to get there.

How you build your relationship map is up to you. The key here is to build a working society that PCs can interact with, without the stricture of a plot that devalues individual choices. Each thread or step in the map should be something the PCs have a chance to encounter... even if it's just a simple goal like “meet with the king,” the PCs should have an opportunity to overhear or learn of this plan, if they go looking for it.

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SEBASTIAN

Fabrics Merchant

Develop Trade with Lancaster

- Bring gift to guildmaster
- Set up meeting with counselor
- Grease palms
- Favor*
- Secure contracts
- Secure underlings
- Secure bodyguards
- Establish charter

* It is unknown to Sebastian what favors the guilds and Lancaster will ask of him

RENIK

Pitfighter

Buy Freedom

- Develop friendship with Syrhina
- Bank and/or hide earnings
- Keep plan a secret
- Stay out of Thais' way*
- Win 30 fights*

* This is an ongoing thread that involves constant work on Renik's part. PC involvement can increase/decrease the likelihood of Renik's plans falling short

SYRHINA

Lady in Waiting

Protect Lady Juno's Interests*

- Maintain clout/status*
- Advise Lady Juno
- Attend pitfights

* Syrhina has no plans of her own, other than to marry well. Her role in the narrative would be small, if not for Renik's need to keep her involved. This means when the PCs meet Renik, there's a good chance Syrhina will be there "visiting."

KORDILLAN

Renegade

Kill Prince Khalu

- Buy new identity
- Get job with chamberlain*
- Work for several months
- Devise escape plan
- Murder Prince
- Flee city

* This is a complex step that can go many ways. Kordillan will most likely seek help from others that he can trust.

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VILLAINS

Table 7–25: Villains

- 1 Bangorot: Master cultist who seeks the means to destroy a powerful artifact of good and light
- 2 Bella Gnor: Former cleric of the god of valor who grew corrupt and greedy
- 3 Bitarra: Fireball throwing wizard that wants to burn everything down to the ground
- 4 Ceratin: Thief wronged by one too many dwarves who now wages a secret war
- 5 Commander Sabian: Military leader from a now conquered nation leading an insurgent campaign
- 6 Cryntona: Corrupt priest who seeks to destroy all knowledge eon a ancient trapped god of good
- 7 Drognor: Former physician became obsessed with death and now is the master of poison
- 8 Hiirta: Blight druid of the Bleak Cabal who seeks to corrupt a power node lay line to darkness
- 9 Jadesinger: Witch in the mountain that seeks a way to maintain eternal youth
- 10 Khalvok Estendis: Corrupt magistrate of large city who helps release caught thieves from the guild
- 11 Klopfen Bloodguard: Champion of a dark god, raised to follow the cult's dark desires
- 12 Longekalt Staze: Pirate of the high seas, raised to value the coin more then the value of close friends
- 13 Lungalis: Seeks to raise an army to defeat a leader that once humiliated him long ago
- 14 Mercutio Tramtola: Wields sorcerous powers from a demonic pact for hire against nobility
- 15 Mishka Hakira: Jealous student of arcane arts who uncovered a book of forbidden spells
- 16 Nascarliith: Master illusionist who uses both sorcery and alchemy to hide any traces of crimes
- 17 Rhumtal Lectrotis: Former high priest of the god of the dead turned necromancer at large
- 18 Skiltar Rhume: Lecherous puppetmaster of local beggars and owner of a seedy theatre house
- 19 Wykurt Sevian: Accidentally drank a poison and survived but it drove him insane
- 20 Yuntaris: Peerless archer of the east, now hires out his crew as a long-range assassins

Table 7–26: Nonhuman Villains

- 1 Agorthex: Demon muse to dark bards and geniuses gathering a force of darkest knowledge
- 2 Carnallure: Seductress devil who seeks to dispel a pact by converting 99 men to evil ways
- 3 Daktalkun: Kobold seer who divined a great vistory for his people while using strange chemicals
- 4 "Fireeyes" Brickhammer: Red-eyed dwarf kicked out of clan for murdering one of his own
- 5 Folikos: Snakeman infiltrator and spy, master of knowledge and lore brokering for the right price
- 6 Greenbaum: Creature that looks like a cross between an orc and a troll who will eat anyone
- 7 Grimmaw: Gobin shaman who collects tribes to his banner with coercion from his devil spawn
- 8 Karthtallisgod: Dragon of immense power who uses others as pawns in a great game with another
- 9 Krotstan Unger: Dwarf rogue who convinced several dark elves to help him destroy his people
- 10 Mallithorn: Awakened vulture who unblocked a gate to the dark fey realm to corrupt the forest
- 11 Mientile Steelblade: Troll mercenary commander known for bringing in others to do his dirty work
- 12 Parensee Greyface: Bugbear fringe-land hunter who hates all civilized folk with zeal
- 13 Raveshaar: Half orc renounced for his uncontrollable rage that brings forth unheard of powers
- 14 Saturi: Rakshasa infiltrator now acts in disguise as the royal advisor to corrupt from within
- 15 Shabego: Orc dark druid entered into a pact with a dark god to bend weather to his will
- 16 Silisinor: Naga hypnotist who has an entire thief and beggar's guild under his vile sway
- 17 Spistia: Hobgoblin who hates all humanoids, works to avenge abused nature upon them
- 18 Ugorthas: Minotaur barbarian commanded elemental to construes most insidious maze ever
- 19 Velishen: Fallen Angel who seeks those who can enact revenge on his old church
- 20 Wegor: Giant of a lost Rune Tribe seeking to rebuild an army to conquer human lands

◀ CHAPTER SEVEN ▶

Table 7–27: Henchmen 1

- 1 Blackmailed by the villain into service
- 2 Bounty hunter who nearly captured the villain
- 3 Brainwashed sycophant
- 4 Brooding youth earns respect with position
- 5 Child, spouse, or lover of the villain
- 6 Childhood accomplice of the villain
- 7 Crime boss who has much to gain
- 8 Dwarven savage devoid of morals
- 9 Elf blood-cursed to betray his people
- 10 Former adventuring companion
- 11 Former army general or watch commander
- 12 Former mercenary found permanent position
- 13 Ghostly undead spirit bound by magic
- 14 Gnoll brute with a chip on his shoulder
- 15 Golem forged in demonic or unholy fires
- 16 Hated-filled orc looking for vengeance
- 17 Heir apparent to the villain's machinations
- 18 Highpriest of the villain's deity
- 19 Hobgoblin tactician seeking glory
- 20 Honor-bound to the cause

Table 7–28: Henchmen 2

- 1 Idealist, twisted by virtues and naïveté
- 2 Intelligent undead seeking same goals
- 3 Liberated from captivity by the villain
- 4 Local lord gains much from "association"
- 5 Magic using advisor or seer of the villain
- 6 Monster beaten into submission
- 7 Mythical beast created by the villain
- 8 Ogre brute chained to the villain's entrance
- 9 Orc chieftain beaten in combat by the villain
- 10 Pariah finds comfort in villain's companionship
- 11 Pitfighter who owes the villain a debt
- 12 Power-hungry mage bidding his time
- 13 Sage using resources for own personal goal
- 14 Sociopathic brute capable of anything
- 15 Someone who the villain saved the life of
- 16 Sibling, twin, or other relative
- 17 Tribal shaman without a tribe
- 18 Warren of ghouls acting in concert
- 19 Well-paid leader of merchant family/house
- 20 Well-paid public servant or soldier

Table 7–29: Brute Details

- 1 Agebaloen "Lock Picks" Diveeye: Half-elf street rat who spent most of his youth in various prisons
- 2 Aralcuag "Dead Shot" Dawntracer: Elven archer who fights for coin instead of racial honor
- 3 Braighn "Cutman": Hobgoblin axe-wielder known for hacking at his foes long after they are dead
- 4 Eradin "Scars" Kaulman: Human sword thrower covered with scars who brags of his many kills
- 5 Frelk Slatefighter: Hairless human brawler known for his signature "Unarmed Death Strike"
- 6 Heinrick Jameson III: Human rapier fighter who frequently wears flamboyantly-colored clothes
- 7 Ilurars "Bruiser" Coralbane: Slow and dimwitted half-orc with the strength of two men
- 8 Jamie "Blood Dagger" Farhunter: Human (with ogre blood) known for her murderous past
- 9 Kayle "Raven Hair" Risian: Half-elf archer known for her precise shots and signature fletchery
- 10 "Little Torr" Steelbattler: Dwarf almost as tall as a human and an excellent sword fighter
- 11 Lyle "White Skull" Proudbarrel: Bald dwarf with a white skull painted on his head
- 12 Nidohuit "Quiver" Shothunter: Human adopted by an elven barbarian tribe; hunts dwarves for sport
- 13 Penel "Bloodloss" Greenbottle: Angry human woman whose rosy lips are frequently poisoned
- 14 Reenreen "Pigaxe" Brownbarrel: Fur covered troll said to have a wild boar for a father
- 15 Rotob "One Ear" Gembuilder: Hobgoblin axe man who lost an ear when a bugbear bit it off
- 16 Tireghaeb "Double Daggers" Jadeflame: Elf known for plucking out the eyes of her victims
- 17 "Two Punches" Grimbreaker: Human ravager, well-trained in the art of bare-handed fighting
- 18 Ungar "Long Beard": Dwarf said to have strangled two men with his beard before it was shaved off
- 19 Wykirk "Tattoos" Simien: Bugbear who tattooed the faces of her first three victims on her back
- 20 Zhang "Green Tooth": Half-orc who's physical strength is only matched by his horrid teeth

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Table 7–30: Villainous Names

- 1 Bilholl the reckless
- 2 Blackdirge the gatherer
- 3 Braxil the conquer
- 4 Bronwyn the bold
- 5 Chinaliar the deceiver
- 6 Damtanress the enchanter
- 7 Darleni the unholy
- 8 Diazan the destroyer
- 9 Emerikol the chaotic
- 10 Gitario the faithless
- 11 Jekathian the temptress
- 12 Kaine the barbaric
- 13 Kalgroth the slayer
- 14 Lieseer the visionary
- 15 Lykarius the usurper
- 16 Norgrath the planner
- 17 Oprochtus the performer
- 18 Ozmandius the traveler
- 19 Salariaus the infiltrator
- 20 Trensessa the fallen

Table 7–31: Evil Cultist Names

- 1 Angemid Bloodsworn
- 2 Barador Dakhallow
- 3 Bloodcus Shem
- 4 Cadavim Skerl
- 5 Cleris Valkoth
- 6 Crazkel Barthwed
- 7 Demstench Grothis
- 8 Etturn Ignarix
- 9 Glamid Tonsel
- 10 Kakeeg Lichtus
- 11 Kelspin Horric
- 12 Kremsen Drul
- 13 Lustbak Snakus
- 14 Malgathar Sensinew
- 15 Necrom Falslug
- 16 Pusmoss Crepit
- 17 Rakauri Thuir
- 18 Uladric Darfectis
- 19 Vauriar Snelsik
- 20 Wendrim Drork

Table 7–32: Evil Cults and Churches

- 1 Children of the Demon Prince
- 2 Church of Sigil Insight
- 3 Church of the Triumphant
- 4 Cult of Hideous Knowledge
- 5 Elf Liberation Order
- 6 Emissaries of the Darkest Light
- 7 Followers of the Walking Worm
- 8 Forsaken Academy
- 9 Formation of Monarch Lords
- 10 Gatekeepers of Infinity
- 11 Gatherers of One True Text
- 12 Lifewell Deceivers
- 13 Mediators of Freed Insanity
- 14 Order of the Unhallowed
- 15 People's Temple of Wrath
- 16 Society of Ignoble Intention
- 17 Sovereignty of Absolutes
- 18 Ten Tribes of Baba Yaga
- 19 Union of Planar Truths
- 20 Witnesses of End Times

Table 7–33: Evil Priest Names

- 1 Afkonesec
- 2 Balecrom
- 3 Balthon
- 4 Bontumor
- 5 Deltorot
- 6 Donttarrok
- 7 Gedethit
- 8 Gotzael
- 9 Helkerzar
- 10 Igmanoc
- 11 Ilettick
- 12 Ilsadress
- 13 Injaplate
- 14 Juderich
- 15 Kemmenis
- 16 Lemaftus
- 17 Maleficius
- 18 Myclefrin
- 19 Naltharig
- 20 Telfas

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Table 7–34: Evil Rogue Names

- 1 Arogya Septak
- 2 Bauthak Theftwel
- 3 Chizra Rallem
- 4 Dalek Bonds
- 5 Gitan Jali
- 6 Hasini Tadhara
- 7 Janmadine Sancay
- 8 Jiban Dakghar
- 9 Kaspra Sesher
- 10 Kavita Rollis
- 11 Leander Xantz
- 12 Naived Siam
- 13 Natashnir Kelb
- 14 Racyni Solence
- 15 Rakhan Confort
- 16 Shadowthaq Karis
- 17 Shansal Poisanis
- 18 Tagor Navida
- 19 Valkiki Daggermor
- 20 Vidal Cromshel

Table 7–35: Evil Warrior Names

- 1 Aeron Valesworn
- 2 Baelin Blacktongue
- 3 Blackheart the barbarian
- 4 Celebron Twinblades
- 5 Daraman Ironheart
- 6 Darktan the beheader
- 7 Derad Buutchar
- 8 Geegis Boltz
- 9 Gorghrid the slayer
- 10 Grafhar Vengus
- 11 Harkonian Giantbelt
- 12 Kear Stonestaf
- 13 Lord Trenswill
- 14 Mindeye Trueshot
- 15 Omnus Tyrian
- 16 Sarcopha Torb
- 17 Slayson Terik
- 18 Thayer Grindbone
- 19 Tregis Maulman
- 20 Vormyr Dwarfbane

Table 7–36: Evil Wizard Names

- 1 Aduiz the Visionist
- 2 Agnakir Chamari
- 3 Aleshian the Cabalist
- 4 Bondiak Seeneye
- 5 Casonlon Apparition
- 6 De'Tlakar Circalis
- 7 Derelith Conjurus
- 8 Girithiav Oozemein
- 9 Inklooria Magicztome
- 10 Klamentile the Theurgist
- 11 Kylvayne Windmaster
- 12 Lycias Veinweaver
- 13 Mariuk Spellbinder
- 14 Pentalis Boneburner
- 15 Serefyn Furyflame
- 16 Skelyn Mistmaster
- 17 Solnaryz Phantasmist
- 18 Succent Blooddry
- 19 Thasalian Onecast
- 20 Wuiliar Curseman

Table 7–37: Evil Dragon Names

- 1 Ashlatar the Unkind
- 2 Cloudcleaver the Great
- 3 Coaldeath the Eruptor of Black Flame
- 4 Devilwing the Cloaked Serpent
- 5 Drachalla, Unholy Beast of the Forever City
- 6 Firegulch Everdoom the Mighty
- 7 Glaumarch, Denizen of Despair and Greed
- 8 Gnawbones the Aged and Deformed
- 9 Hiszgorr the Poisonous
- 10 Horntalla the Hoarder
- 11 Iozul, Last of the Plague Kings
- 12 Jarhavok, King of Kings
- 13 Mountainreaver Sunderhome
- 14 Restivon the Redscaled Death
- 15 Renix Serpentail, Sorrowreaver
- 16 Stormwing Thunderclaw
- 17 Talonsword the Feared
- 18 Venomwyrm the Ravenous
- 19 Vorpalwing, Lord of Kobolds
- 20 Windeath Kingslayer



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Table 7–38: Villain Goals 1

- 1 Appear Deity
- 2 Atonement
- 3 Class/Racial Superiority
- 4 Dark/Secret Magical Supremacy
- 5 Despotism/Tyranny
- 6 Destruction
- 7 Disorder
- 8 Divinity/Immortality
- 9 Domination
- 10 Entertainment
- 11 Expand Empire
- 12 Eternal Youth
- 13 External Expectations
- 14 Expose Injustice or Untruth
- 15 Fear
- 16 Freedom/Independence
- 17 Hatred
- 18 Honor
- 19 Humiliation of Enemy
- 20 Infamy/Notoriety

Table 7–39: Villain Goals 2

- 1 Idealism or Misguided Ethic
- 2 Identity Crisis/Loss of Faith
- 3 Insanity/Paranoia
- 4 Inspire Others
- 5 Isolation/Remain Hidden
- 6 Knighthood/Nobility
- 7 Love/Lust
- 8 Mastery (of some kind)
- 9 Military Might
- 10 Misery
- 11 Political Influence
- 12 Power
- 13 Pride
- 14 Respect
- 15 Revenge
- 16 Self-Preservation
- 17 Societal Upheaval
- 18 Teach Lesson
- 19 Undeath
- 20 Wealth

Table 7–40: Hidden Agenda

- 1 Acquire political power seat
- 2 Alliance with evil faction or race
- 3 Bound by blood oath or debt
- 4 Confusion
- 5 Deconstruction or societal experiment
- 6 Destruction of local church
- 7 Disorder
- 8 Earn favor of a cult or secret society
- 9 Enslavement of particular peoples
- 10 Genocide
- 11 Keep army busy, fed, or trained
- 12 Main goal is a diversionary tactic
- 13 Overthrow of local government
- 14 Placate an even more powerful villain
- 15 Quietly usurp the magical power of another
- 16 Revenge for an unperceived slight
- 17 Spread fear of the unknown
- 18 Universal mysteries
- 19 Unknown (magically coerced or otherwise)
- 20 Unleashing a powerful ritual

Table 7–41: Villain Trigger*

- 1 Acts of kindness or selflessness
- 2 Arrogance
- 3 Authority (church, nobility, etc.)
- 4 Being coerced or threatened
- 5 Being judged or criticized
- 6 Being talked down to (lack of respect)
- 7 Being touched
- 8 Betrayal, lies, or untrustworthiness
- 9 Bureaucracy, debate, or inaction
- 10 Critical memories of the past
- 11 Elitism (guilds, wealthy, etc.) or prejudice
- 12 Hero worship
- 13 Ignorance or naïveté
- 14 Incompetence
- 15 Loved one in danger
- 16 Nonhumans (or humans if nonhuman)
- 17 Righteousness
- 18 Sensitive about height or appearance
- 19 Service to deity
- 20 Ultimatums

*What sets the villain off; “hot-button”

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Table 7–42: Villain Weaknesses

- 1 Affection for someone that does not return their feelings
- 2 Afraid of the cursed item the villain's station requires him to wear
- 3 Cannot make decisions without puppet/special coin/pet/etc
- 4 Custom magic spell prevents anyone from seeing villain is a lich
- 5 Drinks excessively and compulsory
- 6 Excessive faith in incompetent friends and followers
- 7 Fear of fire causes easy distraction
- 8 Fears losing command of the cult
- 9 Has no immunity to poison made from a lotus blossom
- 10 Has trouble dealing with loud noises
- 11 Ignorant to magic and its uses
- 12 Loses confidence in sword fights when unable to speak
- 13 Loves child and would stop evil acts for child
- 14 More concerned with the appearance of lair than the details of conquest
- 15 Needs to eat a rare herb once a day
- 16 No one knows villain is actually blind
- 17 Overconfident in their magical abilities
- 18 Prefers demonic companionship to human
- 19 Refuses to kill cats and cat-races
- 20 Split personality, alternate personality is peaceful and truthful

Table 7–43: Villain “Tricks”

- 1 Able to make heroes appear evil when magically detected
- 2 Another rival villain alone can stop current villain's plans
- 3 Bribes local law enforcement to arrest heroes
- 4 Built lair to incinerate at will
- 5 Captives are converted, not enchanted and attack heroes when released
- 6 Concealed poisoned hand dagger in belt under cloak
- 7 Creates a thick fog that covers escape
- 8 Custom magic effect active which transfers consciousness to a duplicate body in the event of death
- 9 Demon waits for villain's command to come out of hiding and cover escape
- 10 Hires an evil adventuring party to hunt down heroes
- 11 Leaked layout of the secret lair lead heroes into a trap
- 12 Magical boots that allow the villain to move at great speeds
- 13 Obtained personal item to make affecting heroes with magic easier
- 14 Possess destructive magic item that activates upon death of holder
- 15 Possesses a magic item that allows villain to grow wings and fly
- 16 Secret exit hidden with illusory magic
- 17 Trap with a floor trigger that villain can set off when he falls to the ground
- 18 Turns into a shadow or a gas to make escape
- 19 Villain solely knows key to the puzzle the heroes need to solve
- 20 Villain wears a veil that can turn him invisible

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Table 7–44: Villain Lairs

- 1 Abandoned goblin mine, cleared out years ago by adventurers, thought to be empty
- 2 Abandoned noble's home, basement tunnel leads right under the king's castle
- 3 Ancient pillared and vine-covered library seldom visited, but filled with arcane knowledge
- 4 Apartment near a tannery, the smells mask evidence of villain's crimes
- 5 Basement under a brothel, visitors come and go unnoticed, some never leave
- 6 Cellars below an abandoned tower, the tower is illusory and is really a large tree
- 7 Collapsed building hides entrance to small series of tunnels under a graveyard
- 8 Courtyard filled with alcoves and fiendish statues, hidden behind a massive and sturdy iron portcullis
- 9 Gutted warren, once a series of family burial plots, now used to hide evidence of villain's crimes
- 10 Invisible third story of manor house, protected against scrying and guarded by invisible gargoyles
- 11 Lavish townhouse hidden amongst the squalor of the old section of the outer city
- 12 Maze like thicket of briars outside town, with many switchbacks and deadly dead ends
- 13 Old warship permanently docked at the wharf, no longer seaworthy but sturdy all the same
- 14 Orc caverns, once occupied by dwarves, have been cleared out and reinforced with magical wards
- 15 Secret cabal chamber lies behind a sliding panel in a dark, forgotten cell of the city dungeons
- 16 Series of townhouses gutted and made into one connected warehouse, only one door works
- 17 Several partially burned down buildings serve to hide a wide spanning tunnel system
- 18 Sewer sections with intersecting passages under the wealthy section of town; thought collapsed
- 19 Temple (perhaps a front) known for exemplary security, has locks changed regularly and often
- 20 Warehouse in a seedy section of city, lacks ground-level entrance; everything is sealed

Table 7–45: Villain Affectations, Personal

- 1 Artificial limb or missing appendage
- 2 Broken nose
- 3 Bruised knuckles of "ham hands"
- 4 Condescending vernacular
- 5 Constant entourage of underlings
- 6 Exaggerated accent or foreign language
- 7 Exaggerated sneer of facial tick
- 8 Extremely handsome or beautiful
- 9 Eyepatch or missing eye
- 10 Goatee or van dyke
- 11 Incredible strength of speed
- 12 Jet black hair or unusual hair do
- 13 Loud, hacking cough
- 14 Menacing or far-away stare
- 15 Odd or inexplicable limp
- 16 Pale or otherwise unattractive skin
- 17 Repetitive body action (cracks, knuckles, etc.)
- 18 Scar on cheek
- 19 Seeping wound that does not heal
- 20 Small horns protrude on brow

Table 7–46: Villain Affectations, Objects

- 1 Animal skin belt and boots
- 2 Badge of station or superiority (orb, etc.)
- 3 Chains worn as bandoliers
- 4 Decorative arm bracers
- 5 Expensive clothing or impeccable dress
- 6 Falcon on his arm
- 7 Gold-rimmed monocle
- 8 Ineffective, but ornate breastplate
- 9 Inlaid and ornate iron crown
- 10 Intelligent, loyal, and sentient familiar
- 11 Obnoxious jewelry (rings on every finger, etc)
- 12 Ornate jewelry
- 13 Pair of massive hunting dogs on a chain
- 14 Personalized, exotic, high-quality weapon
- 15 Pocket watch or timepiece
- 16 Signet ring with personal mark
- 17 Top hat
- 18 Unholy or desecrated symbol
- 19 Walking stick with hidden blade
- 20 Well-used book of quotations and prose

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Table 7–47: Connections (NPC/PC/Villain) 1

- 1 Affection: One has great personal affection for the other and will follow orders to prove that love
- 2 Alliance: One seeks an alliance between groups and follows orders as an act of good faith
- 3 Blackmailed: One blackmails the other to perform limited service or aid during the plot
- 4 Coerced: One uses attraction, lies and other tools to convince another to do their bidding or will
- 5 Competitive: One cannot resist a bet or dare, taking up the task to prove they can
- 6 Contracted: Through a misleading contract, one must now complete an order by another to fulfill it
- 7 Criminal: One is a criminal conscripted by another to earn their true freedom by following orders
- 8 Deception: One goes along with another's plans to learn enough to take the original's place
- 9 Direct Relative: Two are close family, direct blood of a parent or sibling or grandparent/grandchild
- 10 Doctor: One saved the life of the other or helped cure an affliction and suddenly calls in a favor
- 11 Duplicity: One lies to another about the true purpose or part they have to play in the plot at hand
- 12 Experience: One willingly helps another not for the cause but to experience the plot and survive it
- 13 Faithful Follower: One blindly follows the order of the other because of the faith they have in them
- 14 Favor: Long ago one helped another and now asks that it be repaid in kind with a new task
- 15 Fortuned: Through mundane or magical means, one believes they are destined to play a part
- 16 Friend: One developed a recent friendship with the other and may not yet truly know them fully
- 17 Friend of a Friend: One helps out another at the request of another mutual friend to them both
- 18 Glory: One sees the greater picture and wants to be involved in something great
- 19 Guilt: One uses psychology and anguish to convince another to serve based on past guilt
- 20 Roll twice or choose two, combining results in insidious ways

Table 7–48: Connections (NPC/PC/Villain) 2

- 1 Hireling/Retainer: One is paid to do a task and simply is doing his duty
- 2 Insane: One believes that supernatural beings commanded him to follow another
- 3 Magic: One is under magical compulsion to obey another, perhaps through ritualistic magic
- 4 Mercenary: One is paid by the other who has no personal investment in the situation
- 5 Old Time's Sake: Two know another from old academy, organization, or just childhood friends
- 6 Organization: Two are part of an organization that is required to work together and aid one another
- 7 Owed Favor: One owes the other a favor, and by aiding may be able to wipe that dept clean
- 8 Paid Accomplice: One is paid by the other to do the job, but who still has a direct interest
- 9 Personal: For reasons unknown, an alliance is formed, the true reason perhaps never revealed
- 10 Promised: One promises (either by truth or lie) great power and riches for helping in the plot
- 11 Prove Self: One has a need to prove himself capable, not only to the other but to themselves
- 12 Relation: Two have family ties through marriage, contract or distant blood, even aunt/uncle/nephew
- 13 Revenge: One has a need to enact his anger on another
- 14 Self-destruction: One wishes his own demise and gets involved to go out in a blaze of glory
- 15 Spy: One joins another to secretly spy on the persons involved to report actions to another
- 16 Student: One is a student of another, who follows orders as part of their learning and study
- 17 Supplier: One is the only source for some exotic goods the other wants or needs
- 18 Turncoat: For personal reasons, one joins the other against his master to aid in the downfall
- 19 Wanted: One feels a need to belong to an organization or group involved with the plot
- 20 Roll twice or choose two, combining results in insidious ways

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GOSSIP

Table 7–49: Gossip About Adventure Hooks

- 1 Billowing smoke; if investigated, find no fire and smoke dissipates
- 2 During midnight terrible screams can be heard from within, no one will investigate
- 3 Entire adventuring group went missing from location just last year
- 4 Entire forest seems to be moving south, towards or away from something
- 5 Ghostly man in full plate cries and then suddenly attacks people by that place
- 6 Gray Monk died there, but wasn't as poor as he appeared
- 7 Grisly remains of local monsters are often found in the area
- 8 Large dragon dropped its hoard in that lake long ago
- 9 Local fey attack travelers, robbing them then letting them go
- 10 Monster graveyard said to be there, with recent nocturnal activity
- 11 Only place you can find a needed medicinal herb
- 12 Place was once used by a demonic cult, but abandoned
- 13 Predatory vegetation is found there as well as random magic
- 14 Several rich merchants were never heard from again after passing through
- 15 Several unusual suicides were committed in that area
- 16 Small dragon was seen burying something there
- 17 Sounds of merriment followed by strange lights in the darkest hours; three children are missing
- 18 Spontaneous fires start around there, day and night, but don't spread
- 19 When the howling begins all the children in town cry until it ends
- 20 Wishing well in vicinity sometimes tells the future

Table 7–50: Gossip About a City/Town

- 1 Almost wiped out by disease a few years ago
- 2 Best or worst brothels in miles
- 3 Best or worst manners and hospitality
- 4 Buildings have unusual architecture
- 5 Cemetery has a high rate of undead
- 6 Citizens known for violent tempers
- 7 Filled with cheats and liars
- 8 Flooded every spring
- 9 Has an assassin's guild
- 10 Home to the most beautiful woman
- 11 Makes the most deadly poisons
- 12 Makes their own spirits
- 13 Mayor is a scoundrel
- 14 Outrageous taxes on imports
- 15 Regularly attacked by nearby monsters
- 16 Retired adventurer(s) live there
- 17 Starting a gambling hall
- 18 Visited by a series of unsolved murders
- 19 Weapons are banned from confines
- 20 Won't deal with outsiders

Table 7–51: Gossip About a Ruler/Noble

- 1 Been replaced by a shape changer
- 2 Can't produce an heir
- 3 Caught cheating by spouse
- 4 Cruel and black heart
- 5 Cursed by a witch
- 6 Dispatches spies everywhere
- 7 Fathered several bastards
- 8 Favors deviant hobbies
- 9 Hides a tragic secret
- 10 In love with a peasant
- 11 In love with a rival
- 12 Knows the location of a great treasure
- 13 Madness runs in the family
- 14 Never sleeps
- 15 Never tells a lie
- 16 Personally tortures prisoners
- 17 Polishes a weapon or jewelry every night
- 18 Questioned regarding a murder
- 19 Really a dragon in disguise
- 20 Refuses to be in the same room as spouse

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Table 7–52: Gossip About a Group/Guild

- 1 Butters up the local politicians
- 2 Caves in to bribes easily
- 3 Claims to be able to sway judges and jailers
- 4 Has a taboo about magic
- 5 Has an embarrassing initiation process
- 6 Has an outpost in a faraway land
- 7 Is a front for an evil cult
- 8 Is in league with an outside political force
- 9 Makes deals with an underdark race
- 10 Makes generous donations to the church
- 11 Members use blackmail and intimidation
- 12 Mints their own bogus coins
- 13 Replaces members with shapechangers
- 14 Secretly a thieves' or assassin's guild
- 15 Sells useless apprentices as slaves
- 16 Tries to pass off painted copper as gold
- 17 Unimpeachable honor
- 18 Uses magic to dupe patrons
- 19 Uses seers to decide business deals
- 20 Will offer sanctum to escaped prisoners

Table 7–53: Gossip About a Person

- 1 Came into lots of money
- 2 Denounces the king
- 3 Gambles recklessly
- 4 Has a secret child
- 5 Has more than one spouse
- 6 Has renounced his faith
- 7 Having illicit affair
- 8 Is a secret avenger
- 9 Is about to go bankrupt
- 10 Joined a rogue guild
- 11 Makes anonymous donations
- 12 Once killed when younger
- 13 Purchases black market goods
- 14 Secretly defies ruler
- 15 Seeks to join a church
- 16 Shirks duties for personal vice
- 17 Spreads lies about rivals
- 18 Steals from businesses
- 19 Underpays his taxes
- 20 Worships in secret cult

Table 7–54: Gossip About Nonhumans

- 1 Also acts as a tribal spellcaster
- 2 Cannot be killed; is immortal
- 3 Commands fanatical devotion from underlings
- 4 Consummate tracker and tactician
- 5 Demented, feral version of his kind
- 6 Defeated a superior foe in single combat
- 7 Had a single wish granted
- 8 Has blood of a demon/devil/dragon
- 9 Has distant blood of a godling or avatar
- 10 Has a lookalike twin relative
- 11 Has a secret weapon to employ if cornered
- 12 Has predictions or visions of the future
- 13 Hunted by his own kind
- 14 Maintains connections with powerful humans
- 15 Maintains connections with criminals
- 16 Never backs down from a challenge
- 17 Never takes prisoners
- 18 Once a human who became transformed
- 19 Relishes uneven battles
- 20 Wields a mighty weapon of his people

IN OTHER WORDS...

Ricardo Montalban realized early in his career that the best type of villain does not see himself as villainous. He may do villainous things, but the character feels that he is doing them for righteous reasons. Likewise, with heroes, Montalban said he always tried to find a flaw in the character because no one is completely good or completely evil.

The best antagonists think themselves the protagonists of a story. Many tragedies explore dark characters, showing vile people getting away with the worst crimes. There is so much gray between absolute good and absolute evil, it is impossible to define anyone with these terms. The best villains started in a tavern just like you.

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ACT TWO: THE PATH

Table 7-55: Clues 1

- 1 Abandoned horse and cart
- 2 Abandoned well with rune etchings
- 3 Animal prints across a marble floor
- 4 Animal prints turn into footprints
- 5 Arcane tome on an ordinary shelf
- 6 Blood trail...
- 7 Bloody tunic
- 8 Book of ciphers and codes
- 9 Book with notes written into end pages
- 10 Branded livestock far from home
- 11 Broken door or door handle
- 12 Broken walking stick handle or knob
- 13 Broken spear tips discarded in a firepit
- 14 Broken strongbox, emptied save one gem
- 15 Building is burned down
- 16 Burned or desecrated holy/unholy symbol
- 17 Burned page with eight words still legible
- 18 Bust of a noted or famous local figure
- 19 Carpet (rolled up) with blood stain
- 20 Complex ritual (on scroll) written in elven

Table 7-56: Clues 2

- 1 Courier's package (with address)
- 2 Cracked magnifying lens
- 3 Cryptic and/or dangerous bible/prayer book
- 4 Crude directions drawn on stone
- 5 Crude map drawn in mud or firepit ashes
- 6 Crushed monocle with intricate design
- 7 Custom fixture or craftsmanship
- 8 Dead animal or guard dog
- 9 Dead bodies of mysterious foreigners
- 10 Dead body (see tables 5-75, 5-76, and 5-77)
- 11 Dead ranger, peppered with arrows
- 12 Deed to abandoned land or cottage
- 13 Dictionary of herbal remedies
- 14 Disguise kit in private wardrobe
- 15 Drawing of a fortification or remote village
- 16 Dwarven hammer with owner's name
- 17 Dwarven tools with clan symbols
- 18 Dying man's last words
- 19 Elven arrows with glyphs and runes
- 20 Empty vial with number code or initials

Table 7-57: Clues 3

- 1 Enveloped closed with mysterious wax stamp
- 2 Esoteric dreams or visions
- 3 Especially dark (black) cloak
- 4 Executioner's hood tucked into pocket
- 5 Folded scrap of paper inside bookbinding
- 6 Footprints suddenly stop or change shape
- 7 Fortune teller reads the "bones"
- 8 Frayed or severed rope
- 9 Gem that blocks scrying devices
- 10 Gold chain with locket and painting inside
- 11 Gold coins with strange markings
- 12 Gravestone with dates and epithets
- 13 Guard logs with discrepancies/inaccuracies
- 14 Hidden basement under floor
- 15 Hidden panel in floor/wall reveals diary
- 16 Holy/unholy symbol from a dangerous order
- 17 Hotel ledger with names and dates
- 18 Household tool with end shaped as key
- 19 Incomplete order form or manifest
- 20 Inexplicable hatchet where it does not belong

Table 7-58: Clues 4

- 1 Inexplicable lights in the darkness
- 2 Ivory cameo depicting someone important
- 3 Jar filled with brine and ringed fingers
- 4 Journal of calculations
- 5 Journal listing contacts, dates, and locations
- 6 Key marked with a number
- 7 Large collection of weapons
- 8 Large, inexplicable money cache
- 9 Ledger filled with meeting places and times
- 10 Ledger of names of local "services"
- 11 Ledger with dates and numbers
- 12 Letter (see tables 3-100 and 3-101)
- 13 Letters or runes stitched into a cloak
- 14 Lock of hair tied with colored twine
- 15 Locked journal filled with "alibis"
- 16 Locked swordcane with intricate mechanism
- 17 Lockpick set in private coffer
- 18 Loose brick in fireplace hides a message
- 19 Magic circle drawn on the floor
- 20 Magic guarding an otherwise mundane place

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Table 7–59: Clues 5

- 1 Mausoleum with runes on archway
- 2 Merchant house symbol branded on crate
- 3 Merchantile ledger with delivery dates
- 4 Merchantile ledger with exports and imports
- 5 Message hidden inside of a glove
- 6 Message left at tavern from stranger
- 7 Message written in blood (scene of slaughter)
- 8 Misplaced fireplace poker
- 9 Muddy leather shoe or missing shoe
- 10 Note in orcish handwriting
- 11 Omen written in foreign language or runes
- 12 Oracle or medium found murdered
- 13 Overly-detailed bill from a tavern or inn
- 14 Overly-detailed shipping manifest
- 15 Overturned and emptied desk
- 16 Overturned chairs and broken tables
- 17 Page of formulas ripped from book
- 18 Page of notes ripped from journal
- 19 Page of spells ripped from spellbook
- 20 Patron seen with mysterious stranger

Table 7–60: Clues 6

- 1 Personal journal with suspicious notes
- 2 Playing cards or specially-marked dice
- 3 Pile of broken glass no where near a window
- 4 Poem with mysterious gaps in structure
- 5 Potion that allows someone to lie, unchecked
- 6 Prisoner who is covered in tattoos
- 7 Prisoner who is dead
- 8 Prisoner who speaks a foreign language
- 9 Prisoner who is unable to speable
- 10 Prisoner with vital information
- 11 Private (angry) diary filled with specifics
- 12 Prophecy written on a tattered scroll
- 13 Ransom note with names and locations
- 14 Recently-corrected inventory forms
- 15 Recently-used magical staff with maker's rune
- 16 Receipt for recent “donations”
- 17 Remains of a ritual slaughter
- 18 Request for reinforcements in orcish
- 19 Ring of jailer's keys
- 20 Ring with arcane runes inside the band

Table 7–61: Clues 7

- 1 Ring with gemstone missing
- 2 Ring with poison dispenser (now empty)
- 3 Robe of a notorious and murderous cult
- 4 Scalp or other barbaric trophy
- 5 Scroll beyond a normal person's power
- 6 Scroll with instructions for a curse
- 7 Scraps of bone and food
- 8 Secret words painted on church wall
- 9 Severed ear or nose in teak box
- 10 Shadowy figure follows person of importance
- 11 Shattered potion vial
- 12 Shield bearing symbol of baron's armor
- 13 Shoes with lifts inside them
- 14 Signed request for money (prominent person)
- 15 Signed tapestry of haunted ruins
- 16 Signet ring with king's heraldry
- 17 Silver chain with monogram pendant
- 18 Small dart or poisoned blade stuck in wall
- 19 Smashed crystal ball
- 20 Someone returns to the scene of the crime

Table 7–62: Clues 8

- 1 Specially-ordered perfume/cologne
- 2 Specific book missing from library
- 3 Spell book with wizard's private sigil
- 4 Spell components for a specific charm
- 5 Spell components for a specific illusion
- 6 Tattoo indicates affiliation or magic
- 7 Torn banner with clan symbol or heraldry
- 8 Torn scroll with address
- 9 Unfinished letter to loved one
- 10 Unfinished novel with locations and names
- 11 Unfinished painting with hidden meaning
- 12 Unfinished song on an old parchment
- 13 Urn with message painted around lip
- 14 Visit from a mysterious interloper
- 15 Wagon wheel tracks lead up to wall
- 16 Water spills between cracks in stone floor
- 17 Wax impression of a key
- 18 Wax stamp with monogram or heraldry
- 19 Well-made, custom mask or disguise
- 20 Withered old map to someone's home



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Table 7–63: Paths/Personal Objectives 1

- 1 Acquire tools for a task
- 2 Acquire wealth
- 3 Alliance with a more powerful person
- 4 Attend or lead a secret meeting
- 5 Build a monument to something important
- 6 Complete stages of a ritual
- 7 Create secret code for guild
- 8 Deal with a critical past event or trauma
- 9 Defend an ideology or position
- 10 Develop connections
- 11 Develop rapport with locals
- 12 Earn favor of vizier
- 13 Expand borders of empire
- 14 Expand knowledge or realms of study
- 15 Expand sphere of influence
- 16 Forget something of importance
- 17 Gain attention of a faction or guild
- 18 Honor a forgotten “glory”
- 19 Improve relations with contacts
- 20 Locate sage to explain past events

Table 7–64: Paths/Personal Objectives 2

- 1 Maintain a difficult and straining secret
- 2 Make peace between two factions or people
- 3 Meditate
- 4 Moment of crisis
- 5 Obey a relative's wishes
- 6 Oppose the will of a given church or deity
- 7 Pay back a debt of honor
- 8 Perform marriage ceremony
- 9 Philosophize
- 10 Proselytize
- 11 Protect family interests
- 12 Prove theory
- 13 Prove worth to others (or self)
- 14 Research (personal or otherwise)
- 15 Search for a spouse
- 16 Spread word of deity
- 17 Support a friend's political ambitions
- 18 Sycophantic acts
- 19 Unearth a mystery
- 20 Win favor of a lord or rival

Table 7–65: Plot Complications

- 1 Contractor or patron dies
- 2 Disease swipes through area
- 3 Everything is a lie
- 4 Guild funds the losing side
- 5 Innocent family member becomes involved
- 6 King intervenes (not always for good)
- 7 Lines of communication are cut
- 8 Map lost or directions are incorrect
- 9 Moral quandary arises
- 10 New laws enacted, complicating matters
- 11 NPC dies unexpectedly
- 12 Payment will not be coming
- 13 Party or resources split up
- 14 Powerful magic comes into play
- 15 Soldiers begin active pursuit
- 16 Someone goes missing or comatose
- 17 Someone switches sides or betray promise
- 18 Supply lines cut or borders shift
- 19 Villains learns of adventurer's location/plans
- 20 Weather or natural disaster impedes progress

Table 7–66: Whodunit/Scapegoat

- 1 Alchemist
- 2 Animal handler
- 3 Apprentice
- 4 Architect
- 5 Artisan
- 6 Butler
- 7 Cavalry
- 8 Clerk
- 9 Cook
- 10 Craftsperson
- 11 Guard
- 12 Laborer
- 13 Maid
- 14 Officer
- 15 Performer
- 16 Sage
- 17 Scribe
- 18 Servant
- 19 Smith
- 20 Soldier

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Table 7–67: Plot Twists

- 1 Expected weather suddenly takes a dramatic turn for the worse
- 2 Kidnap victim is actually working with the villain to lure the characters into a trap
- 3 Massive illness sweeps the area causing health havoc with many people
- 4 NPC formerly known as one sex is revealed to be a member of the other
- 5 NPC suspected to be vital to the story suddenly dies from collateral damage
- 6 Object the PCs have been tasked with retrieving is now legally in the hands of a rightful owner
- 7 Object vital to the story is stolen by a party who doesn't understand the true value
- 8 Otherwise normal NPC is actually revealed to be insane
- 9 PCs mode of transportation is suddenly disabled in the story
- 10 PCs must team up with hated foes to stop an even greater evil that could destroy them both
- 11 Primary villain is actually an evil intelligent magic item
- 12 Relative of a PC suddenly dies and leaves a vital clue or item to the PC in their will
- 13 Safe area or building is actually a dangerous haunt for vile fey outcasts
- 14 Someone previously indisposed to the PCs takes a liking to them and their mission
- 15 Someone suspected to be dead is actually alive and well
- 16 Sudden reversal of fortune halts many plans in progress
- 17 Suspected villain is actually an ally to the PC's cause
- 18 Trusted NPC betrays the group after otherwise faithful service
- 19 Vital information on the weakness of the villain is incorrect
- 20 While working to clear an innocent of crime, they discover proof of his guilt

Table 7–68: Surprise Endings

- 1 Entire quest turns out to be a tale being told to the party by a bard
- 2 Group is suddenly transported to a faraway land
- 3 Henchman or ally of the villain is the true mastermind behind the plot
- 4 Object of the quest turns out to be a fake or nonexistent
- 5 Object of the mission is missing a portion or is otherwise incomplete
- 6 Object of the quest was just a diversion away from the true evil brewing
- 7 Object turns out to be a person or person turns out to be an object
- 8 One of the characters is actually in league with the villain
- 9 Quest is only the first in a small series of quests
- 10 Reason for revenge turns out to be a falsehood
- 11 Retrieving an object isn't enough it must suddenly be taken elsewhere
- 12 To truly stop an evil plan someone must be sacrificed
- 13 Trusted ally turns out to have been the villain all along
- 14 Villain actually does not exist, was an elaborate plot to confuse the characters
- 15 Villain is actually a ghost working from beyond the grave
- 16 Villain is actually dead and another is using their name for infamy
- 17 Villain seems to have sudden amnesia and cannot remember anything
- 18 Villain turns out to be a celestial testing the party for another mission
- 19 Villain turns out to be related to one of the characters
- 20 Villain turns out to be the one who hired the characters in the first place

URBAN INSPIRATION

The following selection of tables can help a GM run any type of urban adventure with flavor and interest. Dungeons are for fighting in (more often than not), but in cities, depriving players of an opportunity to show off the atmosphere and get in some really meaty roleplaying is a cardinal sin! Yet too often players can be stunned when they hear: "You're inside the city gates, what do you do now?"

We've discovered the best way to keep up an interesting tempo and the action moving is to always take a round-robin approach, don't open activity up to the entire table at once, pick one character, give them a few moments, and then move on to another. If a player is having trouble, go on to the next one but never forget to come back and give that one character an equal time in the spotlight. If the player is strapped for something to do while some of the more creative types delve right in, have them take a look at the Urban Inspiration tables below.

Practice ad-libbing, because it's going to come in handy. The more lively and entertaining you can make a character's city time the easier it is for other players to not only enjoy it but sit through it. Face it; waiting for your turn to act during roleplaying usually takes longer than in a combat. Keep the table engaged by rotating the spotlight and making descriptions energized and useful.

While a city environment breaks up the party almost by necessity, you should take every advantage to make links between the characters to keep them connected as well. Defying logic, have some characters en route from one place to another 'bump into each other' on the street so they can share their updates while you move onto another player. When one character heads to the local library, it should be (conveniently) the same location another character is studying so they too can interact. After being apart for a while, when two characters go to purchase goods, they can both be steered toward the same store. This allows them their own personal time but keeps a reminder for them that there is still a group to consider!

Keep a handful of index cards — pre-made and ready to roll. No doubt you will have plenty of locations already in mind, but for the time a player goes off on a tangent, these can be a life saver. Each card should have a place, name, description, hook, and item on them (easily assembled from the various lists in this book).

Lastly, don't reinforce the player's belief that you are there to entertain them. Rather, allow the players an opportunity to entertain themselves (and each other), with proactive activities and goals. Seeking out the perfect, well-trained master blacksmith to make a sword should be a fun process for the PC, but shouldn't be prompted by the GM who tells a character, "okay, now you're looking for a better sword." The same can be said of other mundane city activities — seeking out a fortune teller, talking to civil servants about permits and so on. Each of these activities can help expand the threshold of the campaign, allows the PCs noticeable impact (personal or otherwise) on the campaign, without derailing or ruining any overarching meta-plots in store.

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URBAN INSPIRATION

Table 7–69: Urban Inspiration: Any

- 1 Arrange passage and purchases supplies — survival gear, maps, food and drink, etc
- 2 Become fast friends with the locals by offering help whenever possible
- 3 Cash in the party's art objects, gems and jewelry or vice-versa
- 4 Explore a personal subplot or agenda, making sure to expand spheres of influence
- 5 Find supplies for your hobby and secure a place to work at it (coat of arms, art, music, etc)
- 6 Get a bath, haircut, change of clothes, and a good day's rest doing nothing but sleeping on a bed
- 7 Get armor repaired, weapons sharpened, clothing mended, and boots resoled
- 8 Make tithes to the church, manor lord, or local government — with or without citizenship
- 9 Pay off debts, bounties, fines, or any legal entanglements weighing over the party's collective heads
- 10 Purchase appropriate imports/exports to make a profit at your next destination
- 11 Purchase gems with coins and squirrel them away with a broker or moneylender for a rainy day
- 12 Sample the best of the local cuisine and drink
- 13 Secure lodgings to match the party's needs and affordability
- 14 Seek out religious guidance or spiritual education
- 15 Set up a place or seek out a business where you can ply your skills for pay or respect
- 16 Stable and care for the party's mounts and beasts of burden
- 17 Take in a show at the theatre, or a gladiatorial fight at the local arena
- 18 Update recent maps with local copies or knowledge to ensure accuracy or to add new discoveries
- 19 Visit a fortune teller or medium to make sense of unexplainable events
- 20 Write letters or otherwise correspond with someone in another city with whom you keep in touch

Table 7–70: Urban Inspiration: Divine

- 1 Advise local rulers or guild masters on actions which comply with your church doctrines
- 2 Check in with the local church of your deity to pay homage and make offerings
- 3 Check local laws to be sure the party's interests or habits are within the legal limits
- 4 Clean and care for the church, shrine, and personal holy garb
- 5 Creation of a magic item for your group or church
- 6 Help a young person with their chores or cope with difficult situation
- 7 Inspire others with tales from your faith at a local show
- 8 Make sure you are wearing proper symbols, garments, and other accoutrements of the faith
- 9 Offer to officiate at church functions like funerals, honoraries, and weddings
- 10 Pray for guidance and strength on an upcoming mission
- 11 Register name(s) with local rulers/guilds/ law enforcement as the customs apply
- 12 Research (holy or unholy) recovered items for consecration or destruction
- 13 Research of any local indiscretions against the church (tithes missing, relics taken, etc)
- 14 Research upcoming holidays and expected actions to comply and celebrate
- 15 Search out local library and read for knowledge and fun
- 16 Seek out worthy cause and donate time in the church's name
- 17 Upgrade holy symbol and research new knowledge or lore on the destruction of undead
- 18 Visit the sick, injured and needy, collect donations for same
- 19 Visit the tomb or grave of a local hero or ruler or family member or friend
- 20 Write a log of lessons learned during adventures to inspire others of the faith

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Table 7–71: Urban Inspiration: Rogue

- 1 Check on upcoming local festivals and holiday celebrations to attend or large parties to crash
- 2 Check out the local beggar's guild and any relations or working deals with the city rogues
- 3 Crash parties in an overwhelming way, pick pockets, play practical jokes
- 4 Expand your circle of influence — get to know more contacts, do more favors for people, etc.
- 5 Get involved in local games of chance or skill for a wager
- 6 Learn the local layout of alleys, streets and sewers aid in quick escape
- 7 Learn news from the roads leading to the city or neighboring lands
- 8 Offer to break into a secure place for pay to test the place's defenses
- 9 Pick pockets and lift items for personal wealth and to hone skills
- 10 Present yourself as a different person to everyone you meet during your stay
- 11 Research foes and friends of the city to aid with future encounter
- 12 Research local guild law to discover if you need to register or can work freelance
- 13 Research the local black market and contacts
- 14 Seek out information on local secret societies and power party's and what they are up to
- 15 Set up a place or seek out a business where you can ply your skills for pay or respect
- 16 Sneak into high society parties and charm the lords and ladies with your dance, wit and wily ways
- 17 Tell tales of all the group's deeds for respect or free drinks
- 18 Visit local specialty shops to check for new inventions, tools or devices to make your job easier
- 19 Visit the seedy, law-skirting section of town to stay sharp
- 20 Win friends and influence people. Buy the house a round of drinks

Table 7–72: Urban Inspiration: Warrior

- 1 Arrange travel with another group headed in the same direction in order to pool resources
- 2 Brag of defeating a local villain who you did not defeat, to draw him out in the open
- 3 Buy drinks for locals to learn legends of magical weapons or armor nearby
- 4 Care for weapons and armor with the likes of oil, whetstone, kick repair, etc
- 5 Check for rewards posted for the capture or killing of criminals or monsters
- 6 Enter local contest or competition for reward and respect
- 7 Find a personal trainer and learn a new weapon or fighting style
- 8 Find a warrior's guild or training facility to hone battle skills
- 9 Get involved in local games of chance or skill for a wager
- 10 Help the watch or military clear out a disorderly neighborhood or section
- 11 Hire and/or fire henchmen and hirelings for the party's next adventure
- 12 Hire on as a bodyguard or temporary guard or bouncer
- 13 Look into local taxidermy to get on of your recent exceptional monster kills stuffed and mounted
- 14 Offer skills to demonstrations in the local arena or theatre
- 15 Seek out retired master to learn unknown, forgotten, or forbidden fighting technique
- 16 Pick a fight in a tavern or inn to test your mettle and gain a few new scars
- 17 Spread your name around and tales of your deeds for fame and infamy
- 18 Upgrade armor and /or weapons with better materials to enhance aesthetics and function
- 19 Volunteer for the city watch or guard for extra coin
- 20 Work out to develop tone, muscle and reflexes

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Table 7–73: Urban Inspiration: Wizard

- 1 Aggressively research the powers that be; arrange a meeting and chances to further the party's goals
- 2 Check for wanted posters someone who needs a spell cast for coin
- 3 Check in with any magical guild to comply with their outlook
- 4 Craft a magical item in solitude or a special wizard's laboratory for accuracy and perfection
- 5 Gather information or rumors about local powerful lost magic lore
- 6 Gather rare or obscure material components hard to find in the wild
- 7 Look into purchasing unique magic items made by a local practitioner of the art
- 8 Offer advice or council to rulers or nobles
- 9 Offer minor magic to help attract a crowd to a theatre show or special event
- 10 Offer to teach an apprentice something at a local college or guild
- 11 Research local bloodlines and genealogy to map background and history
- 12 Research spells, and magic item creation formulas and procedures and search out components
- 13 Research the city laws on magic use and any restrictions to them cast within city walls
- 14 Search out a local teacher or trainer to help you hone or learn a skill or talent
- 15 Search out local library and read for knowledge and fun
- 16 Set up a business to cast simple hedge wizard magic for fees
- 17 Study monster lore for strengths, weaknesses, and immunities useful to know in the field
- 18 Study signs, portents, or the stars for divinatory purpose
- 19 Study your spell book; offer to swap spells with local friendly practitioner
- 20 Temporarily take a class or classes at a local arcane institution

Table 7–74: Urban Inspiration: Racial

- 1 Act as ambassador to important figures
- 2 Attempt disguise as to hide racial features
- 3 Begin a council of racial elders to gain a community voice
- 4 Check notices pertaining to race limitation or benefits
- 5 Discredit racial stereotypes wrong with skill or story
- 6 Frequent shops owned by fellow race to pass news
- 7 Learn new skill, one your race is not known for
- 8 Make good with the local guards to be recognized
- 9 Offer or sell racial skills to human craftsmen
- 10 Perfect a racial skill from an elder or master
- 11 Register with an embassy
- 12 Research race's history in town
- 13 Secure goods your homeland needs in trade
- 14 Visit family or friends
- 15 Visit leaders of your race in council or guild
- 16 Visit neighborhoods catering to race
- 17 Visit shops selling race's armor or weapons
- 18 Visit Shops selling race's clothing and decoration
- 19 Visit shops selling race's food and drink
- 20 Visit young person of your race to provide wisdom

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QUESTS AND SECRETS

Table 7-75: Quests

- 1 Charter a ship to a dread sargasso to discover the fate of a legendary pirate's lair
- 2 Discover a lost oasis and return an ancient hero's flesh to stone
- 3 Discover the fate of a needed sage and wizard by searching the remains of his tower
- 4 Discover the ingredients to an antidote for a poison which has been resistant to healing
- 5 Dispose of a ruler's scepter in a whirlpool of lava to break his tyranny
- 6 Escort a powerful merchant group to a town of wealthy pirates in seas of danger
- 7 Explore an old dragon's cave to verify stories of its demise
- 8 Explore the tunnels unearthed by a previously hidden secret door
- 9 Find a riverside cave hinted at in bard's song to discover a lost lake of prehistoric creatures
- 10 Follow a map created by a blind astrologer to learn the truth of a prophecy
- 11 Follow a map to a supposed abandoned or lost dwarven gold mine
- 12 Free a mountain pass from the marauding of some giant cave insect and its brood
- 13 Pass through the Ice Caves to discover the lost well of the rainbow pool, a key to immortality
- 14 Penetrate the deepest glade of a nearby forest to gain an audience with the treant and dryads there
- 15 Rescue a powerful weapon smith jailed in a rival city and return him to forge an item of rule
- 16 Slay a dragon large enough to craft dragonscale shields for the king's personal elite guardians
- 17 Steal the all-seeing eye of a trio of hags for manufacture in a powerful magic item of redemption
- 18 Stop an evil satyr's blood curse on a forest stream to win an audience with the elf princess
- 19 Travel to an imprisoned island to return someone or something turned to gold at the shrine
- 20 Traverse a maze of the vampire crypts; find the mummy buried in an ancient tomb of a lost empire

Table 7-76: Epic Quests

- 1 Alter reality to conform to a new paradigm
- 2 Ask greater powers for help, against a foe of terrible power
- 3 Build a navy to repel invaders from another realm
- 4 Capture a star to power an ancient magical artifact
- 5 Cause or quell a disaster to prevent a greater cataclysm
- 6 Close a lower planar portal to prevent a demon army from approaching
- 7 Depose of a giant king to make a mountain realm safe again
- 8 Destroy a holy artifact to prevent corruption from evil forces
- 9 Destroy an evil island nation with designs on raising a mortal to divinity
- 10 Join two continents in peace to prevent thousands of deaths
- 11 Kill a greater demon planning on usurping a good god's power
- 12 Kill a master dragon to cease his mysterious plans with younger drakes
- 13 Meet with a deity to discuss follower's ideals and true purpose
- 14 Overthrow a tyrant with designs on ruling all of the coastland
- 15 Quest for a magical artifact to bring to a kingdom in need of a symbol of faith
- 16 Raise an army to conquer a tyrant neighbor cavorting with devil servants
- 17 Rescue someone from the planes taken my mistake from an elder god
- 18 Take back a kingdom usurped by barbarian hordes from the steppes
- 19 Travel in time to alter a great wrong or disaster from occurring
- 20 Travel to another dimension to bend reality in your own to normal

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Table 7-77: Personal Quests 1

- 1 Avenging the death of a loved one, even if it means taking a long time to complete
- 2 Become the hero of a downtrodden people or sect by proving your passion with deed
- 3 Build wealth to gain magic to cure an old affliction or regenerate a lost limb
- 4 Channel your wrath and anger into useful tools of combat to fight for good
- 5 Clear away land and gain enough money and followers to raise a keep or castle
- 6 Complete a pilgrimage to fulfill an oath and gain spiritual enlightenment
- 7 Defeat a monster or creature that nearly destroyed your childhood home
- 8 Devote your life and work to a greater cause, be it lord, king or god
- 9 Discover a truth or learn knowledge hidden away for ages
- 10 Discover a way to return a lost family member or friend from the dead
- 11 Discredit a rival family who spent years building up propaganda against your own
- 12 Earn enough respect and wealth to become part of the nobility
- 13 Earn respect for an elder or mentor who taught you everything you know
- 14 Experience adventure to write an epic song or story about great heroes and villains
- 15 Explore a place heard about in your younger years that enthralled and intrigued you
- 16 Exposing a corrupt official who made it very hard for your people to thrive
- 17 Free an area of land of an affliction of evil creatures or horde of a warlord
- 18 Impress a patron who may bring you into their prestigious organization or guild
- 19 Make contacts and allies to help build and grow your family's business
- 20 Persevere even in the wake of some great defeat or setback

Table 7-78: Personal Quests 2

- 1 Prevent an ancient prophecy you discovered or learned from ever coming to pass
- 2 Prove someone guilty of a crime that tore your family relations apart
- 3 Prove your valor and worth to earn the hand of another
- 4 Recover enough of your sanity to lead a normal life after your homeland was ruined
- 5 Redeem or corrupt someone who was very important in your upbringing
- 6 Regain a lost commission or position once held by your family
- 7 Retrieving a family heirloom proving your bloodline's worth but lost to the ages
- 8 Reunite with a lost or missing important friend from childhood
- 9 Ridding a forest homeland on an evil plaguing it since your childhood
- 10 Risk all to expand your own glory and legend to others as inspiration
- 11 Seek to perfect and art or trade you learned to become the best in the land
- 12 Study hard enough to become master of the knowledge that interests or evades you
- 13 To forge a bond of friendship with a tight-knit group to have a sense of security
- 14 To learn an ancient lost knowledge to be able to pass it on to others
- 15 Travel far and wide to see new lands, people and sites of interest
- 16 Try to find redemption in yourself for evil deeds committed long ago
- 17 Use every means at your disposal to prove someone you doubt is who they really are
- 18 Work hard and stash away wealth to get your family out of debt or poverty
- 19 Work through life with a lust for adventure and getting the upper hand on rivals
- 20 Work to do good but conceal your own true identity to gain no personal glory

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Table 7–79: Secrets 1

- 1 Access to the hidden level of Arnsel's tomb is granted by pressing the release on the statue's crown.
- 2 Ancient hero Tharos was actually a villain.
- 3 Ancient rune stones left by surface dark elves allow one to pass through time.
- 4 An ancient statue of a naga near the Thatmos Grove hides an entrance to a lost shrine.
- 5 Answer a riddle in the Kingdom of Fentaugh and the hand of the princess is yours in marriage.
- 6 Anyone who survives being struck by lightning becomes immune to dragon breath.
- 7 Ariana the ranger's mother was an elemental sorcerer and her father a necromancer.
- 8 At the bottom of Dark Lake is a gateway to the underworld.
- 9 Bethrene of Karamek is being eyed by the god of freedom as his replacement.
- 10 The blackguard Intrepis is raising an army of orcs, trolls, and gnolls.
- 11 The blacksmith's mute son in the town of Norus reports visions of doom.
- 12 Breaking the sword of the tyrant Zsengaal releases the trapped celestial Celron.
- 13 The canals of the city of Bendarin are in the shape of a fell rune.
- 14 Casting power word kill on a vampire returns it to life.
- 15 Certain guests suffer terrible nightmares after a stay at the Emirikol's Inn and tavern.
- 16 The chaotic cult of Rengahl has the scrolls to release a dead god.
- 17 A child in the city of Hellgate has the rare gift of healing any wound by touch.
- 18 All children born on the coast are half-fiends.
- 19 Children blessed by a bard at birth are destined to have songs written about them.
- 20 Children who perish near the Vadder Sea are reincarnated as fish.

Table 7–80: Secrets 2

- 1 The church of the god of rogues is fighting a subtle war with the church of the assassin gods.
- 2 The city of Barnacus is overrun by the planetouched.
- 3 The city of Grendon rests atop a titan.
- 4 The dark god of murderers, Kelzon, is bound under the northern mountains.
- 5 Diamond dust mixed with mirthral produces weapons that ignore most damage reduction.
- 6 Dire animals haunt Crestvale, where a meteor recently fell.
- 7 Drinking from the King's garden well gives the drinker visions.
- 8 Drinking poison while staring at your reflection in a pool of tainted blood reverses the effects.
- 9 Elven bards who displease the god of song become harpies.
- 10 The elven diviner Athanae Moondown has been bestowed gifts of knowledge by an imp.
- 11 Elven druids of Mirthwood all have giant eagle animal companions.
- 12 The elven oracle of Danivar is now in league with devils.
- 13 Elven wine is made from distilled moonlight.
- 14 The elves of Narfell craft bows as strong as any sword for melee.
- 15 The empire of Acarra once used trapped elementals as slaves.
- 16 Emperor Stephan is a lich.
- 17 Every member of the adventuring group "Sinners" is a shape changer.
- 18 Everyone with blood ties to the former kingdom on Drachus is being assassinated.
- 19 Everyone's nightmares come true in the land of the forsaken.
- 20 Evoke the name "Bahk-shuul" upon your death to be considered for a second chance at life.

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Table 7–81: Secrets 3

- 1 The eye tyrant Kazbuul knows everyone's true name.
- 2 Falling stars of the remnants of a nearby planet that exploded long ago.
- 3 The Far Coast has fields where entire civilizations of fey dwell.
- 4 Favored druids can interpret omens by reading the patterns of moonlight on the forest floor.
- 5 The fighter Dara has a bounty on her head from a far away land.
- 6 Finding four parts of an ancient riddle can discover a lost treasure resting under a volcano.
- 7 The fountain in the city of Dougal is said to grant a wish every 15 years.
- 8 The goddess of nature personally visits the grove of the Tenakus druids every full moon.
- 9 A gnoll army gathers under the leadership of the werewolf king Talabek.
- 10 The Great Wall of Kathandalis is made of the bones of their fallen soldiers... many still animated.
- 11 The leader of the thief's guild in the city of Grasnor is a powerful monster.
- 12 The hero Pendukas is addicted to alcohol.
- 13 If you stare too long at a flame or fire you attract the interest of evil entities.
- 14 In an ancient elf-orc war, giant stone arches were gates that could teleport armies.
- 15 In the Darkwood forest craftsmen sometimes discover runes or spells on the trees.
- 16 In the town of Westcrag everyone worships a different deity.
- 17 The infamous lover Awltolikus was actually a dragon assuming human form.
- 18 The innkeeper Cemet is haunted by the wife he murdered.
- 19 Ioun stones are actually dragoneyes treated with sorcery.
- 20 Kobolds are all spawned from a great multi-headed dragon god.

Table 7–82: Secrets 4

- 1 The Land of Kaloria is so cold everyone who dies there finds their spirit trapped in crystals of ice.
- 2 The Land of Turnbel trains Eldritch Knights to one day fight the armies of the apocalypse.
- 3 Loremasters of Kryton possess the knowledge to speak the true language of arcana.
- 4 Making an arrow tip from the rib bone of a dragon creates a dragonslaying arrow.
- 5 The mayor of Loftwick is the only man to ever escape from the prison of Abreinth.
- 6 The mayor of Serdoon 'honored' the woman who spurned him by petrifying her in his garden.
- 7 Mirrors crafted with silver frames are gateways for devils.
- 8 Mixing holy water and wine heals wounds from fiends as a potion of cure moderate wounds.
- 9 Moskos the wizard has perfected a potion to cure lycanthropy.
- 10 The mysterious assassin "The Cloaker" is actually the illusionist Atlorn.
- 11 The noble family Khyrst hires bards to tell false tales of their greatness.
- 12 On the scalp of the pirate Tharus Belgrun is a treasure map leading to Diamond Isle.
- 13 Rangers of the Vormus Craggs can meld into stone.
- 14 The dark red fog over the plains of Karlainth corrupts all who touch, turning them to chaotic beasts.
- 15 Rengarth Abbey teaches monks a mystical style of sorcery and martial arts.
- 16 The Ruins of Gnar were once a great fortress commanded by a mortal who ascended to godhood.
- 17 Ruland the druid has a pair of dire leopards as animal companions.
- 18 Satyrs brew an alcohol that can mimic any alchemical elixir.
- 19 Scribing arcane spells with the feather of a phoenix produces empowered versions.
- 20 Seven elder air elementals wait to dispense wisdom to those who ascend Mount Hollai.

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Table 7–83: Secrets 5

- 1 Singing in the caves of chaos produces a never-ending echo.
- 2 The skull of a dead hag enhances divinatory spells.
- 3 The small dragon statue in Rorish Valley is actually a reduced, petrified great wyrm.
- 4 Some orc shamans know a ritual to allow them to see through their scout's eyes ... alive or dead.
- 5 A special dwarven mineral lost to time is rumored to still have a small deposit in the mountain.
- 6 Stirges of Thestle Forest have become so numerous they are developing a hive mind.
- 7 Tables and chairs in the library of Thanyritis are animated objects that act as guardians.
- 8 There is a land of animals who have elves, dwarves and humans as their familiars.
- 9 Three hags from Kaloria wield the spine scepter of Acarra.
- 10 Tides are controlled from a underwater city.
- 11 The town of Bellinger is cursed but none remember how or why or who did it.
- 12 Two major priesthoods are preparing to wage a holy war on one another.
- 13 Using a demon's hand as a spell focus causes the spell to become unholy.
- 14 Viridian soldiers use drugs to control their emotions in battle.
- 15 Visiting every brothel in the city of Collisaire endears you to the succubus queen Melicious.
- 16 The warlord encampment of Thredon is built on an ancient temple to good powers.
- 17 Wearing a minotaur's horn as jewelry allows you to pass safely through their lands.
- 18 Whistling in the town of Nayt attracts the spirits of the dead.
- 19 The wind in the Valley of Tennebris carries on it whispers of the dead.
- 20 A wizard, known only as Zolutar, was buried under his hometown of Lidcott in an unmarked tomb.

Table 7–84: Secret Keepers 1

- 1 Ahlir Kesh. An elf innkeeper from Bethis who has been living in exile/seclusion for 300 years.
- 2 Alokofolys the imp. Possessor of the secret scrolls of true divination.
- 3 Alusair the Naïve. Knows intelligent desert eagles, and their price for transport.
- 4 Alyth of Blackspine Gap. Keeper of the keys to Tralia manor.
- 5 Ameer Subhi. Master of the winds, knows the secrets to elemental teleportation.
- 6 Annis Gor, the Brave. A paladin from Atwind who slew a dragon and opened its belly with his sword.
- 7 Armorer Baldwick. One of ten brothers who are master craftsmen in different lands.
- 8 Arnora. Was separated from her twin sister, the princess, at birth to live life as a commoner.
- 9 Atissi Bensley. Knows where an ancient altar rests behind a waterfall.
- 10 Azaria of the elves. Secretly learns all her arcana from a human necromancer.
- 11 Barrakul of Darton. He owns a sword that speaks a lost language.
- 12 Barrintek Greyfang. Dwarven keeper of the runestones of Belan.
- 13 Benny the fence. Was once able to sell off a lich's phylactery.
- 14 Benwyk Thag. A half-orc mercenary who once traversed the seelie court.
- 15 Borin Elkhar. Knows of the resting place of the all-powerful archlich.
- 16 Botolf the Pig. Knows the secret entrance to the thief's guild.
- 17 Brand the Mace. Know the passwords to various guilds in the kingdom of Nalshena.
- 18 Bulvora of Norwood. Writing a book collecting various famous bowmen's hunting lore.
- 19 Cerdic Staffthrasher. Teaches forbidden martial arts at the Kelmid Academy.
- 20 Cryace the devout. Oversees and settles disputes between churches and clerics of opposing faiths.

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Table 7–85: Secret Keepers 2

- 1 Damiana of the Dead. Holds the secrets of true resurrection.
- 2 Dar Ruben. Knows the best ports of call to sell off booty from the ancient empire.
- 3 Demon Wregansson. Giant of the Tor Mountains, knows the location of a lost, crashed airship.
- 4 Durso Preis. Master merchant who is said to be able to procure anything one could want.
- 5 Elendaria Denicim. An elf brewer who has mastered the art of elf winemaking.
- 6 Elroana Sordia Half-Elven. Says her elven mother was celestial and her human father fiendish.
- 7 Eneko the Elementalist. Knows of an underwater cave leading to the plane of water.
- 8 Equalina the cleric. Said to have set foot in every kingdom in the realms.
- 9 Eria the cleric. A devout worshipper of “death” who knows in advance those who will pass on.
- 10 Erian Stillthorn. Knows the signal for Borden Cragmantle’s troops to attack.
- 11 Ethilmar Loruen. Knows who has a ring of wishing with charge remaining.
- 12 Fazul Ibn Khardun. Keeper of the lore on drawing arcane energy from the constellations.
- 13 Felthara Silverbolt. Knows the secrets to unveiling lycanthropes with a glance.
- 14 Gaia the anatomist. Studies humanoid bodies to optimize her sneak attacks.
- 15 Galdor Bravarm. Knows of eight doppelgangers operating in Farvus city.
- 16 Gar Twinblades. A ranger who knows the location of a fountain of immortality.
- 17 Glardring of Westwood Ravine. Has a collection of white dragon body parts.
- 18 Gred the sailor. Knows where Captain Iludun buried his treasure, but fears the shadowy guardian.
- 19 Gudrid Peacewalker. Has been an ambassador in most of the free kingdom’s courts.
- 20 Hallfred Leok. Farmer, communicates with the goddess of nature through omens and sacrifice.

Table 7–86: Secret Keepers 3

- 1 Hassan the poor. A beggar from Neth who knows the grandmaster of the assassins’ guild’s identity.
- 2 Havard Stronglance. Knows of a wooded glade where he prays to his fallen brethren for strength.
- 3 Hedra Benal. Knows the secrets of stealing knowledge and skills from the dead.
- 4 Heshrok the barbarian. Knows the unique tracks of over a hundred fell beasts.
- 5 Hunis Arkon. A traveler from the world’s past.
- 6 Jalie Roundfoot. Knows the location at sea to an entrance to hell.
- 7 Jargeth Rommel. Knows the magical properties attributed to gemstones.
- 8 Jean-Paul of Cassentia. A noble paladin who sings uplifting battle hymns which bring orcs to tears.
- 9 Jesharin Fell. Studied the possessive abilities of incorporeal undead.
- 10 Jhiraagh Zayid. Master of transmutation, can turn lead into gold.
- 11 Jubil. A dead necromancer whose spirit is bound to a tome on anatomy hidden in an ancient shrine.
- 12 Kaiser Wishnick. Secret owner of a plethora of businesses along Darkmantle Street.
- 13 Kari Hogfoot. Knows the location of an entrance to a dark dwarven city.
- 14 Kedrith Wynn of Areron. Secret contact for the infamous Red Dragon Archers mercenary band.
- 15 Korag Shane. Warlord of Dentara, knows the secret language of the thulls.
- 16 Korian of the Eight Colors. Knows where Tarid the usurper is keeping Princess Dellandra.
- 17 Linlith Aslan. A mistress in the city of Shadow who studied under a succubus.
- 18 Luthorian Belandra. Knows a place to craft magic items on the astral plane.
- 19 Lyon Elzad. Knows all magic comes from a single god.
- 20 Maore of Telgat Keep. Knows the secrets of the bloated, undead lord of Kaloria.

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Table 7–87: Secret Keepers 4

- 1 Melbalorne the archer. Knows of a grove where the trees make the best arrows and bows.
- 2 Melkot Rangarus. Prince of Dukas, has blackmail information on all the lords of Tenbul.
- 3 Mikhail Egoran. Knows how the prince of Treldara knows his brother isn't going to claim the crown.
- 4 Na'ila of the desert. Has mind powers and is said to be a descendant of the caliph's queen.
- 5 Naldsul Blackheart. Knows the location of the Crown of Acarra.
- 6 Nerian Cedartree. Master of ciphers has invented a code invulnerable to deciphering magic.
- 7 Nordrath Kayne. Leader of a band of traveling performers who also work as assassins.
- 8 Obberon Remik. The last surviving member of a group who battled a pit fiend.
- 9 Olezka the Crafty. Studies the lineages of noble families and knows who is truly not an heir.
- 10 Ornaskar the magi. Has learned secrets to deflecting and turning back arcane spells.
- 11 Otiluk Tereth. Knows the best trade routes through the Kalafar Mountains.
- 12 Oewaen, Paladin of Justice. He evokes a word shared with him by his god to shield him from scrying.
- 13 Qadir Mansur. Traveled the Banshee Wood and knows of the war between Serpent Men and Orcs.
- 14 Rath Mok'Dhul. Quests for the secret to unite the orc tribes of Thessia.
- 15 Rayab Blume. Warchief of Kelgar, knows the battle tactics for fighting celestials.
- 16 Rhalimon of Ilimis. Has explored a cave said to have passages leading to a dark elf city.
- 17 Rheged Copperblade. Master artisan, can manufacture weapons of unearthly strength and balance.
- 18 Romoch the Wanderer. Speaks the giantkin tongue and knows the location of their city.
- 19 Sevaleyr the free. Once broke the northern slaver's ring and is today hunted by its remains.
- 20 Sir Khrysandahl the defender. Paladin who believes of a secret wererat cult infiltrating a city.

Table 7–88: Secret Keepers 5

- 1 Snorri the Hare. Knows of a river where a sisterhood of river nymphs dwell.
- 2 Starkad the Pike. Militarist of Rendia, Knows the weaknesses of the seven lords of Kayne.
- 3 Starkad Tralloc. Knows the properties of the moonstone of Aharr.
- 4 Stefan the Poisoner. Has lorebooks detailing the weaknesses of over 100 different creatures.
- 5 Summer the elf. Knows of the hidden minotaur pyramid.
- 6 Tallia Markavian. A city rogue said to know how to gain favor of the goddess of luck.
- 7 Talratha Harkim. Knows the black dragon Venarus personally; she's his consort when he's human.
- 8 Tatya of the eastern desert. She is able to guide anyone across its treacherous dunes for a price.
- 9 Teth Semal. Former advisor to King Dorn, knows the secret catacombs to the castle.
- 10 Thelvan the ranger. Knows the location of the hidden fortress city of the northern slavers.
- 11 Thendas Mirian. An inkeeper from Brolyn who once defeated a devil with his bare hands.
- 12 Thord Saberwielder. Knows the sailing lanes of the merchant clan ships from Vargus.
- 13 Thormod Diamondmark. Knows the dwarf secret of forging mithral.
- 14 Thovir Runeshadow. Master craftsman of Durendar Halls how can tunnel to hell.
- 15 Tok Megem. Fought at the Hellgate River battle and knows where the survivors hold up to this day.
- 16 Torren Abolean. A bard who knows the bounties posted on over men's heads.
- 17 Torrisair Magehand. Knows where the troll kings of Durak worship their dark god.
- 18 Valerik Lazhan. Master of lightning, is said to know how to control storms and clouds.
- 19 Yaov Shao. Knows a martial fighting technique to bypass silver invulnerability in creatures.
- 20 Yeagle Modigson. Knows the location of a pool which can wash away curses.

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Table 7–89: Secret Handshakes

- 1 Both hands clasped close while shaking
- 2 Clasping hands gently rotated instead of shaking
- 3 Embracing in a hug with a handshake followed by uttering the name of an enemy god
- 4 Fingers curl together, palm of the hands never meeting
- 5 Hand clasp followed by asking the other if they had heard the cry of a bear at midnight
- 6 Handshake with the ring finger and little finger curled up in between the hands
- 7 Hilt of the diggers concealed inside the sleeves meet in the middle of the handshake
- 8 Kiss on the right cheek followed up by a kiss on the left
- 9 Left handed shake while winking and glancing left
- 10 Locking elbows and twisting arms around to clasp hands
- 11 Middle finger clasp and shake, then arms pulled in close
- 12 Quick handshake followed up with their hands pulling apart and those same hands meeting as fists
- 13 Right handed shake, left handed shake and an embrace from the right hands
- 14 Rubbing elbows close, then adjusting sleeve
- 15 Rubbing cheeks while pretending to whisper
- 16 Shaking hands while grabbing the other's elbow with the left and giving two short squeezes
- 17 Shaking hands while reciting a modified version of the child's poem "Meric Rides the Drake"
- 18 Single shake followed up by grabbing the other's wrist and shaking that only once
- 19 Tips of swords meet, followed up with a clasp of the right hands
- 20 Winking eyes followed up by pat on each other's back and finally shaking hands

SECRETS

The secrets revealed here can be used to jump-start an adventure, provide a inspiration for a night of gaming which has gone off track, or were simply overheard in a tavern, used for color, never meant to actually find their way into an actual game. Are they true or false? Is someone planting the secret or is it real uncovered lore we just haven't seen before? Some secrets are small and simple in nature while others are epic quests. Some of the secrets are better left unsaid...

QUESTS

Many of the charts in the following section can easily be turned around to benefit the villain or cause a completely different plot to form. Take the tables Quests or Epic Quests for example. Instead of assigning it to the characters, make it the mission or purpose of the villain! It opens up new questions and concerns that a straightforward hiring of the characters could never achieve. Also, it's not always necessary to use them as-is. If a better idea or purpose crosses your mind while reading a basic entry, then we have done our job providing inspiration.

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Table 7–90: Secret Meetings

- 1 Adventuring band meets with former villain henchman to learn the villain's weakness
- 2 Captain of a frontier outpost meets with local barbarian tribes to buy peace
- 3 Employees from a shipping company meet with a band of local raiders to coordinate inside theft
- 4 Five thieves discuss stealing money from their former fellow *thief-turned-traitor*
- 5 Five wizards meet in a secret tower to determine the use of an unknown artifact
- 6 General and a crime lord meet to arrange payment for his family member's release from prison
- 7 Head of the watch and head of the thieves' guild meet to figure how both can profitably coexist
- 8 Hobgoblin tribe leader, orc raid-master and human politician discuss coordination of attacks
- 9 Human and elven leaders meet with goblin tribes to discuss invasion strategies against the dwarves
- 10 King and man-at-arms meet the chief interrogator while secretly torturing a man for information
- 11 Nobleman and a band of pirates meet to plan the ruination of another nobleman
- 12 Seer meets a king in his dreams to discuss the fate of his nation and the entire kingdom
- 13 Power-hungry noble meets with a servant of his rival to buy the servant's loyalty
- 14 Seven assassins meet to discuss the contract killing of a popular leader
- 15 Shipping company head meets with pirate captains to give information on a competitor's ships
- 16 Spy meets a city officer outside of town to discuss the inner workings of the thieves' guild
- 17 Three different group leaders meet at a weaver's house to plot the overthrow of the government
- 18 Three miners meet with a government official to inform them of corruption and treachery
- 19 Town watch meets with a known smuggler, forcing her to turn over evidence on another criminal
- 20 Young elves and human cabalists meet in a dark glade to summon infernal servants

Table 7–91: Secrets of the Universe

- 1 Blood is the objectification of the soul; those that die in battle never see heaven
- 2 Diseases are nothing more than toxic thoughts made real
- 3 Everything affects everything and chaos theory is very close to the truth
- 4 Faith in the unknown is what makes superstitions come true... the most powerful magic of all
- 5 Freedom is an illusion and everything is pre-ordained
- 6 Giants, trolls, and other beasts are nightmares made real, punishment by the gods for mankind's folly
- 7 The gods died long ago, their divine energy left as residue inside the earth; someday it too will die
- 8 Heaven is a physical place that can be reached through the planes, before or after death
- 9 Magic is dying and the most powerful mages scramble to find a cure
- 10 Magic is ever-changing and even benign spells are becoming dangerous and wild
- 11 Nightmare realms merge with this world, changing our world for the worse; dreams herald the end
- 12 Nothing is certain or ordained, all divinations are false and can change quickly and drastically
- 13 The only true demons and gods are the storms, sent to earth to rid the land of life
- 14 Orcs were the first race, but were cursed by their elven kine, forever
- 15 Pagan magic cannot be countered or stopped, because it is drawn from the very earth itself
- 16 The spirits of the dead cannot pass on and the sky is darkening from them
- 17 The sun is actually a colossal molten dragon... waking up from a long sleep
- 18 Time is sphere, viewed from all directions at all times, once the keys to understanding are possessed
- 19 The world was forged by the dwarven gods before they fell asleep inside the earth
- 20 Undead can drink a person's memories from their neck or skull

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Table 7–92: Unique Campaign Hooks

- 1 All characters are students at a magical university trained in a different arcane art
- 2 All characters begin as slaves in an underdark dark elf city or citadel
- 3 All insects on the planet are of large, huge or gargantuan size, there are no animals
- 4 All magic is divine in nature, no arcane casters (or vice versa)
- 5 Campaign valley is in an aquarium tended by titans for amusement
- 6 Campaign world is overrun by an army from a portal to another world
- 7 Chaos curse on the world, each morning everyone wakes up with a random alignment
- 8 Dragons are very common and are found in the entire world in all roles and walks of life
- 9 Each character is the young aspect of a god wishing to explore mortal life by proxy
- 10 Everyone born in the world is identical looking twins with mirrored personalities
- 11 Good gods have all abandoned the world; all gods are evil or neutral
- 12 Intelligent magic items rule the world's empires, kingdoms and countries
- 13 Lessened gravity, strength suffers, weapon ranges and jumps checks double
- 14 Maritime campaign, taking place entirely on underdark lakes, seas and rivers
- 15 Moon explodes and throws entire campaign world in barbarism where all magic is wild
- 16 Oppressive gravity; strength suffers, ranged weapons are nearly useless
- 17 Portals to the campaign world's moon are discovered where a new world awaits
- 18 Small pantheon of gods wants replacements and makes this challenge known to mortals
- 19 Surface world is scourged, entire campaign on floating islands and cloud castles
- 20 Surface world is scourged, entire underdark campaign with mushroom forests

Table 7–93: Holy Relics

- 1 Altar of Weather
- 2 Armor of Redemption
- 3 Armor of the Avatar
- 4 Bible of Fiery Death
- 5 Compass of True Life
- 6 Elder Scrolls
- 7 Lantern of Lost Days
- 8 Lens of Traitorous Revelation
- 9 Rod of Sunfall
- 10 Rod of Supremacy
- 11 Scripture of Absolutes
- 12 Scrolls of Invincibility
- 13 Shield of Halav
- 14 Staff of Lost Faith
- 15 Staff of Oceans
- 16 Staff of Saints
- 17 Sword of Enlightenment
- 18 Sword of Higher Planes
- 19 Tome of Celestial Language
- 20 Vestment of Certainty

Table 7–94: Unholy Relics

- 1 Brick of Dark Glass
- 2 Cloak of Illusory Shadows
- 3 Cup of Fiend Blood
- 4 Diamond of Hopelessness
- 5 Flayed Flesh of the Godling
- 6 Gateway of the Hells
- 7 Helm of Domination
- 8 Jeweled Eye of Unseeing
- 9 Maul of Thunderquakes
- 10 Robes of Eternal Night
- 11 Rod of Torment
- 12 Scripture of Absolute Defeat
- 13 Scrolls of Rapture
- 14 Skullcrown of Elemental Destruction
- 15 Staff of Undoing
- 16 Symbol of Fallen Will
- 17 Tome of Insanity
- 18 Vestments of Rule
- 19 Volumes of Demonic Mastery
- 20 Wings of Assassinated Angels



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ALTERNATIVES

Table 7–95: Heroic Happenstance

- 1 Bard asks character to recite brave tales for song inspiration
- 2 Blood found on weapon but no recent combat has taken place
- 3 Caravan traveling with suddenly comes under attack
- 4 Character summoned to aid another by a miscast spell of aid
- 5 Fleeing thief smashes into character, spilling goods (perhaps loosing item he's chased for)
- 6 Inocuous item someone carries begins to emit strange magic (cold, heat, noise, etc.)
- 7 Magical message (with unfamiliar voice) requests character travel to specific locale
- 8 Merchant rushing store — bruised and beaten — begging for aid
- 9 Mistaken for a criminal, authorities place character under arrest
- 10 Mistaken for someone else, suddenly the target of an assassination attempt
- 11 Person suddenly falls from above into character's path
- 12 Person talking with suddenly lurches forward and collapses
- 13 Pouch of never-before seen gems or riches is on the character's belt
- 14 Press gang steps from the shadows and threatens with recruitment
- 15 Scroll not before seen appears in character's pack with instructions and map
- 16 Stopped by authorities to undertake mission for the realm
- 17 Summoned to a ruler's advisor's side for an emergency meeting and mission
- 18 Wagon or building character is guarding or near suddenly bursts into flames
- 19 Walk into an area and suddenly witness a murder or theft in progress
- 20 Woman suddenly runs to the character and uses him for cover

Table 7–96: People in Distress

- 1 Absent minded cleric has lost or misplaced important scrolls to the faith
- 2 Apprentice wants to discover why his master never appeared for work
- 3 Band of merchants need help crossing a flooded river
- 4 Creature normally known for evil needs chance to prove change of heart
- 5 Guild leader needs their kidnapped sire rescued
- 6 King needs to discover who in court may be spying
- 7 Local cleric and healer needs rare herb for antidote
- 8 Local natural healer and adept is being accused of necromancy by townsfolk
- 9 Merchant needs to prove innocence in smuggling charges
- 10 Merchant's son or daughter needs to be cleared of blackmail
- 11 Princess desires her fathers' item of rule returned to her
- 12 Prominent shopkeeper needs someone to watch his business suddenly for a week
- 13 Ship captain needs to hire on protection for important cargo
- 14 Tax collector is being harassed by a mob
- 15 Wealthy shop owner is accused of using magic on them during transactions
- 16 Wizard needs his captured familiar returned
- 17 Woman needs help with runaway carriage with kids onboard
- 18 Woodsman has lost his hunting animal companion
- 19 Young royal needs a lesson in humility
- 20 Young student is accused of belonging to an illegal gang and needs clearing

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Table 7–97: Plot Triggers 1

- 1 About to serve drinks, a barmaid quickly drops the contents of a small vial into one flagon
- 2 Argument is suddenly silenced when one figure seems to faint, leaving the other standing nervous
- 3 Confused witnesses debate the details of a recent crime with one another and a city guard
- 4 Dark figure creeps to a doorway, leaves an object, knocks, and then flees as quickly as possible
- 5 Down a long alley in darkness, a murder by silhouette, the victim human but the murderer has a tail
- 6 Fast-moving woman dressed in black speeds from a shop, and yet no one follows in pursuit
- 7 Gang of toughs openly brawls with another... and then a blade emerges, turning the display bloody
- 8 Group of young ruffians eyes another across the street; they seem to be angrily passing signals
- 9 Handsome young man suddenly pulled into an alley, several figures surround him quickly
- 10 Hobgoblin raiders erupt from a sewer grate and begin to raze the city from within
- 11 Hooded figure makes great haste in posting a note to a pillar, then slinks back off into the night
- 12 Horseman suddenly loses control of his horse as it races away from him
- 13 Hunter holding a bloody weapon stands confused as he's been thrown off the scent of his quarry
- 14 King's attendants, en route to a royal event, are attacked/mugged, their ceremonial gifts stolen
- 15 Knight in armor dismounts and declares a simple bystander a heretic and enemy of the state
- 16 Large gathering of people, one of them throws an object to divert attention, and then quickly leaves
- 17 Man faking a sneezing attack suddenly runs into an alley and climbs over a rickety fence
- 18 Man walking his dog suddenly has to hold dog back from attacking random pedestrian
- 19 Meditating monk suddenly opens his eyes wide with horror and runs from the area
- 20 Merchant pays his taxes, but continues to by time while another lifts coins from the tax collector

Table 7–98: Plot Triggers 2

- 1 Nobleman's carriage suddenly lurches forward out of control through the streets
- 2 Normal-looking pedestrian is suddenly whisked into a coach wagon which hastily speeds off
- 3 Oddly dressed man is being followed by several local maidservants, they seem dazed and quiet
- 4 Older woman ushering several children drops a package into a sewer grate and moves away quickly
- 5 Pair of young lovers is watched by an older man, there is no family resemblance to any of them
- 6 Pedestrian reacts as if struck by a great arrow and falls lifeless, but no item can be seen on the body
- 7 Performer juggling knives moves closer to a known noble and begins eyeing him up
- 8 Priest performing a public rite turns when finished with a wicked smile on his face before leaving
- 9 Rider practically kills several pedestrians while heading through town, wears a mask over face
- 10 Small group of men shadow another who lifts a tool from the belt of an unsuspecting laborer
- 11 Someone doing chores by a window indoors is suddenly whisked away from view
- 12 Someone ducks into a one-way alley but if investigated there is no sign of the person
- 13 Someone is questioning a person they know but seems to have recently forgotten everything
- 14 Someone quickly hops out a second story window, closes it, then climbs to the roof out of sight
- 15 Town watch struggle to get a criminal in irons when their prisoner suddenly vanishes
- 16 Trying to stay silent and still, a spell-caster betrays his intent as a spell goes off in a crowd of people
- 17 Two men leave an item just inside an alley to be spotted and picked up, then move to ambush
- 18 Two men surreptitiously exchange a small package; another figure watches them from nearby
- 19 Two women share a drink, and they both suddenly gasp and drop forward to the ground
- 20 Woodsman sets a snare trap along a road, conceals it, then hides in ambush



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Table 7–99: Job Postings 1

- 1 Additional guards needed for trade convoy leaving tomorrow
- 2 Adventuring party needs a good healer
- 3 Band of bards and their followers need protection as they travel
- 4 Bodyguards for a controversial bard who sings politically incorrect tunes
- 5 Bodyguards for a wedding where jealous rivals may cause havoc
- 6 Bodyguards for the ruler as he tours the land
- 7 Bring to justice to a rival band of adventurers
- 8 Bring to justice an elf black marketer
- 9 Carry a message to someone in the next town
- 10 Catch whoever continually spoils the vegetables in Farmer Ewan's fields
- 11 Church of the Sun needs some able bodied adventurers for a mission of holy cleansing
- 12 City magistrate's office needs some additional investigators for several new cases
- 13 Clear out monsters from aristocrat's ancestral home
- 14 Deliver special cargo to dwarf city
- 15 Determine if a villain is operating in a certain area
- 16 Determine the source of the corruption of a powerful church
- 17 Discover the assassin behind a recent political murder
- 18 Discover the source of a magical plague unleashed
- 19 Discover the source of lights from an abandoned seaside mansion
- 20 Discover who and why someone poisoned the well

Table 7–100: Job Postings 2

- 1 Discover who poisoned a recent shipment of wine
- 2 Discover why a barbarian tribe attacks travelers moving through a valley
- 3 Encode secret messages for the King and help keep our country safe
- 4 Escort aristocrat to find lost pirate treasure
- 5 Escort dwarf merchant on trip to neighboring city
- 6 Explore a recently discovered island
- 7 Explore a tower others say moves across the landscape
- 8 Explore and map ruins of an ancient city
- 9 Extra guards needed for a local celebration
- 10 Find out why wolf pack attacks on nearby farms have suddenly increased
- 11 Find the pass through the mountains that the goblin tribes use
- 12 Flood washed away family heirlooms; need someone to locate and return objects
- 13 Get back stolen wizard's spell book
- 14 Goblin translator needed for court case
- 15 Guard an important caravan train heading across borders
- 16 Guard nobles while hunting
- 17 Help bolster the city watch as important ambassadors come to town
- 18 Help clear out Kobolds and their traps out of the new mine to earn a great reward
- 19 Help quell riots over recent overthrowing of the ruler
- 20 Hunt down a monster that has been plaguing local roads

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Table 7–101: Job Postings 3

- 1 Hunt down an escaped criminal gang leader
- 2 Infiltrate a craftsmen's guild where plans have been stolen are kept
- 3 Interested in entertaining for a living? Come sing or play your instrument at the Yellow Lamp Tavern
- 4 Investigate Mrs. Mooney's Pie Shop for the real source of the meat used
- 5 Investigate the truth of a coming prophecy
- 6 Investigate what creature is destroying farmland
- 7 Join the town watch and learn to fight off orcs
- 8 Magic academy needs skilled adventurers to test new magical defenses
- 9 Map an unexplored cave
- 10 New bouncers needed at Brown Leather Tavern
- 11 Procure a recently stolen item from a dragon's horde
- 12 Protect a frontier outpost
- 13 Put your thieving skills to honest work and collect for the tax office
- 14 Rats infest sewers; someone needed to clear them out
- 15 Recover a sword said to bring luck and bounty to a town
- 16 Recover goods from a shipwreck in dangerous territory
- 17 Rescue a princess from a dragon in a distant land
- 18 Retrieve holy symbol for Cult of the Squid
- 19 Retrieve stolen sword from a gnoll tribe
- 20 Return with the head of the leader of a troublesome barbarian tribe

Table 7–102: Job Postings 4

- 1 Reward for anyone finding proof that will hold up in court to a local crime lord's activities
- 2 Root out local cult which may be behind recent kidnappings
- 3 Royal Navy will pay handsomely anyone that can locate a hidden pirate cove
- 4 Scribe needed to help preserve the record of our town
- 5 Scroll scribe needed for a large order
- 6 Search out ingredients for a wizard's rare special potion
- 7 Search out the dungeons revealed from a recent sinkhole collapse
- 8 Show off your muscles and earn prize money at the fighting arena
- 9 Sink a troublesome pirate ship
- 10 Solve the mystery of the shoreline mist lights
- 11 Spy on mysterious and secretive noble household
- 12 Stop a cabal intending on opening a gateway to the lower planes
- 13 Test the security of a bank vault
- 14 Track down an elusive but young gang who uses the poor section rooftops
- 15 Track down an elusive dwarf smuggler
- 16 Track down who is blackmailing a prominent noble
- 17 Travel aboard to bring back a former hero wrongly banished by false evidence
- 18 Travel to a nearby town where a meteor was said to have hit
- 19 Watch the graveyard to determine who is behind recent grave robbing
- 20 Weapon smith apprentice needed immediately

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Table 7–103: Wanted Posters

- 1 Anyone that can return Sheppard Book's flock of sheep as well as turn in the group that stole them to the authorities will be blessed by priests of the holy shrine just outside of town.
- 2 Bross Markson, 5'11" short blonde hair, black eyes, human, horribly crooked teeth, unblinking stare, wanted for acts of anarchy, theft, and peaking into women's bathhouses.
- 3 Captain Bernard Jericho has had his ship stolen while in our port. Anyone able to return his ship to him along with the heads of everyone that stole his ship will be most richly rewarded.
- 4 Dagnal Wickaxe, 4'2" braided red hair, red eyed dwarf, wanted for breaking into the temple and stealing the urn carrying the remains of the cities most honorable warrior.
- 5 Devon Burgdul, 3'2" brown straight hair, blue eyed dwarf, wanted for the theft of vegetables from Farmer Oak's field.
- 6 Francus Greenleaf, 5'8" blond hair, green eyed half elf, wanted for questioning in connection of the death of the mayor's wife.
- 7 "Gabriel", about 6 feet tall, eye color unknown, race unknown, typically seen in black robes jumping from rooftop to rooftop, wanted for the murder of Lord Mathis and three members of the town guard, extremely dangerous. Reward for information leading to his capture.
- 8 Hailey Starfall, 6'1" brown haired, green eyed half elf, tattoo of a rose on her neck and a dragon on her right hand, wanted for the theft of gold from the official tax collector. Reward for her capture and return of the money.
- 9 Information leading to the arrest of the unknown person or creature that stole livestock from local barns this week will be handsomely rewarded.
- 10 Raniero Tramtola, human male, short dark hair and uneven eyes, sought in connection to his father's infernal powers and a possible contract with the church of an unholy spirit or demon.
- 11 Reward is being offered for killing the creature that has been snatching random people and gnawing their faces and fingers. See the constable for more details.
- 12 Samuel Greenwren, 3'4" light brown curly hair, brown eyes, wanted for killing a cat of the local church.
- 13 Several red skinned kobolds have been setting traps in the mines. 20gp for every kobold killed and their heads returned to the captain of the dwarf guard for more information.
- 14 Sokab "Grey Shadow" Tailfalcon, grey skin, green eyes, brown hair with a mix of grey, elf, dark circles around both eyes, speaks wanted for the torture and slaughter of the young cleric and eight worshippers at the Shrine of Light.
- 15 "Spears" Magil, 6'2" raven black hair, red eyes, olive green skin, half orc, wanted for the death of a child, smuggling, and criminally bad singing.
- 16 Jerin Colbertus, 5'7" short brown hair, brown eyes, human, wears glasses, wanted for sedition; spreading lies masqueraded as truth and illegal hunting. Do not approach unprepared: her words are believed to enchant any that listen to her.
- 17 The Rightful Hand of Vengeance wants the criminals that stole the altar's silver candlesticks. Return of the candlesticks and the heart(s) of those responsible will be in great favor of our order.
- 18 Tyler Logan, 4'11" black hair, brown eyes, human, burn scars on the left side of his face, wanted for setting fire to three buildings in town, including The Rusty Rod Tavern.
- 19 Unknown figure about 7 feet tall killed the captain of the town guard. Returning the creature's dead body and proof that it was behind the murder will be most generously rewarded.
- 20 Wyatt Jameson, former human noblewoman with long blonde hair, high cheeks and piercing eyes, wanted for tax evasion, supplying information to thieves guild and cavorting with a warlock.

◀ CHAPTER SEVEN ▶

Table 7–104: Adventure Detail

- 1 Caravan coming from the nearby kingdom carries a new flag and soldiers escorting them claim the old kingdom is no more and goods and services must be donated to help the transition of rulers.
- 2 Circus troupe moving from land to land houses a group of master alchemists and assassins who kill through poison, not weapons.
- 3 Cult is murdering saints of the deity of the sun believing their dread rituals, when complete, will darken the sun forever.
- 4 Cursed sorcerer goes about locating and destroying powerful magic items in hoping of disrupting the way magic works in the realm.
- 5 Demanding rogue's guild leader hires the party to discover who murdered his family. An insider already confessed and seemed to know about the murder but divinations declare him innocent. Who is really behind it and why?
- 6 Drow group employing enchanters infiltrates a city and charms folk into selling themselves as escorts to nobility to become masters of information brokering.
- 7 Dwarves need aid in retaking their ancient citadel's halls overrun by beings making use of a wayward portal that originates in another land.
- 8 Giant eagles have joined forces with a goblin gang after their emissary warned the humans of a nearby town to cease mining the mountainside caves and was ignored.
- 9 Group's meal tastes funny; someone comes in and tells them the antidote to the poison they just ate will be rewarded as soon as they bring proof a powerful guild leader is dead.
- 10 King's son goes missing in the neighboring land during war and must be found. The son actually sided with the enemy under disguise to seize his homeland.
- 11 Noble family matriarch returns home and causes panic in her family as they all believed her dead. Exhuming the grave turns up an empty coffin. The family asks the heroes to investigate.
- 12 Order of paladins falls to bickering and infighting as their missions are betrayed from a traitor within consorting with a fiend disguised as a celestial.
- 13 Royal wizard's wife pays the group to fake her death and escort her and her unborn son to a nearby realm to live in peace after the wizards read astrological signs showing the child had a destiny to fulfill with a planar being.
- 14 Smuggler's path through a huge mountain range is discovered by the lord's men and the group needs to traverse it, root out survivors and regain any stores within.
- 15 Someone using alchemy is giving strength enhancing potions to beggars enabling them to mug and steal what they need but is also causing increased aggression and madness.
- 16 Superstitious sovereign hires the group to perform four seemingly unrelated tasks as prescribed by his astrologer to bring about the continuation of his line.
- 17 Cleric to the element of fire hires the group to escort him safely to the a temple dedicated to water elements to change faiths after a disastrous ritual left him scarred, but his ex brethren cannot afford the loss.
- 18 Two lizardfolk tribes with giant frog mounts dam up a river and prevent barge transport of medicine to an ill town farther inland. Are the lizardfolk controlled by an outside force?
- 19 Underground magical cyst pollutes a forest and its inhabitants turn feral and begin attacking the noble ranger border group that's protected it for a decade.
- 20 Work crews from two peaceful nations trying to build a bridge need defending from a local orc gang who can't have the work completed for their own good.

◀ CHAPTER SEVEN ▶

ENCOUNTERS

Table 7–105: Roadway Encounters 1

- 1 Acting troupe
- 2 Adventurers
- 3 Apprentice on errand
- 4 Bandits
- 5 Bounty hunter
- 6 Cattle rustlers
- 7 Craftsman with wares
- 8 Domestic animal
- 9 Family
- 10 Farmers
- 11 Fisherman
- 12 Foreign Merchant
- 13 Gypsies
- 14 Hangman's tree with victim
- 15 Healer and wagon
- 16 Herdsman
- 17 Horse merchant
- 18 Horse thieves
- 19 Humanoid outcast
- 20 Hunter

Table 7–106: Roadway Encounters 2

- 1 Laborers
- 2 Lone man
- 3 Lone woman
- 4 Mercenary
- 5 Merchant with cart
- 6 Messenger
- 7 Military patrol
- 8 Noble and friends
- 9 Outlaw(s)
- 10 Post with hanging cage
- 11 Prisoner wagon
- 12 Prospector(s)
- 13 Refugees
- 14 Religious Pilgrims
- 15 Resting traveler
- 16 Royalty and guards
- 17 Tinker
- 18 Toll collector
- 19 Wealthy citizen in carriage
- 20 Young couple

Table 7–107: Encounter Conditions 1

- 1 Angry
- 2 Arguing with someone
- 3 Bathing
- 4 Begging
- 5 Being chased
- 6 Being entertained
- 7 Belligerent
- 8 Bloodied
- 9 Bound and gagged
- 10 Branding an animal
- 11 Burying something/someone
- 12 Chasing someone
- 13 Climbing
- 14 Comatose
- 15 Confused
- 16 Conversing with someone
- 17 Counting something
- 18 Crazed
- 19 Crying
- 20 Dying/Dead

Table 7–108: Encounter Conditions 2

- 1 Deranged
- 2 Destroying something
- 3 Digging
- 4 Dirty
- 5 Dizzy
- 6 Drawing in ground
- 7 Drumming
- 8 Drunk
- 9 Dueling
- 10 Eating
- 11 Embarrassed
- 12 Engaged in art
- 13 Engaged in craft
- 14 Farming
- 15 Fatigued
- 16 Feverish
- 17 Fighting
- 18 Fishing
- 19 Frustrated
- 20 Hallucinating

◀ CHAPTER SEVEN ▶

Table 7–109: Encounter Conditions 3

- 1 Happy
- 2 Herding
- 3 Hiding something/someone
- 4 Hunting
- 5 Ill
- 6 Itching
- 7 Killing something/someone
- 8 Laughing
- 9 Learning
- 10 Lost
- 11 Mad
- 12 Meditating
- 13 Nauseated
- 14 Negotiating with someone
- 15 Nervous
- 16 On a quest
- 17 Overly insulting
- 18 Overly polite
- 19 Panicked
- 20 Paranoid

Table 7–111: Encounter Conditions 5

- 1 Sick
- 2 Singing
- 3 Sleeping
- 4 Smoking a pipe
- 5 Smoking an animal carcass
- 6 Sorting through pack(s)
- 7 Studying
- 8 Surprised
- 9 Tanning an animal hide
- 10 Tending a garden
- 11 Thinking
- 12 Tired
- 13 Tracking
- 14 Training
- 15 Tutoring
- 16 Unconscious
- 17 Whistling
- 18 Working
- 19 Worried
- 20 Wounded

Table 7–110: Encounter Conditions 4

- 1 Planning
- 2 Playing a game
- 3 Playing an instrument
- 4 Plotting
- 5 Praying
- 6 Proud
- 7 Purchasing something
- 8 Questioning someone
- 9 Recently ambushed
- 10 Recently robbed
- 11 Relaxing
- 12 Resting
- 13 Riding a horse
- 14 Running
- 15 Saddling a horse
- 16 Scared
- 17 Searching for something/someone
- 18 Shamed
- 19 Shoeing a horse
- 20 Showing mercy



◀ CHAPTER SEVEN ▶

Table 7–112: Riddles 1

- 1 As I walked, I saw something with four fingers and one thumb. It was not flesh, fish, bone, or fowl.
- 2 Barrel of water weighs 20 pounds. What must you add to it to make it weigh 12 pounds?
- 3 Give it food and it will live; give it water and it will die.
- 4 He has married many women but has never married. Who is he?
- 5 I have holes on the top and bottom. I have holes on my left and my right. And I have holes in the middle, yet I still hold water. What am I?
- 6 I look at you, you look at me, I raise my right, you raise your left. What is this object?
- 7 I run, yet I have no legs. What am I?
- 8 I went into the woods and got it, I sat down to seek it, I brought it home because I could not find it.
- 9 If you have it, you want to share it. If you share it, you don't have it. What is it?
- 10 It has no top or bottom but it can hold flesh, bones, and blood all at the same time. What is it?
- 11 It is weightless, you can see it, and if you put it in a barrel it will make the barrel lighter?
- 12 It's been around for millions of years, but it's no more than a month old. What is it?
- 13 Light as a feather, there is nothing in it; the strongest man can't hold it for much more than a minute.
- 14 No sooner spoken than broken. What is it?
- 15 Remove the outside, cook the inside, eat the outside, throw away the inside.
- 16 Take off my skin, I won't cry, but you will. What am I?
- 17 Take one out and scratch my head, I am now black but once was red.
- 18 The more there is, the less you see.
- 19 The more you take the more you leave behind.
- 20 They come at night without being called and are lost in the day without being stolen.

Table 7–113: Riddles 2

- 1 What belongs to you but others use it more than you do?
- 2 What can fill a room but takes up no space?
- 3 What can go up and come down without moving?
- 4 What can run but never walks, has a mouth but never talks, has a head but never weeps, has a bed but never sleeps?
- 5 What comes once in a minute, twice in a moment, but never in a thousand years?
- 6 What do you fill with empty hands?
- 7 What do you throw out when you want to use it but take in when you don't want to use it?
- 8 What gets wetter the more it dries?
- 9 What goes up and down stairs without moving?
- 10 What goes up and never comes down?
- 11 What has a foot on each side and one in the middle?
- 12 What has to be broken before it can be used?
- 13 What is it the more you take away the larger it becomes?
- 14 What kind of coat can be put on only when wet?
- 15 What kind of room has no windows or doors?
- 16 What question can you never answer "yes" to?
- 17 When one does not know it, then it is something; but when one knows what it is, then it is nothing.
- 18 Who spends the day at the window, goes to the table for meals and hides at night?
- 19 You answer me, although I never ask you questions. What am I?
- 20 You can't keep this until you have given it.

◀ CHAPTER SEVEN ▶

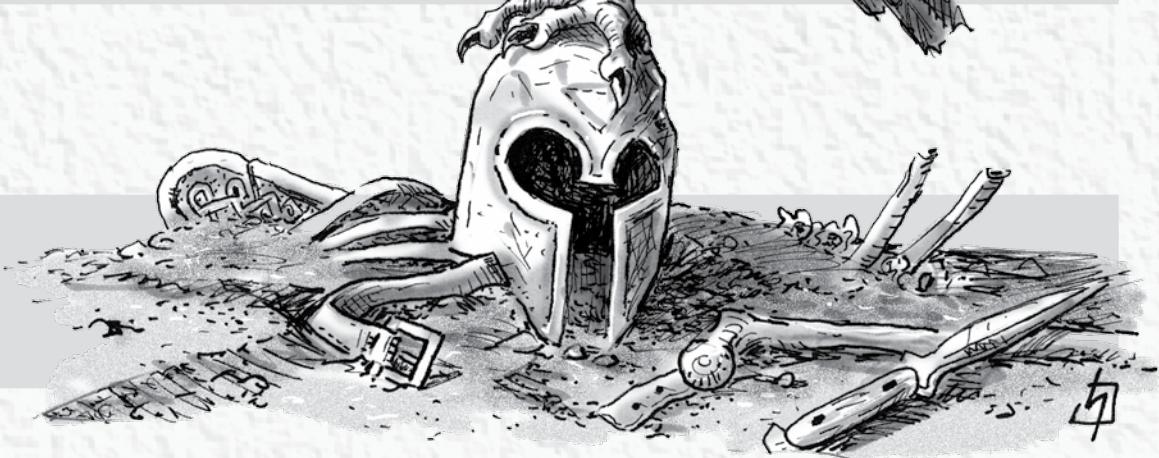
Table 7–114: Answers 1

- 1 Glove
- 2 Holes
- 3 Fire
- 4 Priest
- 5 Sponge
- 6 Mirror
- 7 Nose
- 8 Splinter
- 9 Secret
- 10 Ring
- 11 Hole
- 12 Moon
- 13 Breath
- 14 Silence
- 15 Corn
- 16 Onion
- 17 Match
- 18 Darkness
- 19 Footsteps
- 20 Stars



Table 7–115: Answers 2

- 1 Your name
- 2 Light
- 3 Temperature
- 4 River
- 5 Letter M
- 6 Gloves
- 7 Anchor
- 8 Towel
- 9 Carpet
- 10 Your age
- 11 Yardstick
- 12 Egg
- 13 Hole
- 14 Coat of paint
- 15 Mushroom
- 16 “Are you asleep?”
- 17 Riddle
- 18 Fly
- 19 Door
- 20 Promise



ENCOUNTER DESIGNER

Especially useful for fleshing out a travel sequence or making a city or community come to life, this form focuses ideas and themes for interesting encounters that showcase your world, make a trek seem worthwhile, or liven up a city when a character gets sidetracked. The best part—most of the answers to this form can be found by flipping to any page in this book.

This chart was originally designed to bridge the gap between the quick travel sequence (the “Indiana Jones” red-line style) or the detailed (and often bogged-down) trip where the GM describes every mile in excruciating detail. The party can travel just long enough until it comes upon some part of the world you want to showcase. It’s specifically designed so that every encounter card should not (and need not) lead to combat. When the players are presented with options and decide to move on or ignore the encounter, that’s their loss.

First, decide what type of encounter it is (it could have multiple entries). Is it a *Challenge*, likely to lead to combat and confrontation? Is it strictly a *Roleplaying* encounter where no real combat stats are required at all? Is it *Static*, set in a singular location only, or is it *Dynamic*, occurring anywhere the PCs are at the time it’s needed?

Then, what is the encounter for? Is it an interesting scene to show off something important to the players? Who is the opponent or roleplaying encounter with? Is it some sort of trap or pitfall? What is the goal or purpose of the thing in question? Is it providing or hampering passage through an area? Is it imparting or withholding important information or resources? Does it want to encounter the party or simply avoid it?

Where is the encounter taking place, a city or town? The wilderness? By a river, at the base of a mountain, along a well-worn road? Some of the charts in here could even suggest another plane or by a dungeon entrance!

Then there are the how and when of the encounter. This is where you can throw in a little plot twist or complication to make the encounter more interesting. This also includes interesting environmental effects.

In your encounter notes include a summary of the purpose and use for the encounter or a page reference for pertinent rules.

Take the information sparked above by the different categories and write yourself a little narrative at the bottom summing up the purpose and use of the encounter, or a note to jog your memory to a page in a rulebook with information pertaining to the encounter.

Finally, think about some generic non-combat skills that may come into play and circle them and brush up on their use.

ENCOUNTER DESIGNER

Ø Challenge

Ø Roleplaying

Ø Static

Ø Dynamic

OPPONENT

WHO

Monster / NPC

Scene / Trap

GOAL

WHAT

Passage / Info

Resources / Avoiding

LOCATION

WHERE

City / Forest

Dungeon / Other

MOTIVE

WHY

COMPLICATION

WHEN

HOW

ROLEPLAYING SKILLS

◀ CHAPTER SEVEN ▶

PLOT OUTLINE

Campaign Name _____

Unique Campaign Hook _____

GM _____

Campaign Theme/Tone _____

Plot

Plot _____

Adventure Core Location _____

Meeting Location _____

Instigation _____

Story Goal _____

Patron _____

Reward _____

Relevant Gossip _____

Secrets _____

Secret Keepers _____

En Route

Getting There _____

Clues _____

Paths _____

Complications _____

Twists _____

Surprise Ending _____

Villain

Villain _____

Vilain's Goal _____

Hidden Agenda _____

Trigger _____

Weakness _____

Tricks _____

Lair _____

Affectations _____

Henchmen _____

Brute _____

Encounters

Misc _____

USING THIS CHAPTER

Adventure Awareness

15 Post: A public post asking for the meeting or job to be completed

Meet Me At The...

15 Stone bridge

Patrons, Generic 4

18 Wide-eyed vizier

Adventure Instigation

18 Someone going wants group to join them

Connections

8 Deception: One goes along with another's plans to learn enough to take the original's place

Adventure Location 2

4 Mountain of

Adventure Location 3

17 Eternity/Forever

Getting There, Detailed

8 Between two warring nations

Story Goal

10 Infiltrate a difficult location

Villains

5 Commander Sabian: Military leader from a now conquered nation leading an insurgent campaign

Villain Goals 2

15 Revenge

Villainous Names

10 Gitario the faithless

Henchmen

3 Brainwashed sycophant

Villain Affectations, Personal

8 Extremely handsome or beautiful

Personalized Reward

5 Favor of the king

The adventures notice a posted parchment asking for interested scouts to meet someone at the old bridge at midnight. There, they meet Johan, a wide-eyed vizier bearing a badge of the kingdom. "You will be escorting his ward, Hoscath, to the Mountain of Eternity far to the west between two warring kingdoms." [Secretly, Hoscath is going along to learn enough to return and take old Johan's place at court.] Johan ensures the party a favor of the king. Johan tells the party the evil Commander Sabian is there plotting something evil, and he wants the group to infiltrate the place. Sabian was in the army of one of the warring nations until late. In the mountain lair he's attended by his loyal bodyguard, Gitario the faithless, little more than a brainwashed sycophant. Sabian is very charismatic and likely has many followers.

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APPENDIX

►360◀

◀ APPENDIX ▶

Anglo-Saxon Female

- 1 Aethelthryth
- 2 Bearrocscir
- 3 Beornia
- 4 Bodicea
- 5 Catherine
- 6 Chelsea
- 7 Cwen
- 8 Daedbot
- 9 Darelle
- 10 Elva
- 11 Elvina
- 12 Etheswitha
- 13 Linette
- 14 Meghan
- 15 Mildred
- 16 Orva
- 17 Rheda
- 18 Rowena
- 19 Sulis
- 20 Sunniva

Arabic Female

- 1 Adila
- 2 Aiesha
- 3 Akilah
- 4 Almira
- 5 Amira
- 6 Anisa
- 7 Azra
- 8 Dirran
- 9 Fatima
- 10 Hadiya
- 11 Iman
- 12 Isra
- 13 Jala
- 14 Jazlyn
- 15 Kamil
- 16 Karima
- 17 Latifa
- 18 Leila
- 19 Lilith
- 20 Lina

Arabic Male

- 1 Abdul
- 2 Adnan
- 3 Ahmed
- 4 Akram
- 5 Amal
- 6 Ansari
- 7 Ashraf
- 8 Asim
- 9 Basim
- 10 Burhan
- 11 Emir
- 12 Faisal
- 13 Fazil
- 14 Gamal
- 15 Habib
- 16 Hakim
- 17 Hassan
- 18 Jamal
- 19 Kalid
- 20 Kasim

Anglo-Saxon Male

- 1 Acwellen
- 2 Aethelbert
- 3 Aiken
- 4 Aldhelm
- 5 Athelstan
- 6 Bordan
- 7 Cuthbert
- 8 Deman
- 9 Drefan
- 10 Eldrid
- 11 Faran
- 12 Hengist
- 13 Iuwine
- 14 Modig
- 15 Ord
- 16 Putnam
- 17 Scowyrhta
- 18 Tolucan
- 19 Wright
- 20 Wyne

Arabic Female

- 1 Malika
- 2 Maryam
- 3 Maysa
- 4 Naimah
- 5 Noor
- 6 Noya
- 7 Oma
- 8 Raja
- 9 Rihana
- 10 Safia
- 11 Salima
- 12 Samirah
- 13 Shahira
- 14 Shamara
- 15 Sumehra
- 16 Tahira
- 17 Thara
- 18 Zahara
- 19 Zara
- 20 Zohra

Arabic Male

- 1 Majid
- 2 Masud
- 3 Melek
- 4 Mohammad
- 5 Nasir
- 6 Nuri
- 7 Omar
- 8 Rafi
- 9 Raman
- 10 Sabir
- 11 Salah
- 12 Sammon
- 13 Sarni
- 14 Sayed
- 15 Selim
- 16 Shaifiq
- 17 Shakar
- 18 Suleiman
- 19 Talib
- 20 Zaki

◀ APPENDIX ▶

Aztec Female

- 1 Chalchiuitl
- 2 Citlalmina
- 3 Coaxoch
- 4 Eleuia
- 5 Eloxochitl
- 6 Ichtaca
- 7 Icnoyotl
- 8 Ixcatzin
- 9 Mahuizoh
- 10 Nahuatl
- 11 Nenetl
- 12 Nochtli
- 13 Patli
- 14 Teicuih
- 15 Xiloxoch
- 16 Xochicotzin
- 17 Xocoyotl
- 18 Yaotl
- 19 Yolotli
- 20 Yoloxochitl

Aztec Male

- 1 Ahuiliztli
- 2 Cipactli
- 3 Cuetzpalli
- 4 Huitzilli
- 5 Ihuicatl
- 6 Ilhicamina
- 7 Ilhuitl
- 8 Itotia
- 9 Mahuizoh
- 10 Moyolehuani
- 11 Nahuatl
- 12 Nelli
- 13 Nochtli
- 14 Nopaltzin
- 15 Ollin
- 16 Tepiltzin
- 17 Tlexictli
- 18 Xicohtencatl
- 19 Yaotl
- 20 Yolyamanitzin

Basque Female

- 1 Arana
- 2 Auriola
- 3 Bidane
- 4 Domeka
- 5 Elisabete
- 6 Erguia
- 7 Estebeni
- 8 Gadea
- 9 Gurutze
- 10 Hua
- 11 Igone
- 12 Iriuela
- 13 Jasone
- 14 Katerin
- 15 Koru
- 16 Larraza
- 17 Legarra
- 18 Loza
- 19 Martie
- 20 Mendiete

Basque Female

- 1 Munia
- 2 Naiara
- 3 Nora
- 4 Oihane
- 5 Olaria
- 6 Oria
- 7 Orrao
- 8 Pelela
- 9 Pilare
- 10 Saioa
- 11 Soskao
- 12 Terese
- 13 Uba
- 14 Urdina
- 15 Ursola
- 16 Usoa
- 17 Ximena
- 18 Zabal
- 19 Zubia
- 20 Zuza

Basque Male

- 1 Agosti
- 2 Alain
- 3 Andolin
- 4 Asier
- 5 Basajaun
- 6 Batista
- 7 Bazkoare
- 8 Bikendi
- 9 Diagur
- 10 Dunixi
- 11 Eguntsenti
- 12 Erlantz
- 13 Estebe
- 14 Firmo
- 15 Gabirel
- 16 Gabon
- 17 Gerazan
- 18 Gizon
- 19 Hegoi
- 20 Iban

Basque Male

- 1 Ilixo
- 2 Isidor
- 3 Jakue
- 4 Lehior
- 5 Luken
- 6 Mattin
- 7 Nahia
- 8 Oihan
- 9 Perrando
- 10 Piarres
- 11 Sabin
- 12 Sasoin
- 13 Sustrai
- 14 Tristan
- 15 Txaran
- 16 Ubarna
- 17 Urbez
- 18 Xabat
- 19 Xefe
- 20 Zeledon

◀ APPENDIX ▶

Bulgarian Female

- 1 Albena
- 2 Bilyana
- 3 Darina
- 4 Emiliya
- 5 Galina
- 6 Iskra
- 7 Katerina
- 8 Lidiya
- 9 Magdalena
- 10 Milena
- 11 Nedelya
- 12 Polina
- 13 Radka
- 14 Silviya
- 15 Svetlana
- 16 Tereza
- 17 Varvara
- 18 Yana
- 19 Zharina
- 20 Zora

Bulgarian Male

- 1 Andrei
- 2 Bogdan
- 3 Chavdar
- 4 Damyan
- 5 Dragomir
- 6 Evgeni
- 7 Gavril
- 8 Hristo
- 9 Iordan
- 10 Ivaylo
- 11 Kiril
- 12 Lmladen
- 13 Lyudmil
- 14 Ognian
- 15 Penko
- 16 Rayko
- 17 Stanislav
- 18 Toma
- 19 Yasen
- 20 Zhivko

Chinese Female

- 1 Bao Ji
- 2 Chen Juijuan
- 3 Cheng Yi
- 4 Dao Juefeng
- 5 Fang Weihong
- 6 Fong Lin
- 7 Gai Chyou
- 8 Guo Li-Mei
- 9 He Xiang
- 10 Heng Jia
- 11 Hsia Zhen
- 12 Hsiao Yong
- 13 Jiang Lingjuan
- 14 Kong Mei
- 15 Lai Qiurui
- 16 Lee Jiani
- 17 Lu Cai
- 18 Ma Zi
- 19 Mao Shuang
- 20 Pan Mei-Xiu

Chinese Female

- 1 Qiu Peipei
- 2 Shen Yue-Yan
- 3 Shih Lan
- 4 Shu Kuan-yin
- 5 Su Yuefang
- 6 Tan Jing
- 7 Tsai Qiurui
- 8 Wan Xiu
- 9 Wei Juefeng
- 10 Wu Hong
- 11 Xiu Juijuan
- 12 Xu Ping
- 13 Xue Jiang-Li
- 14 Yang Hai
- 15 Ying Jun
- 16 Yi Yueqin
- 17 Yu Lin-Na
- 18 Yun Xiaobo
- 19 Zheng Jianping
- 20 Zhou Yanjun

Chinese Male

- 1 Chan
- 2 Chang Kong
- 3 Chen Fa
- 4 Chiang Keng
- 5 Fong Tao
- 6 Gao Loo
- 7 Guan Meng
- 8 Hsiao Hu
- 9 Hsu Yeung
- 10 Huang Xiao
- 11 Jiang Shiping
- 12 Lau Feng
- 13 Lee Kuang
- 14 Lee Jian
- 15 Lee Cong-Min
- 16 Liang Da-Xia
- 17 Lau Wu
- 18 Lo Zhou
- 19 Lu Chang
- 20 Luo Xiao

Chinese Male

- 1 Kwong Chi
- 2 Ma Tao
- 3 Ng Xun
- 4 Ouyang Yi-Min
- 5 Qau Peng
- 6 Qiu Yu
- 7 Quan Xing
- 8 Song Zhu
- 9 Tang Guo
- 10 Tong Yue
- 11 Sun Yifu
- 12 Tan Kuang
- 13 Wei Sze
- 14 Wu Yu Yuejiu
- 15 Xiang Kung
- 16 Xiu Wei
- 17 Xu Weiqiang
- 18 Yip Chih
- 19 Zheng Yang
- 20 Zhuge Kuen

◀ APPENDIX ▶

Dutch Female

- 1 Alva
- 2 Anika
- 3 Annemie
- 4 Arabella
- 5 Brandy
- 6 Francisca
- 7 Griseldis
- 8 Grushilda
- 9 Lien
- 10 Mahault
- 11 Meranie
- 12 Mina
- 13 Muaeve
- 14 Neve
- 15 Rozamond
- 16 Sibylla
- 17 Skye
- 18 Skyla
- 19 Sofie
- 20 Sybylla

Dutch Male

- 1 Ambrosius
- 2 Clementius
- 3 Espen
- 4 Gottfried
- 5 Gregor
- 6 Harold
- 7 Henrick
- 8 Koenraad
- 9 Lauritz
- 10 Neils
- 11 Nicolaas
- 12 Schuyler
- 13 Smid
- 14 Stille
- 15 Stieor
- 16 Tiebout
- 17 Van Aken
- 18 Vanderpool
- 19 Vromme
- 20 Wevers

East African Female

- 1 Adhiambo
- 2 Amanishakhete
- 3 Amara
- 4 Ashia
- 5 Assaggi
- 6 Ayana
- 7 Aziza
- 8 Azmera
- 9 Berhane
- 10 Esiankiki
- 11 Fatuma
- 12 Fowsia
- 13 Iyangura
- 14 Japera
- 15 Jwahir
- 16 Kamaria
- 17 Loiyan
- 18 Marwe
- 19 Massassi
- 20 Muthoni

East African Female

- 1 Nadifa
- 2 Nagesa
- 3 Najja
- 4 Naliaka
- 5 Nangila
- 6 Ndila
- 7 Nehanda
- 8 Nigesa
- 9 Seble Wengel
- 10 Sekai
- 11 Selam
- 12 Selamawit
- 13 Sharufa
- 14 Sisay
- 15 Teru
- 16 Wagaye
- 17 Wambui
- 18 Wangari
- 19 Yeshi
- 20 Zauditu

East African Male

- 1 Abdikarim
- 2 Abdimalech
- 3 Asad
- 4 Berhanu
- 5 Dalmar
- 6 Daniachew
- 7 Desta
- 8 Ghedi
- 9 Iniko
- 10 Iskinder
- 11 Jimiyu
- 12 Jiri
- 13 Kaleb
- 14 Kamau
- 15 Kenyatta
- 16 Kimane
- 17 Kimathi
- 18 Korfa
- 19 Labaan
- 20 Lusala

East African Male

- 1 Mekonnen
- 2 Menelik
- 3 Muenda
- 4 Mureithi
- 5 Nadif
- 6 Njau
- 7 Nyasore
- 8 Odero
- 9 Othieno
- 10 Sule
- 11 Tamirat
- 12 Tegene
- 13 Tewodros
- 14 Wachiru
- 15 Wamocha
- 16 Wangombe
- 17 Wanjohi
- 18 Wekesa
- 19 Yekuno Amlak
- 20 Zere

◀ APPENDIX ▶

Egyptian Female

- 1 Chione
- 2 Hatshepsut
- 3 Ife
- 4 Isis
- 5 Maibe
- 6 Monifa
- 7 Mukamutara
- 8 Mumatra
- 9 Nathifa
- 10 Nekhbet
- 11 Nephthys
- 12 Oni
- 13 Oseye
- 14 Sabah
- 15 Subira
- 16 Tefnut
- 17 Yaminah
- 18 Zalika
- 19 Zaliki
- 20 Zesiro

Finnish Female

- 1 Anna
- 2 Annikki
- 3 Anttiri
- 4 Dorotea
- 5 Eeva
- 6 Hellı
- 7 Ingria
- 8 Inkeri
- 9 Jaana
- 10 Jonna
- 11 Jurma
- 12 Kalwa
- 13 Katri
- 14 Katrikki
- 15 Maiju
- 16 Maikki
- 17 Paeivi
- 18 Russu
- 19 Ruta
- 20 Vellamo

French Female

- 1 Angevin
- 2 Berenice
- 3 Celestine
- 4 Didiane
- 5 Elise
- 6 Felice
- 7 Genevieve
- 8 Giselle
- 9 Idette
- 10 Jolene
- 11 Josette
- 12 Liliane
- 13 Margot
- 14 Marjolaine
- 15 Nadine
- 16 Odette
- 17 Osanne
- 18 Riva
- 19 Sabine
- 20 Veronique

Egyptian Male

- 1 Abayomi
- 2 Abubakar
- 3 Amun
- 4 An-Her
- 5 Atsu
- 6 Baruti
- 7 Cheops
- 8 Fenuku
- 9 Gahiji
- 10 Ishaq
- 11 Khaldun
- 12 Khepri
- 13 Lukman
- 14 Mbizi
- 15 Nuru
- 16 Sekani
- 17 Sethos
- 18 Sifiye
- 19 Sobk
- 20 Tum

Finnish Male

- 1 Antti
- 2 Eljas
- 3 Heikki
- 4 Ilmari
- 5 Jarvi
- 6 Jussi
- 7 Kaarlo
- 8 Kirkkomaki
- 9 Kivi
- 10 Leevi
- 11 Mustanen
- 12 Rikkard
- 13 Santtu
- 14 Seppanen
- 15 Severi
- 16 Talo
- 17 Tapio
- 18 Tuomas
- 19 Tarlid
- 20 Yrjo

French Male

- 1 Arnaud
- 2 Baptiste
- 3 Cesaire
- 4 Damien
- 5 Edouard
- 6 Fabrice
- 7 Gascon
- 8 Goddard
- 9 Henri
- 10 Jacques
- 11 Julien
- 12 Lothaire
- 13 Marcel
- 14 Odilon
- 15 Papillion
- 16 Pierre
- 17 Reynaud
- 18 Sebastian
- 19 Severin
- 20 Thibault

◀ APPENDIX ▶

Gaelic Female

- 1 Aithne
- 2 Alma
- 3 Briana
- 4 Bridget
- 5 Brina
- 6 Caitlin
- 7 Colleen
- 8 Cordelia
- 9 Dara
- 10 Deirdre
- 11 Dina
- 12 Edma
- 13 Eileen
- 14 Emogene
- 15 Enid
- 16 Erin
- 17 Fiona
- 18 Iona
- 19 Keira
- 20 Kelly

Gaelic Male

- 1 Aidan
- 2 Angus
- 3 Arthur
- 4 Bran
- 5 Brendan
- 6 Brom
- 7 Cameron
- 8 Connor
- 9 Declan
- 10 Devlin
- 11 Diarmud
- 12 Donnell
- 13 Donovan
- 14 Dougal
- 15 Duncan
- 16 Ewan
- 17 Fergus
- 18 Finnegan
- 19 Flynn
- 20 Gavin

Germanic Female

- 1 Adelina
- 2 Anneliese
- 3 Arabelle
- 4 Berit
- 5 Dorothea
- 6 Erika
- 7 Faiga
- 8 Frederika
- 9 Gisela
- 10 Greta
- 11 Gretchen
- 12 Heidi
- 13 Helma
- 14 Helmine
- 15 Ilse
- 16 Julya
- 17 Karel
- 18 Katrine
- 19 Klara
- 20 Laraine

Gaelic Female

- 1 Kyla
- 2 Leah
- 3 Leslie
- 4 Lindsey
- 5 Lorna
- 6 Maeve
- 7 Malise
- 8 Mona
- 9 Muriel
- 10 Raelyn
- 11 Rowena
- 12 Sabrina
- 13 Shannah
- 14 Shayla
- 15 Sheena
- 16 Sheila
- 17 Sheridan
- 18 Sinead
- 19 Treva
- 20 Vanora

Gaelic Male

- 1 Glenn
- 2 Keane
- 3 Kyle
- 4 Lachlan
- 5 Liam
- 6 Logan
- 7 Lorne
- 8 Maxwell
- 9 Murray
- 10 Niall
- 11 Orrin
- 12 Patrick
- 13 Quinn
- 14 Reardon
- 15 Riley
- 16 Roarke
- 17 Rory
- 18 Seamus
- 19 Sullivan
- 20 Tristam

Germanic Female

- 1 Lena
- 2 Liese
- 3 Lorelei
- 4 Magda
- 5 Marlene
- 6 Mathilda
- 7 Morgen
- 8 Natalya
- 9 Neleke
- 10 Olga
- 11 Richelle
- 12 Roberta
- 13 Romy
- 14 Rosalind
- 15 Roslyn
- 16 Senta
- 17 Sofie
- 18 Tryne
- 19 Ursula
- 20 Zelinda

◀ APPENDIX ▶

Germanic Male

- 1 Aldrich
- 2 Alphonse
- 3 Alric
- 4 Anton
- 5 Brandeis
- 6 Carl
- 7 Claudius
- 8 Cuthbert
- 9 Dieter
- 10 Dietrich
- 11 Dimitri
- 12 Franz
- 13 Fritz
- 14 Gunther
- 15 Hans
- 16 Hartmut
- 17 Heimdall
- 18 Heinrich
- 19 Helmut
- 20 Hugo

Greek Female

- 1 Aileen
- 2 Amaryllis
- 3 Angela
- 4 Aretina
- 5 Battista
- 6 Charis
- 7 Circe
- 8 Clio
- 9 Dionne
- 10 Eileen
- 11 Erasma
- 12 Evangelina
- 13 Kolina
- 14 Maeve
- 15 Neoma
- 16 Ophira
- 17 Theodora
- 18 Tienette
- 19 Yolanda
- 20 Zosima

Hebrew Female

- 1 Abira
- 2 Adelaide
- 3 Asenette
- 4 Basha
- 5 Bathsheba
- 6 Beshella
- 7 Eleora
- 8 Else
- 9 Emmuna
- 10 Geva
- 11 Hedva
- 12 Ivy
- 13 Janna
- 14 Mangena
- 15 Mara
- 16 Madiva
- 17 Nina
- 18 Rayna
- 19 Simone
- 20 Zeanes

Germanic Male

- 1 Jakob
- 2 Johann
- 3 Josef
- 4 Kasimir
- 5 Kiefer
- 6 Klaus
- 7 Konrad
- 8 Konstantine
- 9 Kurt
- 10 Lothar
- 11 Ludwig
- 12 Nicholai
- 13 Oleg
- 14 Oskar
- 15 Rayner
- 16 Reinhold
- 17 Roth
- 18 Stephan
- 19 Strom
- 20 Viktor

Greek Male

- 1 Angell
- 2 Anker
- 3 Argus
- 4 Bemus
- 5 Damian
- 6 Eudor
- 7 Giles
- 8 Juliun
- 9 Lander
- 10 Lykaios
- 11 Otis
- 12 Quant
- 13 Quinn
- 14 Theodore
- 15 Theophilus
- 16 Tibalt
- 17 Timon
- 18 Timothy
- 19 Zero
- 20 Zeth

Hebrew Male

- 1 Abbott
- 2 Acacio
- 3 Agabo
- 4 Ahmik
- 5 Baruch
- 6 Eisig
- 7 Gabai
- 8 Gersham
- 9 Matthew
- 10 Palti
- 11 Ravid
- 12 Reuel
- 13 Samson
- 14 Seth
- 15 Uehudah
- 16 Yadon
- 17 Yaron
- 18 Zakai
- 19 Zann
- 20 Zedekiah

◀ APPENDIX ▶

Indian Female

- 1 Adya
- 2 Ahisma
- 3 Amaravati
- 4 Anga
- 5 Annapurna
- 6 Charumati
- 7 Damayanti
- 8 Diti
- 9 Ishani
- 10 Jivanta
- 11 Kalindi
- 12 Kumari
- 13 Leya
- 14 Manjula
- 15 Mehadi
- 16 Pandara
- 17 Ruma
- 18 Sandhya
- 19 Shakini
- 20 Sur

Italian Female

- 1 Andria
- 2 Aria
- 3 Carlotta
- 4 Delanna
- 5 Donata
- 6 Donna
- 7 Esta
- 8 Farfalla
- 9 Mariabella
- 10 Mia
- 11 Neroli
- 12 Niccola
- 13 Prima
- 14 Quorra
- 15 Romana
- 16 Sienna
- 17 Venetia
- 18 Vita
- 19 Viviana
- 20 Zola

Japanese Female

- 1 Akane
- 2 Asuka
- 3 Chihiro
- 4 Haruka
- 5 Kaeda
- 6 Manami
- 7 Mayu
- 8 Miho
- 9 Miyu
- 10 Mizuki
- 11 Momoko
- 12 Nanako
- 13 Nanami
- 14 Natsuki
- 15 Natsumi
- 16 Reina
- 17 Saika
- 18 Sakura
- 19 Shiori
- 20 Yuuka

Indian Male

- 1 Acey
- 2 Albinus
- 3 Cenwalh
- 4 Cynewulf
- 5 Dreogan
- 6 Eddison
- 7 Josha
- 8 Kabir
- 9 Lais
- 10 Lucan
- 11 Nara
- 12 Nodens
- 13 Oswy
- 14 Paige
- 15 Paige
- 16 Prasutagus
- 17 Russell
- 18 Shelley
- 19 Theomund
- 20 Visha

Italian Male

- 1 Dante
- 2 Giovanni
- 3 Mario
- 4 Marius
- 5 Matteo
- 6 Nek
- 7 Neroli
- 8 Nico
- 9 Nino
- 10 Pancrazio
- 11 Rocco
- 12 Romeo
- 13 Salvatore
- 14 Santo
- 15 Taddeo
- 16 Tancredo
- 17 Uberto
- 18 Vittorio
- 19 Zanebono
- 20 Zanipolo

Japanese Male

- 1 Daichi
- 2 Daiki
- 3 Kaito
- 4 Kazuki
- 5 Kazuya
- 6 Kenta
- 7 Naoki
- 8 Naoto
- 9 Riku
- 10 Ryouta
- 11 Ryuu
- 12 Shou
- 13 Shouhei
- 14 Shouta
- 15 Takahiro
- 16 Takumi
- 17 Tatsuya
- 18 Tsubasa
- 19 Yuudai
- 20 Yuuto

◀ APPENDIX ▶

Korean Female

- 1 Bo-Bae
- 2 Cho-Mi
- 3 Chung-Sook
- 4 Dae-Sun
- 5 Ha-Neul
- 6 Hea-Ok
- 7 Jeon-Ja
- 8 Jeung-Oh
- 9 Jin-Soon
- 10 Joo-Eun
- 11 Ko-Bun
- 12 Kyong-A
- 13 Min-Ja
- 14 Moon-Hee
- 15 Seo-Yul
- 16 Shin-Su
- 17 Soo-Young
- 18 Sun-Sung
- 19 Yon-Im
- 20 Yun-Kyu

Latin Female

- 1 Abrienda
- 2 Alessandra
- 3 Alisa
- 4 Andria
- 5 Bianca
- 6 Caprice
- 7 Cara
- 8 Carmela
- 9 Chiara
- 10 Delanna
- 11 Dolores
- 12 Elena
- 13 Felice
- 14 Giacinta
- 15 Ginevra
- 16 Isabella
- 17 Jolanda
- 18 Lia
- 19 Liani
- 20 Linda

Latin Male

- 1 Agosto
- 2 Alessandro
- 3 Alonso
- 4 Carlo
- 5 Claudio
- 6 Dante
- 7 Diego
- 8 Emilio
- 9 Enrico
- 10 Enzo
- 11 Esteban
- 12 Felipe
- 13 Gianni
- 14 Giovanni
- 15 Giulio
- 16 Giuseppe
- 17 Iago
- 18 Ilario
- 19 Javier
- 20 Lorenzo

Korean Male

- 1 Byeong-Uk
- 2 Byung-Tae
- 3 Chan-Wook
- 4 Chi-Yul
- 5 Chul-He
- 6 Chung-Bae
- 7 Eun-Sung
- 8 Ha-Neul
- 9 Hyun-Gi
- 10 In-Chul
- 11 Jae-Kyung
- 12 Jun-Shik
- 13 Jung-Gu
- 14 Ki-Wan
- 15 Kyung-Hoon
- 16 Nam-Soo
- 17 Sang-Hyun
- 18 Tae-He
- 19 Ung-Jin
- 20 Yong-San

Latin Female

- 1 Loretta
- 2 Lucia
- 3 Luisa
- 4 Manuela
- 5 Maribel
- 6 Marietta
- 7 Mariposa
- 8 Marta
- 9 Ondine
- 10 Ortensia
- 11 Perla
- 12 Phebe
- 13 Pilar
- 14 Pomona
- 15 Rosa
- 16 Sienna
- 17 Silvana
- 18 Solange
- 19 Tia
- 20 Viviana

Latin Male

- 1 Lucio
- 2 Luigi
- 3 Marcello
- 4 Massimo
- 5 Noe
- 6 Octavius
- 7 Ossian
- 8 Pascal
- 9 Paul
- 10 Peregrine
- 11 Quirino
- 12 Raniero
- 13 Remus
- 14 Saben
- 15 Scipio
- 16 Saviero
- 17 Tomas
- 18 Vencentio
- 19 Vittore
- 20 Ximenes

◀ APPENDIX ▶

Native American Female

- 1 Ayita
- 2 Bly
- 3 Cheyenne
- 4 Dyani
- 5 Etania
- 6 Fala
- 7 Lakota
- 8 Malila
- 9 Mansi
- 10 Minda
- 11 Nirvelli
- 12 Orenda
- 13 Sakari
- 14 Shako
- 15 Taborri
- 16 Tadi
- 17 Tama
- 18 Tarsha
- 19 Tiponya
- 20 Wapeka

Native American, Other

- 1 Cloudcatcher
- 2 Coyote
- 3 Cries for Summer
- 4 Crow's Eyes
- 5 Daughter/Son of the Moon
- 6 Defies the Heavens
- 7 Earthwalker
- 8 Father Talker
- 9 Fights with Fist
- 10 Firebearer
- 11 First Born Wisdom
- 12 Fist over Heart
- 13 Ghost of my Father
- 14 Ghost Whisperer
- 15 Ghosteyes
- 16 Greyheart Hunter
- 17 Hawkeye
- 18 Horserider
- 19 Last of the Dogmen
- 20 Mother of the Rain

Norse Female

- 1 Aegileif
- 2 Andras
- 3 Brit
- 4 Dagny
- 5 Greip
- 6 Grimhilda
- 7 Hekja
- 8 Hela
- 9 Hilda
- 10 Ingibjorg
- 11 Lin
- 12 Maeva
- 13 Oddveig
- 14 Ragna
- 15 Rona
- 16 Ronnaug
- 17 Saehild
- 18 Thorbiartr
- 19 Tordis
- 20 Vaetild

Native American Male

- 1 Dakota
- 2 Delsin
- 3 Elu
- 4 Halian
- 5 Helaku
- 6 Jacy
- 7 Kers
- 8 Len
- 9 Motega
- 10 Nalren
- 11 Nantan
- 12 Nodin
- 13 Paco
- 14 Patamon
- 15 Pilan
- 16 Sahale
- 17 Tadi
- 18 Wyome
- 19 Yakecan
- 20 Yana

Native America, Other

- 1 Night Eyes
- 2 Raven-King
- 3 Red with Anger
- 4 Runs with Deer
- 5 Shaman Spirit Son
- 6 Shouts at Nothing
- 7 Sister of Midnight
- 8 Son of a the Plains
- 9 Skydancer Child
- 10 Slow-Tongue
- 11 Spirit Dancer
- 12 Standing-Bear
- 13 Thousand Spirit Hate
- 14 Thunder Climber
- 15 Two Spirits
- 16 Walks with Quiet Heart
- 17 Wendigo-Child
- 18 White-Faced Spirit
- 19 Windrunner
- 20 Windtalker

Norse Male

- 1 Alviss
- 2 Anderson
- 3 Arngrim
- 4 Blund
- 5 Brand
- 6 Geirrod
- 7 Gunnlaug
- 8 Hakon
- 9 Hallbjorn
- 10 Hrolf
- 11 Ingjald
- 12 Ingolf
- 13 Odell
- 14 Rotland
- 15 Skeggi
- 16 Thorgils
- 17 Tjasse
- 18 Vali
- 19 Ymir
- 20 Yngvar

◀ APPENDIX ▶

Persian Female

- 1 Akram
- 2 Arghavan
- 3 Asa
- 4 Avizeh
- 5 Bahar
- 6 Baharak
- 7 Darya
- 8 Elaheh
- 9 Elham
- 10 Fakhri
- 11 Farah
- 12 Ghazaleh
- 13 Gita
- 14 Golshan
- 15 Hamideh
- 16 Hoda
- 17 Iman
- 18 Jamileh
- 19 Khandan
- 20 Kimiya

Persian Male

- 1 Amir
- 2 Asha
- 3 Assim
- 4 Bahram
- 5 Balthazar
- 6 Bijan
- 7 Dareh
- 8 Darioush
- 9 Darius
- 10 Ebrahim
- 11 Farzad
- 12 Fereydoon
- 13 Hamid
- 14 Jahandar
- 15 Javeed
- 16 Kasra
- 17 Kia
- 18 Kiumars
- 19 Kouros
- 20 Mazdak

Romanian Female

- 1 Adela
- 2 Alina
- 3 Bianca
- 4 Carmelia
- 5 Dana
- 6 Elisbeta
- 7 Flavia
- 8 Gabriela
- 9 Illeana
- 10 Liliana
- 11 Marcela
- 12 Nicoleta
- 13 Olimpia
- 14 Petronela
- 15 Rahela
- 16 Sabina
- 17 Sonia
- 18 Tatiana
- 19 Valeria
- 20 Violeta

Persian Female

- 1 Lida
- 2 Mahla
- 3 Mahkameh
- 4 Mariam
- 5 Marzieh
- 6 Nadereh
- 7 Pouran
- 8 Rana
- 9 Roya
- 10 Saba
- 11 Salma
- 12 Sanam
- 13 Sayareh
- 14 Sita
- 15 Shanar
- 16 Suri
- 17 Touca
- 18 Vida
- 19 Yasaman
- 20 Zoya

Persian Male

- 1 Maziar
- 2 Mehrab
- 3 Mehran
- 4 Mohsen
- 5 Navid
- 6 Nima
- 7 Nouri
- 8 Parham
- 9 Parsa
- 10 Payam
- 11 Rakhshan
- 12 Rasheed
- 13 Salar
- 14 Salman
- 15 Saman
- 16 Sattar
- 17 Taher
- 18 Xerses
- 19 Vafa
- 20 Vahid

Romanian Male

- 1 Andrei
- 2 Artur
- 3 Bogdan
- 4 Claudiu
- 5 Dionisie
- 6 Dorin
- 7 Emil
- 8 Fane
- 9 Gavril
- 10 Horia
- 11 Ilie
- 12 Lucian
- 13 Marcel
- 14 Mitica
- 15 Nelu
- 16 Petru
- 17 Remus
- 18 Sebastian
- 19 Stefan
- 20 Viorel

◀ APPENDIX ▶

Russian Female

- 1 Aleksandra
- 2 Alina
- 3 Alyona
- 4 Anastasiya
- 5 Antonina
- 6 Anzhelika
- 7 Dariya
- 8 Dina
- 9 Ekaterina
- 10 Elena
- 11 Elizaveta
- 12 Galina
- 13 Inga
- 14 Inna
- 15 Irina
- 16 Klara
- 17 Larisa
- 18 Lidiya
- 19 Lyudmila
- 20 Margarita

Russian Male

- 1 Aleksandr
- 2 Andrei
- 3 Anton
- 4 Arkadiy
- 5 Artur
- 6 Artyom
- 7 Averiy
- 8 Denis
- 9 Dmitriy
- 10 Eduard
- 11 Evgeniy
- 12 Gennadiy
- 13 Georgiy
- 14 Igor
- 15 Il'ya
- 16 Ivan
- 17 Kirill
- 18 Konstantin
- 19 Leonid
- 20 Lev

Scottish Female

- 1 Ainsley
- 2 Akira
- 3 Annie
- 4 Bonnie
- 5 Ellen
- 6 Florie
- 7 Grear
- 8 Gwen
- 9 Hextilda
- 10 Isabel
- 11 Kyla
- 12 Kyle
- 13 Logan
- 14 Maisie
- 15 Mariot
- 16 Minna
- 17 Nairne
- 18 Swannoc
- 19 Vanora
- 20 Ysenda

Russian Female

- 1 Marina
- 2 Nadezhda
- 3 Nataliya
- 4 Nelli
- 5 Nina
- 6 Oksana
- 7 Olesya
- 8 Polina
- 9 Raisa
- 10 Rozaliya
- 11 Tamara
- 12 Tatiyana
- 13 Valentina
- 14 Valeriya
- 15 Vera
- 16 Veronika
- 17 Yelena
- 18 Yelizaveta
- 19 Yuliya
- 20 Zinaida

Russian Male

- 1 Maksim
- 2 Nikita
- 3 Nikolai
- 4 Oleg
- 5 Pyotr
- 6 Rodion
- 7 Rustam
- 8 Semyon
- 9 Sergei
- 10 Stanislav
- 11 Timofei
- 12 Vadim
- 13 Valentin
- 14 Viktor
- 15 Vitaliy
- 16 Vladimir
- 17 Vladislav
- 18 Yaroslav
- 19 Yegor
- 20 Yuri

Scottish Male

- 1 Alastair
- 2 Athol
- 3 Dallas
- 4 Davis
- 5 Douglas
- 6 Finlay
- 7 Irvin
- 8 Irving
- 9 Laird
- 10 Leith
- 11 Macauley
- 12 Malcolm
- 13 Monroe
- 14 Murdock
- 15 Nairne
- 16 Ogilvy
- 17 Ross
- 18 Tavis
- 19 Tearlach
- 20 Tormod

◀ APPENDIX ▶

South African Female

- 1 Dikeledi
- 2 Dziko
- 3 Kagiso
- 4 Kefilwe
- 5 Lerato
- 6 Lesedi
- 7 Lindiwe
- 8 Lungile
- 9 Mandisa
- 10 Manyara
- 11 Masego
- 12 Mbali
- 13 Mosa
- 14 Naledi
- 15 Nbushe
- 16 Nkosazana
- 17 Nobanzi
- 18 Nomalanga
- 19 Nomble
- 20 Nomusa

South African Male

- 1 Ayize
- 2 Baruti
- 3 Bongani
- 4 Darakai
- 5 Dingane
- 6 Ganya
- 7 Gogo
- 8 Fenyang
- 9 Kefentse
- 10 Kgosi
- 11 Kopano
- 12 Lefu
- 13 Lenka
- 14 Lesedi
- 15 Letsego
- 16 Mamello
- 17 Masamba
- 18 Melisizwe
- 19 Mosegi
- 20 Moswen

Spanish Female

- 1 Aracelle
- 2 Belicia
- 3 Bianca
- 4 Carmelita
- 5 Delores
- 6 Encarnación
- 7 Estella
- 8 Fortunata
- 9 Juana
- 10 Lavina
- 11 Madra
- 12 Mariposa
- 13 Marisol
- 14 Nevara
- 15 Olevia
- 16 Reyna
- 17 Sierra
- 18 Sonora
- 19 Tia
- 20 Yamile

South African Female

- 1 Nomuula
- 2 Nonyameko
- 3 Nosizwe
- 4 Ntombi
- 5 Nyarai
- 6 Puleng
- 7 Rufaro
- 8 Rumbidzai
- 9 Sarafiiia
- 10 Sekai
- 11 Sethunya
- 12 Siboniso/Sibonakaliso
- 13 Siphewe
- 14 Tapiwa
- 15 Tariro
- 16 Tendai
- 17 Thandiwe
- 18 Thulile
- 19 Tsholofelo
- 20 Zola

South African Male

- 1 Mothudi
- 2 Nkosana
- 3 Nkosi
- 4 Nku
- 5 Nolizewe
- 6 Nonceba
- 7 Paki
- 8 Shaka
- 9 Sigidi
- 10 Sipliwo
- 11 Sizwe
- 12 Tau
- 13 Tebogo
- 14 Thaba
- 15 Thandiwe
- 16 Themba
- 17 Thulani
- 18 Tichaona
- 19 Tumelo
- 20 Uuka

Spanish Male

- 1 Abejundio
- 2 Amato
- 3 Ciro
- 4 Concepcion
- 5 Emilio
- 6 Enrique
- 7 Esteban
- 8 Jacián
- 9 Luis
- 10 Marcelo
- 11 Miquel
- 12 Otilio
- 13 Paciano
- 14 Ramón
- 15 Renaldo
- 16 Raphael
- 17 Santiago
- 18 Sevastián
- 19 Vega
- 20 Xaviar

◀ APPENDIX ▶

Turkish Female

- 1 Aga
- 2 Almas
- 3 Ayla
- 4 Ayesel
- 5 Baharah
- 6 Ceren
- 7 Dilara
- 8 Ebru
- 9 Emel
- 10 Gona
- 11 Hanife
- 12 Harika
- 13 Illkay
- 14 Lale
- 15 Muge
- 16 Nergis
- 17 Ozge
- 18 Rafat
- 19 Sevde
- 20 Yagmur

Ukrainian Female

- 1 Anastasiya
- 2 Bohdana
- 3 Bohuslava
- 4 Boyka
- 5 Daniela
- 6 Daryna
- 7 Kalyna
- 8 Kateryna
- 9 Lyudmyla
- 10 Mikhaila
- 11 Mykhaila
- 12 Nataliya
- 13 Natalka
- 14 Oksana
- 15 Olena
- 16 Oxana
- 17 Sofiya
- 18 Vasylna
- 19 Viktoriya
- 20 Wasylyna

Welsh Female

- 1 Anwen
- 2 Bethan
- 3 Branwen
- 4 Cerys
- 5 Delyth
- 6 Eigr
- 7 Enit
- 8 Ffion
- 9 Glenice
- 10 Gwenyth
- 11 Hafren
- 12 Heledd
- 13 Lynn
- 14 Megan
- 15 Meinwen
- 16 Nimue
- 17 Olwen
- 18 Rhiannon
- 19 Siani
- 20 Tegwen

Turkish Male

- 1 Ahmet
- 2 Asil
- 3 Aydin
- 4 Bajram
- 5 Diyanat
- 6 Ediz
- 7 Ekrem
- 8 Enes
- 9 Gokhan
- 10 Hasad
- 11 Karamet
- 12 Koray
- 13 Murat
- 14 Ramazan
- 15 Rifat
- 16 Sedat
- 17 Seref
- 18 Serkan
- 19 Timur
- 20 Umit

Ukrainian Male

- 1 Andriy
- 2 Bohdan
- 3 Borysko
- 4 Danilo
- 5 Dmytro
- 6 Fedir
- 7 Hedeon
- 8 Kyrylo
- 9 Lyaksandro
- 10 Matviyko
- 11 Mykola
- 12 Olek
- 13 Oleksiy
- 14 Pavlo
- 15 Symon
- 16 Taras
- 17 Vasyl
- 18 Volodymyr
- 19 Yakiv
- 20 Yosyp

Welsh Male

- 1 Aeron
- 2 Bran
- 3 Cadeyrn
- 4 Cai
- 5 Drystan
- 6 Elyan
- 7 Garreth
- 8 Glynn
- 9 Halwn
- 10 Idris
- 11 Ieuan
- 12 Llyr
- 13 Logress
- 14 Madog
- 15 Meuric
- 16 Ofydd
- 17 Pryce
- 18 Rhydderch
- 19 Siorus
- 20 Tudyr

◀ APPENDIX ▶

West African Female

- 1 Adama
- 2 Adjoa
- 3 Agbenyaga
- 4 Akpena
- 5 Anulika
- 6 Atsukpi
- 7 Ayo
- 8 Azinza
- 9 Bela
- 10 Binata
- 11 Chinaka
- 12 Chinara
- 13 Dela o Kande
- 14 Ebiere
- 15 Effiwat
- 16 Esi
- 17 Gyamfua
- 18 Gzifa
- 19 Iverem
- 20 Jaineba

West African Male

- 1 Abrafo
- 2 Adjatay
- 3 Adom
- 4 Ahmadou
- 5 Akintunde
- 6 Akinyemi
- 7 Babatunde
- 8 Cheikh
- 9 Chinua
- 10 Danso
- 11 Diara
- 12 Domevlo
- 13 Dzigbode
- 14 Essien
- 15 Ezeji
- 16 Fodjour
- 17 Gyamfi
- 18 Idrissa
- 19 Jawara
- 20 Kashka

West African Female

- 1 Kambiri
- 2 Kanika
- 3 Makemba
- 4 Mawunyaga
- 5 Monifa
- 6 Naki
- 7 Nkechi
- 8 Ola
- 9 Onaedo
- 10 Sadio
- 11 Saran
- 12 Sela
- 13 Sroda
- 14 Tafui
- 15 Tarana
- 16 Uchenna
- 17 Ulu
- 18 Urenna
- 19 Zinsa
- 20 Zola

West African Male

- 1 Kayin
- 2 Kofi
- 3 Kwabena
- 4 Kwame
- 5 Lumumba
- 6 Manu
- 7 Morenike
- 8 Ndulu
- 9 Obasi
- 10 Obike
- 11 Odion
- 12 Ohini
- 13 Ojo
- 14 Senghor
- 15 Tonye
- 16 Tunde
- 17 Yavu
- 18 Yesuto
- 19 Yohance
- 20 Zebenjo

NAMES

Many fantasy worlds have nations or places that mimic real-world locales in terms of flavor and naming conventions, and we followed suit. We've included the familiar, the fantastic, and the exotic. We know linguistics inform us that a name like Minthra would never appear in the same village as Timothy, but that sort of balance just won't fit into a book like this.

Think of the list in this chapter like a "salad bar." Take what you want and leave the rest. Intermix barbarian and tribal names for individuals or for entire tribes. Use nicknames or deeds done when developing surnames.

And, throughout the book are hundreds of NPCs with very weird fantasy names, ideal for cherry-picking through.

◀ APPENDIX ▶

Traditional Female Names

- 1 Abigail
- 2 Adriane
- 3 Alaine
- 4 Alana
- 5 Alarice
- 6 Aleen
- 7 Alexa
- 8 Alexandra
- 9 Alicia
- 10 Althea
- 11 Amalthea
- 12 Amanda
- 13 Amberjill
- 14 Amelia
- 15 Anastasia
- 16 Angela
- 17 Anne
- 18 Antoinette
- 19 Ariana
- 20 Ariel

Traditional Female Names

- 1 Brooke
- 2 Calista
- 3 Candace
- 4 Carmel
- 5 Carmen
- 6 Carol
- 7 Carolyn
- 8 Cassandra
- 9 Cecilia
- 10 Cecily
- 11 Celene
- 12 Celeste
- 13 Charlize
- 14 Charlotte
- 15 Chelsea
- 16 Cherilyn
- 17 Chloe
- 18 Christabel
- 19 Christina
- 20 Constance

Traditional Female Names

- 1 Dominique
- 2 Eden
- 3 Edith
- 4 Elaine
- 5 Elenore
- 6 Eliana
- 7 Elise
- 8 Eliza
- 9 Elizabeth
- 10 Ella
- 11 Ellen
- 12 Emily
- 13 Emma
- 14 Eunice
- 15 Evelyn
- 16 Faith
- 17 Frances
- 18 Francesca
- 19 Gia
- 20 Gianna

Traditional Female Names

- 1 Astrid
- 2 Audra
- 3 Audrey
- 4 Ava
- 5 Averill
- 6 Avery
- 7 Barbara
- 8 Beatrice
- 9 Beccalyn
- 10 Bella
- 11 Bernadette
- 12 Bernice
- 13 Bethany
- 14 Beverly
- 15 Bianca
- 16 Blythe
- 17 Bonnie
- 18 Braylyn
- 19 Brenda
- 20 Brielle

Traditional Female Names

- 1 Cora
- 2 Corlis
- 3 Corrine
- 4 Courtney
- 5 Crystal
- 6 Cynthia
- 7 Daena
- 8 Daeni
- 9 Danielle
- 10 Daphne
- 11 Daralis
- 12 Daria
- 13 Darlene
- 14 Dawn
- 15 Dayanarah
- 16 Deborah
- 17 Della
- 18 Delilah
- 19 Denise
- 20 Diane

Traditional Female Names

- 1 Gloria
- 2 Glory
- 3 Grace
- 4 Gracelynn
- 5 Guinevere
- 6 Gwendolyn
- 7 Hailey
- 8 Halle
- 9 Hannah
- 10 Hazel
- 11 Heather
- 12 Helen
- 13 Hermia
- 14 Hillary
- 15 Holly
- 16 Hope
- 17 Irene
- 18 Iris
- 19 Isabella
- 20 Isabelle

◀ APPENDIX ▶

Traditional Female Names

- 1 Isolde
- 2 Ivy
- 3 Jacqueline
- 4 Jamie
- 5 Janelle
- 6 Janice
- 7 Jayden
- 8 Jayne
- 9 Jenna
- 10 Jennifer
- 11 Jessica
- 12 Jillian
- 13 Joanna
- 14 Jordan
- 15 Joyce
- 16 Judith
- 17 Juliet
- 18 Julianne
- 19 Karen
- 20 Karis

Traditional Female Names

- 1 Lina
- 2 Lois
- 3 Lorena
- 4 Louise
- 5 Lucille
- 6 Lydia
- 7 Mabel
- 8 Madeline
- 9 Madison
- 10 Mae
- 11 Makayla
- 12 Mallory
- 13 Margaret
- 14 Mariah
- 15 Marilyn
- 16 Marjorie
- 17 Marrissa
- 18 Matheny
- 19 Maura
- 20 Maxine

Traditional Female Names

- 1 Nyssa
- 2 Odessa
- 3 Olivia
- 4 Opal
- 5 Ophelia
- 6 Orianna
- 7 Paige
- 8 Pamela
- 9 Patrice
- 10 Patricia
- 11 Paula
- 12 Paulina
- 13 Penelope
- 14 Petra
- 15 Phoebe
- 16 Priscilla
- 17 Rachel
- 18 Rae
- 19 Raina
- 20 Raquel

Traditional Female Names

- 1 Karly
- 2 Kate
- 3 Kay
- 4 Kelsey
- 5 Kerrie
- 6 Kiara
- 7 Kiersten
- 8 Kimberley
- 9 Kyra
- 10 Laela
- 11 Lana
- 12 Lara
- 13 Larissa
- 14 Laura
- 15 Lauray
- 16 Laurel
- 17 Lauren
- 18 Leanne
- 19 Lillian
- 20 Lily

Traditional Female Names

- 1 Maya
- 2 Megan
- 3 Melanie
- 4 Melissa
- 5 Meredith
- 6 Merrill
- 7 Mia
- 8 Michelle
- 9 Miranda
- 10 Miriam
- 11 Monica
- 12 Nadine
- 13 Naema
- 14 Nancy
- 15 Naomi
- 16 Natalie
- 17 Nicole
- 18 Nina
- 19 Noelle
- 20 Nora

Traditional Female Names

- 1 Rebecca
- 2 Regina
- 3 Renee
- 4 Rhianna
- 5 Rhiannon
- 6 Rochelle
- 7 Romilly
- 8 Rosa
- 9 Rosalie
- 10 Rosemary
- 11 Rowena
- 12 Ruby
- 13 Rumer
- 14 Ruth
- 15 Sabine
- 16 Sadie
- 17 Samantha
- 18 Sarah
- 19 Sasha
- 20 Selma

◀ APPENDIX ▶

Traditional Female Names

- 1 Seraphina
- 2 Serena
- 3 Sharon
- 4 Shauna
- 5 Shelby
- 6 Sibyl
- 7 Silvia
- 8 Simone
- 9 Sloane
- 10 Sonja
- 11 Stephanie
- 12 Stockard
- 13 Sussana
- 14 Skylar
- 15 Sydney
- 16 Tabitha
- 17 Talia
- 18 Tamara
- 19 Tanya
- 20 Tarryn

Traditional Male Names

- 1 Aaron
- 2 Abraham
- 3 Adam
- 4 Alan
- 5 Albert
- 6 Alden
- 7 Alexander
- 8 Alfred
- 9 Alister
- 10 Alvin
- 11 Amos
- 12 Andre
- 13 Andrew
- 14 Anson
- 15 Anthony
- 16 Armon
- 17 Arnold
- 18 Arthur
- 19 Ash
- 20 Aurek

Traditional Male Names

- 1 Carmine
- 2 Carter
- 3 Cecil
- 4 Cedric
- 5 Charles
- 6 Charlton
- 7 Chauncey
- 8 Chester
- 9 Christopher
- 10 Clarence
- 11 Clark
- 12 Claude
- 13 Clayton
- 14 Clement
- 15 Clifton
- 16 Clinton
- 17 Clyde
- 18 Colin
- 19 Colm
- 20 Connor

Traditional Female Names

- 1 Tatum
- 2 Taylor
- 3 Teresa
- 4 Tessa
- 5 Tiffany
- 6 Trina
- 7 Trista
- 8 Tyler
- 9 Tyra
- 10 Valentina
- 11 Valeria
- 12 Vanessa
- 13 Verena
- 14 Veronica
- 15 Veronique
- 16 Verra
- 17 Vianti
- 18 Victoria
- 19 Viola
- 20 Vivian

Traditional Male Names

- 1 Austin
- 2 Axel
- 3 Bacchus
- 4 Barnabas
- 5 Bartholomew
- 6 Basil
- 7 Benedict
- 8 Benjamin
- 9 Bennett
- 10 Bernard
- 11 Bertram
- 12 Blake
- 13 Boris
- 14 Brennan
- 15 Brody
- 16 Bruce
- 17 Burton
- 18 Buster
- 19 Byron
- 20 Caleb

Traditional Male Names

- 1 Conrad
- 2 Constantine
- 3 Cornelius
- 4 Cortland
- 5 Corwin
- 6 Cosgrove
- 7 Cosmo
- 8 Craig
- 9 Curtis
- 10 Cyril
- 11 Dale
- 12 Damian
- 13 Damon
- 14 Dane
- 15 Daniel
- 16 Darin
- 17 Darius
- 18 Darwin
- 19 Daryl
- 20 David

◀ APPENDIX ▶

Traditional Male Names

- 1 Davion
- 2 Davis
- 3 Dean
- 4 Decker
- 5 Demetrius
- 6 Dennis
- 7 Derek
- 8 Dexter
- 9 Dillon
- 10 Dirk
- 11 Dixon
- 12 Doan
- 13 Dominick
- 14 Douglas
- 15 Doyle
- 16 Drake
- 17 Dugan
- 18 Duncan
- 19 Dwight
- 20 Earl

Traditional Male Names

- 1 Floyd
- 2 Forbes
- 3 Francis
- 4 Franklin
- 5 Frederick
- 6 Fuller
- 7 Gabriel
- 8 Gallagher
- 9 Galt
- 10 Gareth
- 11 Garth
- 12 Gaius
- 13 Gene
- 14 George
- 15 Gerald
- 16 Gerard
- 17 Gideon
- 18 Gilbert
- 19 Giles
- 20 Godfrey

Traditional Male Names

- 1 Howard
- 2 Hugh
- 3 Humphrey
- 4 Ian
- 5 Ingram
- 6 Ira
- 7 Isaac
- 8 Ivan
- 9 Ives
- 10 Jacob
- 11 James
- 12 Jared
- 13 Jason
- 14 Jasper
- 15 Jeffrey
- 16 Jeremy
- 17 Jerome
- 18 Jesse
- 19 Joel
- 20 John

Traditional Male Names

- 1 Edgar
- 2 Edmund
- 3 Edward
- 4 Edwin
- 5 Egor
- 6 Eli
- 7 Elliot
- 8 Ellis
- 9 Emmett
- 10 Eric
- 11 Ernest
- 12 Ethan
- 13 Etienne
- 14 Eustace
- 15 Evan
- 16 Falkner
- 17 Faust
- 18 Ferdinand
- 19 Fitch
- 20 Fitzgerald

Traditional Male Names

- 1 Gordon
- 2 Graham
- 3 Granger
- 4 Grant
- 5 Gray
- 6 Gregory
- 7 Griswold
- 8 Grover
- 9 Gus
- 10 Guy
- 11 Hale
- 12 Hannibal
- 13 Harding
- 14 Harold
- 15 Harris
- 16 Henry
- 17 Herman
- 18 Hogan
- 19 Homer
- 20 Horace

Traditional Male Names

- 1 Jonah
- 2 Jonathan
- 3 Joseph
- 4 Joshua
- 5 Julius
- 6 Justin
- 7 Kane
- 8 Karl
- 9 Keith
- 10 Kirk
- 11 Kyle
- 12 Lawrence
- 13 Leonard
- 14 Lester
- 15 Lionel
- 16 Logan
- 17 Louis
- 18 Lucas
- 19 Luther
- 20 Lyle

◀ APPENDIX ▶

Traditional Male Names

- 1 Malcolm
- 2 Marc
- 3 Marcus
- 4 Martin
- 5 Maurice
- 6 Maximillian
- 7 Micah
- 8 Michael
- 9 Milos
- 10 Montgomery
- 11 Morgan
- 12 Mortimer
- 13 Murphy
- 14 Murray
- 15 Nathaniel
- 16 Nicholas
- 17 Oliver
- 18 Orson
- 19 Osric
- 20 Oswald

Traditional Male Names

- 1 Royce
- 2 Rykard
- 3 Samson
- 4 Samuel
- 5 Saul
- 6 Scott
- 7 Sebastian
- 8 Seth
- 9 Simon
- 10 Solomon
- 11 Spencer
- 12 Stephen
- 13 Stewart
- 14 Sylvester
- 15 Terence
- 16 Thomas
- 17 Timothy
- 18 Titus
- 19 Tobias
- 20 Trent

Female Dwarf Names

- 1 Barynd Goldsure
- 2 Dalshar Shielddeath
- 3 Duerif Fanghigh
- 4 Eldred Redblade
- 5 Eraral Deathflame
- 6 Farinkyr Clawsinger
- 7 Glandred Flamewind
- 8 Glanser Highlion
- 9 Glimjak Wiseheart
- 10 Gloril Stormstone
- 11 Harlynd Starbane
- 12 Helgunmalk Shieldstrong
- 13 Marfhig Hearthammer
- 14 Marismek Hornflame
- 15 Nalanest Bearshadow
- 16 Obryn Fangweaver
- 17 Reiaerg Shadowgold
- 18 Therhildvin Runewise
- 19 Vongyth Bonechanger
- 20 Werdrid Cleaverhorn

Traditional Male Names

- 1 Otis
- 2 Owen
- 3 Paul
- 4 Peter
- 5 Philip
- 6 Phineas
- 7 Randolph
- 8 Randy
- 9 Raymond
- 10 Reece
- 11 Reuben
- 12 Richard
- 13 Robert
- 14 Rodney
- 15 Roger
- 16 Roland
- 17 Rory
- 18 Roscoe
- 19 Ross
- 20 Roy

Traditional Male Names

- 1 Troy
- 2 Tyler
- 3 Ulric
- 4 Ulysses
- 5 Vaughn
- 6 Vincent
- 7 Wade
- 8 Wallace
- 9 Walter
- 10 Ward
- 11 Warren
- 12 Wayne
- 13 Wesley
- 14 William
- 15 Wyatt
- 16 Wynn
- 17 Xavier
- 18 Zachariah
- 19 Zane
- 20 Zeke

Male Dwarf Names

- 1 Barrintek Greysteel
- 2 Belgrim Liondark
- 3 Dalduum Singsilver
- 4 Deldalgirn Stormheart
- 5 Droakgirn Brotherhammer
- 6 Farvir Speargold
- 7 Glortack Runesppear
- 8 Helinack Highdeath
- 9 Kilgen Bladestar
- 10 Nalicral Slyslayer
- 11 Norchig Runecarver
- 12 Norgyth Bowshield
- 13 Nurgath Axehigh
- 14 Oksten Hammerclaw
- 15 Ovthald Fistwise
- 16 Therllagg Heartblade
- 17 Thorvir Runeshadow
- 18 Thrabar Freehelm
- 19 Urnvillilyr Clanbrother
- 20 Yurrim Strongflame

◀ APPENDIX ▶

Female Elf Names

- 1 Aral Elari
- 2 Aerlan Lirisen
- 3 Allith Nielynlynlan
- 4 Dorathor Githmar
- 5 Eien Myrareirion
- 6 Elroana Sordia
- 7 Gilthani Thanmar
- 8 Linlith Aslan
- 9 Linly Meryon
- 10 Lorauen Thieldel
- 11 Lyri Farsil
- 12 Lyrliith Niellyn
- 13 Merion Rinor
- 14 Meryrian Syliri
- 15 Nielial Linlal
- 16 Seldalerya Igniryia
- 17 Silry Lyrri
- 18 Sortha Condia
- 19 Synarian Narril
- 20 Synril Yilian

Male Elf Names

- 1 Athath Brimdormar
- 2 Cirmardon Thanentor
- 3 Coanor Ethilfin
- 4 Elnar Allylan
- 5 Ethilmar Loruen
- 6 Eysion Rilnor
- 7 Hinrond Eloltor
- 8 Lirlir Lini
- 9 Lorath Ralordor
- 10 Merrieth Ninnal
- 11 Nimfin Elogol
- 12 Rilial Elliaeal
- 13 Riyal Narlir
- 14 Rinarril Lan
- 15 Ronial Synirlen
- 16 Rynlenial Erylor
- 17 Rylaef Anion
- 18 Synnal Niela
- 19 Suelinar Enishal
- 20 Tricalis Shothonora

Generic Sylvan Names

- 1 Althainis Silverleaf
- 2 Ariana
- 3 Ash Fireblight
- 4 Bellows Halftooth
- 5 Delis Manbane
- 6 Dulcinea Laughingwind
- 7 Falla Moonsong
- 8 Honeydew
- 9 Jayli Treeskimmer
- 10 Lilly Highlock
- 11 Luft Twitterbow
- 12 Melody
- 13 Miska Dalewind
- 14 Misty Shadowwood
- 15 Pappilion Snowdreamer
- 16 Quilan Ardenmirth
- 17 Spitfyre Gloíwing
- 18 Sylvanus Blueglade
- 19 Thistleberry Briarwing
- 20 Vale Swiftblade

Tribal Names

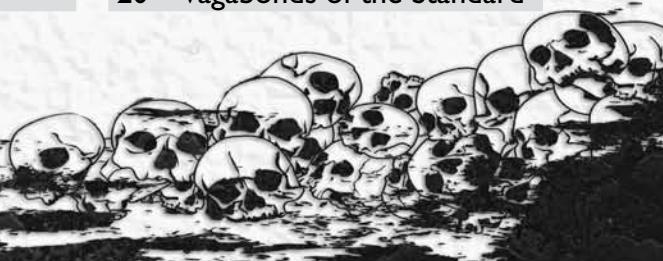
- 1 Ak'ten the Blood Drinker
- 2 Black Horn
- 3 Boory the Fire Bringer
- 4 Fellkirk the Basher
- 5 Gooresh the Rock Thrower
- 6 Gruff the Loud
- 7 Hk'toon the Spear
- 8 Jak'talak Little Dragon
- 9 Krasjak the One Ear
- 10 Kreetona the Ugly
- 11 Kri the Fast
- 12 Magdela Strong Fist
- 13 Mishkar the Sly
- 14 Miskar Razor Tooth
- 15 Parig the Bowsworn
- 16 Red Fist of the Hammer
- 17 Reton the Green Eye
- 18 Rexor the Maul
- 19 Rontik'thar Blood Red
- 20 Thogdar Axe Smasher

Tribal Names, Exotic

- 1 Bakota
- 2 Chokwe
- 3 Dogon
- 4 Ekoi
- 5 Fang
- 6 Guro
- 7 Ishan
- 8 Jukun
- 9 Khota
- 10 Kran
- 11 Luba
- 12 Mambunda
- 13 Nalu
- 14 Oron
- 15 Pende
- 16 Senufo
- 17 Tabwa
- 18 Urhobo
- 19 Wongo
- 20 Yoruba

Adventuring Group Names

- 1 Band of Strength
- 2 Ebon Boarsmen
- 3 Emerald Divers
- 4 Emissars of Justice
- 5 Fellowship of the Skull
- 6 Friends of Chaos
- 7 Glorious Adventurers
- 8 Golden Adventurers
- 9 Keepers of Bloody Coins
- 10 Laughing Warriors
- 11 Lucky Knights
- 12 Mercenaries of Light
- 13 Mysterious Vagabonds
- 14 Mystic Followers
- 15 Raiders of Shining Secrets
- 16 Seekers of Truth
- 17 Strangers of Fangs
- 18 Travelers of the Road
- 19 Unlikely Company
- 20 Vagabonds of the Standard



◀ APPENDIX ▶

Animal Names

- 1 Amber
- 2 Angel
- 3 Bishop
- 4 Blossom
- 5 Buddy
- 6 Captain
- 7 Dodger
- 8 Empress
- 9 Fangs
- 10 Ginger
- 11 Growler
- 12 Hunter
- 13 Indigo
- 14 Ivory
- 15 Jack
- 16 Jasmine
- 17 Karma
- 18 Lady
- 19 Lucky
- 20 Magnolia

Celestial Names

- 1 Adna Peacebringer
- 2 Barqtel the Hospitaler
- 3 Caraef Truthtender
- 4 Dalphon the Purewarden
- 5 Elenjie Hearthkeeper
- 6 Epheres the Heart of Song
- 7 Famtel Hopebringer
- 8 Fatashea Sincleaver
- 9 Framardin Sweetlaughter
- 10 Kafthi the Kind
- 11 Makzian Redeemer
- 12 Marentia the Wrongbearer
- 13 Minthra the Content
- 14 Nathanael Heartkeeper
- 15 Nermiah the Forgiver
- 16 Rakael Honorbinder
- 17 Shauli Hopeminister
- 18 Summansiles Illbalm
- 19 Tethiel the Teacher
- 20 Vherin the Heavenly Light

Nicknames

- 1 Big
- 2 Boomer
- 3 Bricktop
- 4 Bucky
- 5 Bulldog
- 6 Buster
- 7 Cracked
- 8 Diamond
- 9 Digger
- 10 Dipsy
- 11 Dizzy
- 12 Dragon
- 13 Duchess
- 14 Dunker
- 15 Fast
- 16 Fat(s)
- 17 Ginger
- 18 Goldie
- 19 Grumpy
- 20 Ironsides

Animal Names

- 1 Max
- 2 Natasha
- 3 Onyx
- 4 Oscar
- 5 Princess
- 6 Queen
- 7 Rascal
- 8 Sable
- 9 Samson
- 10 Shadow
- 11 Taboo
- 12 Thunder
- 13 Uzuri
- 14 Valentia
- 15 Vixen
- 16 Whiskers
- 17 Whisper
- 18 Xia
- 19 Yardley
- 20 Zasha

Infernal Names

- 1 Admosell the Cloven
- 2 Azaphilim the Lie of Mercy
- 3 Balbaddon the Deviant
- 4 Balberyiah the Shameless
- 5 Carnivart the Heartless
- 6 Fokotal the Doubter
- 7 Gressilon, Prince of Filth
- 8 Lezerean Falsehope
- 9 Malazel, Reaper of Hope
- 10 Marlik the Disobedient
- 11 Marviah Hatebringer
- 12 Murneas Lieking
- 13 Nelrau Sinbringer
- 14 Olimael Vowbreaker
- 15 Phenial the Just Culler
- 16 Pridemonger
- 17 Rolacof Hopeblighter
- 18 Saligress the Obscene
- 19 Samadon the Impatient
- 20 Vermine the Afflicted

Nicknames

- 1 Jolly
- 2 Junior
- 3 Lefty
- 4 Mad
- 5 Old
- 6 Pop
- 7 Preacher
- 8 Red
- 9 Rusty
- 10 Shorty
- 11 Slick
- 12 Smokey
- 13 Spinner
- 14 Stout
- 15 Stubby
- 16 Sunny
- 17 Tapper
- 18 Tinker
- 19 Tiny
- 20 Trapper

◀ APPENDIX ▶

Tavern Names

- 1 Archer and Moon Inn
- 2 Ashen Elf Inn
- 3 Bailey's Portcall
- 4 The Baron's Alehouse
- 5 Black Dragon Tavern
- 6 Brimmed Jeweled Alehouse
- 7 Broken Horn Inn and Stables
- 8 The Cauldron
- 9 Crest of the Griffon
- 10 Chimera and Pony
- 11 Connor's Well
- 12 Crossroad and Maiden Lodge
- 13 The Dancing Mare
- 14 Dark Paladin Hall
- 15 The Demon's Cellar
- 16 Dragon and Guardian
- 17 The Duke's Goblet
- 18 Dwarf and Lantern Alehouse
- 19 Earthly Delight's Inn and Bathhouse
- 20 The Everful Chalice Tavern

Tavern Names

- 1 Falconcall Pub
- 2 Fiery Hound Guesthouse
- 3 Flask and Flail
- 4 Four Orcs Lodge
- 5 Giant's Saddle Inn
- 6 The Gold Obelisk Tavern Hall
- 7 Golem and Gander Tavern
- 8 Gorgon's Breath Brewery
- 9 The Gilded Goose
- 10 The Green Sage
- 11 Greyhound's Folly and Whistle
- 12 Griffon's Roar Tavern and Stables
- 13 Growling Bag Inn
- 14 Harpy's Breath Tavern
- 15 Hearty Buxom Wench
- 16 Howling Siren Alehouse
- 17 The Huntsman's Rest
- 18 Ivory Flute Roadhouse
- 19 The Jackal and the Stag
- 20 Janik's Watering Hole

Tavern Names

- 1 Khylian's Place
- 2 The Kinsman
- 3 The Knightman's Pub
- 4 The Last Stop
- 5 The Lazy Huntsman
- 6 The Lucky Vicar
- 7 The Man-at-Arms
- 8 Murky Bear Lodge
- 9 Nightman's Brother Tavern and Inn
- 10 Nine and Six
- 11 North Ship Hall
- 12 The Ogre and the Knave
- 13 Pelican Flight and Shield Roadhouse
- 14 The Plowman's Furrow
- 15 The Pointed Rabbit House
- 16 Quiver and Stallion Inn
- 17 Pemin's Lament
- 18 Ram's Head
- 19 The Roc's Nest
- 20 The Rogue's Arms

Tavern Names

- 1 Rook's
- 2 Ruhgar's House
- 3 The Sceptre and the Rose
- 4 The Sheriff's Stein
- 5 Sleeping Hawk Inn
- 6 Squire and Knight Brewery
- 7 The Stonemason's Fist
- 8 The Stocks
- 9 Tall Flagon Tavern
- 10 Tankard and Gull
- 11 Tiger's Teeth Inn
- 12 The Traveler's Mug
- 13 Troll's Head Inn
- 14 The Warrior and Jester Meadhall
- 15 Whispering Winds
- 16 White Wyrm Pub
- 17 Witch Meadow Run Inn
- 18 Worthy Centaur Lodge
- 19 The Wounded Boar
- 20 Wyvern's Watch and Stable

◀ APPENDIX ▶

NPC Hirelings

- 1 Acrobat
- 2 Actor
- 3 Animal trainer
- 4 Anvilsmith
- 5 Apothecary
- 6 Appraiser
- 7 Architect
- 8 Arbiter
- 9 Armorer
- 10 Artist
- 11 Baker
- 12 Barrister
- 13 Basketweaver
- 14 Barber
- 15 Bargeman
- 16 Beekeeper
- 17 Blacksmith
- 18 Bookbinder
- 19 Bowyer
- 20 Brewer

NPC Hirelings

- 1 Dancer
- 2 Diplomat
- 3 Dockmaster
- 4 Dockworker
- 5 Driver
- 6 Dyer
- 7 Embroiderer
- 8 Engineer
- 9 Engraver
- 10 Executioner
- 11 Falconer
- 12 Farmer
- 13 Farrier
- 14 Fencer
- 15 Fisherman
- 16 Fletcher
- 17 Forester
- 18 Fortune Teller
- 19 Furrier
- 20 Gardener

NPC Hirelings

- 1 Lamplighter
- 2 Laundress
- 3 Leatherworker
- 4 Librarian
- 5 Locksmith
- 6 Maid
- 7 Mason
- 8 Mercenary
- 9 Merchant
- 10 Messenger
- 11 Midwife
- 12 Miller
- 13 Miner
- 14 Minstrel
- 15 Moneychanger
- 16 Musician
- 17 Navigator
- 18 Needleworker
- 19 Noble
- 20 Notary

NPC Hirelings

- 1 Brickmaker
- 2 Butcher
- 3 Candlemaker
- 4 Carpenter
- 5 Cartographer
- 6 Cartwright
- 7 Charcoalmaker
- 8 Cheesemaker
- 9 Chimney sweep
- 10 City Official
- 11 Clerk
- 12 Clothier
- 13 Cobbler
- 14 Coinminter
- 15 Cook
- 16 Cooper
- 17 Coppersmith
- 18 Courtesan
- 19 Crier
- 20 Cutler

NPC Hirelings

- 1 Glassblower
- 2 Goldsmith
- 3 Gravedigger
- 4 Guardsman
- 5 Guide
- 6 Haberdasher
- 7 Haymonger
- 8 Helmsman
- 9 Herald
- 10 Herbalist
- 11 Hornsmith
- 12 Horsebreeder
- 13 Hostler
- 14 Houndsman
- 15 Hunter
- 16 Innkeeper
- 17 Jailer
- 18 Jester
- 19 Jeweler
- 20 Lacemaker

NPC Hirelings

- 1 Nursemaid
- 2 Painter
- 3 Perfumemaker
- 4 Porter
- 5 Potter
- 6 Playwright
- 7 Prostitute
- 8 Ropemaker
- 9 Sage or Scholar
- 10 Sailor
- 11 Seamstress
- 12 Servant
- 13 Shepherd
- 14 Ship's Captain
- 15 Shipwright
- 16 Shoemaker
- 17 Silversmith
- 18 Soapmaker
- 19 Spy
- 20 Stonecarver

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NPC Hirelings

- 1 Storyteller
- 2 Tailor
- 3 Tanner
- 4 Tattooist
- 5 Tavernkeeper
- 6 Taver wench
- 7 Tax collector
- 8 Taxidermist
- 9 Teacher/Trainer
- 10 Thatcher
- 11 Toll collector
- 12 Torturer
- 13 Vermincatcher
- 14 Vintner
- 15 Wainwright
- 16 Weaponsmith
- 17 Weaver
- 18 Wheelwright
- 19 Woodcarver
- 20 Woolmaker

NPC Hirelings, Exotic

- 1 Defender
- 2 Delver
- 3 Diviner
- 4 Dragoon
- 5 Duelist
- 6 Elementalist
- 7 Enforcer
- 8 Exemplar
- 9 Exorcist
- 10 Explorer
- 11 Forgemaster
- 12 Geomancer
- 13 Gladiator
- 14 Guard
- 15 Harbinger
- 16 Harrier
- 17 Hedge Wizard
- 18 Herald
- 19 Highwayman
- 20 Hospitaler

NPC Hirelings, Exotic

- 1 Outlaw
- 2 Pitfighter
- 3 Prefect
- 4 Protector
- 5 Purifier
- 6 Raider
- 7 Ranger
- 8 Reaver
- 9 Reeve
- 10 Rider*
- 11 Runesmith
- 12 Runner
- 13 Scourge
- 14 Scout
- 15 Seer
- 16 Sentinel
- 17 Sergeant
- 18 Shieldbearer
- 19 Shieldbreaker
- 20 Siegemaster

NPC Hirelings, Exotic

- 1 Alchemist
- 2 Archer
- 3 Artificer
- 4 Artillerist
- 5 Assassin
- 6 Avenger
- 7 Beastmaster
- 8 Berserker
- 9 Blademaster
- 10 Bounty Hunter
- 11 Captain
- 12 Cavalier
- 13 Champion
- 14 Channeler
- 15 Chaplain
- 16 Charger
- 17 Chirurgeon
- 18 Corsair
- 19 Crusader
- 20 Curate

NPC Hirelings, Exotic

- 1 Hunter*
- 2 Infiltrator
- 3 Initiate
- 4 Inquisitor
- 5 Interrogator
- 6 Justicar
- 7 Keeper
- 8 Knight
- 9 Lancer
- 10 Legionnaire
- 11 Liberator
- 12 Mage
- 13 Man-at-Arms
- 14 Marauder
- 15 Marine
- 16 Mauler
- 17 Militiaman
- 18 Mystic
- 19 Necromancer
- 20 Oracle

NPC Hirelings, Exotic

- 1 Skald
- 2 Slayer*
- 3 Smuggler
- 4 Sniper
- 5 Soldier
- 6 Spy
- 7 Spymaster
- 8 Squire
- 9 Tactician
- 10 Templar
- 11 Thief
- 12 Thug
- 13 Outrider
- 14 Warden
- 15 Warlock
- 16 Warlord
- 17 Warmaster
- 18 Warpriest
- 19 Warrior
- 20 Witch

* Usually a hunter/rider/slayer of something (giant, troll, witch, etc.)

◀ APPENDIX ▶

Diseases and Plagues

- 1 Anthrax
- 2 Botulism
- 3 The Black Death
- 4 Cholera
- 5 Dengue fever
- 6 Diphtheria
- 7 Dysentery
- 8 Encephalitis
- 9 Leprosy
- 10 Malaria
- 11 Plague
- 12 Pneumonia
- 13 Polio
- 14 Rabies
- 15 Rheumatic fever
- 16 Scarlet fever
- 17 Smallpox
- 18 Tuberculosis
- 19 Typhoid fever
- 20 Typhus



◀ APPENDIX ▶

Wartime Objectives

- 1 Attack Enemy Bunker
- 2 Attack Enemy Flank
- 3 Attack Enemy Stronghold
- 4 Capture enemy commander
- 5 Capture enemy soldier
- 6 Deliver a valuable item
- 7 Deliver message
- 8 Destroy valuable item of the enemy
- 9 Escort friendly ambassador
- 10 Ferry prisoner(s) of war
- 11 Locate a valuable item of the enemy
- 12 Locate an ally to your cause
- 13 Locate an enemy position
- 14 Reconnaissance of terrain
- 15 Recruit aid from locals
- 16 Report on enemy movement or position
- 17 Rescue prisoner(s) of war
- 18 Retrieve a body of friend or foe
- 19 Retrieve valuable item of the enemy
- 20 Steal enemy plans

Wartime Encounters

- 1 Animal hunting
- 2 Abandoned campsite
- 3 Battle-addled soldier
- 4 Battlefield scavengers
- 5 Body-littered battlefield
- 6 Civilian survivors relocating
- 7 Enemy battle force
- 8 Enemy commander unit
- 9 Enemy encampment
- 10 Enemy patrol
- 11 Friendly battle force
- 12 Friendly commander unit
- 13 Friendly encampment
- 14 Friendly patrol
- 15 Impassible terrain
- 16 Incoming catapult shot
- 17 Injured soldier
- 18 Lost civilian
- 19 Lost item
- 20 Monster encounter

Siege Engines

- 1 Archer Tower
- 2 Ballista
- 3 Battering ram
- 4 Bellfry
- 5 Catapult
- 6 Cheiroballista
- 7 Fire thrower
- 8 Helepolis
- 9 Mangonel
- 10 Mantlet
- 11 Onager
- 12 Petard
- 13 Petrary
- 14 Ram catcher
- 15 Scorpion
- 16 Siege tower
- 17 Sow
- 18 Tortoise
- 19 Trebuchet
- 20 Warwolf

Military Ranks

- 1 Brigadier
- 2 Captain
- 3 Centurion
- 4 Chief
- 5 Commissar
- 6 Command Sergeant
- 7 Constable or High Constable
- 8 Decurion
- 9 Dragoon
- 10 Ensign
- 11 Equestrian
- 12 Field Marshall
- 13 First Sergeant
- 14 Legate
- 15 Lieutenant
- 16 Marshall
- 17 Major
- 18 Private
- 19 Second Lieutenant
- 20 Sergeant

◀ APPENDIX ▶

Ambushes

- 1 Area is filled with puddles; some quite deep. Many hide foes who can breath underwater.
- 2 Attacker pretends to be poisoned, sick, or wounded
- 3 Attacker waits for victim at the bottom of a concealed pit
- 4 Attackers drop on vines from heavy foliage above
- 5 Attackers used magic to disguise themselves as natural objects
- 6 Attackers wait by roadside with apparent trouble with their transportation
- 7 Branches of the brush have been coated with a paralytic contact poison
- 8 Cave entrance is camouflaged to look like surrounding terrain, the foes wait until the prey is close
- 9 Creatures leap out from dense underbrush covered in camouflage
- 10 Field or meadow with depressions dug in the dirt, then covered tarps with dirt, grass and flowers
- 11 Foes drop entangling bombs before leaping down from above
- 12 Foes drop poisoned barbed nets before attacking in force
- 13 Foes seem to step out of the trees themselves thanks to illusion magic
- 14 Hollowed-out boulders hide snipers covering the area
- 15 Several caves have been dug in the earth under the trail with stone trapdoor ceilings
- 16 Single attacker sets off a series of traps from a distance
- 17 Single wounded foe leads group to mire where its accomplice fire ranged weapons
- 18 The area has been carefully cultivated with carnivorous plants
- 19 The trail has been mined with pouches of sleeping gas: foes wait nearby to capture victims
- 20 Tree or other object is poised to block the road at a given signal

Outdoor/Wilderness Traps

- 1 Bait with net above
- 2 Bait with net underneath
- 3 Blinds that force prey into pit
- 4 Covered pit of leaves and twigs
- 5 Covered pit with spikes
- 6 Leg snare to pull victim straight up
- 7 Noose trap, head height
- 8 Spring snare
- 9 Spring snare at head height
- 10 Spring snare with bait
- 11 Steel trap to trap leg or foot
- 12 Trip wire with deadfall of wood or stone
- 13 Trip wire on ground with hamstring scythe
- 14 Trip wire on ground with spiked deadfall
- 15 Trip wire with bent (poisoned) sapling
- 16 Trip wire with bent sapling propelled spear
- 17 Trip wire with bow and arrow
- 18 Trip wire with crossbow and poisoned bolt
- 19 Wooden or stone deadfall
- 20 Wooden or stone deadfall with bait

Camp Happenings

- 1 Fire suddenly goes low
- 2 Flock of bats flies overhead
- 3 Fog slowly rolls in
- 4 Insects suddenly grow quiet
- 5 Large animal chases smaller one by the camp
- 6 Large animal invades camp for food
- 7 Monster roams by at a distance
- 8 Monster roams by fairly close
- 9 Mount(s) or night bird(s) gets spooked
- 10 Nothing unusual happens
- 11 One on watch accidentally falls asleep
- 12 Owl swoops low over camp
- 13 Party member has nightmare
- 14 Party member says something in their sleep
- 15 Party member starts snoring
- 16 Rain/snow (may disrupt sleep)
- 17 Small animal invades camp for food
- 18 Sounds of animals/insects provide backdrop
- 19 Sounds of animals/insects suddenly stops
- 20 Strong wind picks up

◀ APPENDIX ▶

Campsite Descriptions

- 1 Frame of lashed together fairly mature saplings, covered with brush
- 2 Abandoned druid grove with several standing stones to block weather
- 3 Abandoned nest of some magical beast
- 4 Abandoned wagon or cart overturned needing minor repairs
- 5 Abandoned way station for patrols
- 6 Adequate overhangs among abandoned ruins
- 7 Den lined with tree branches, grass twigs
- 8 Depression in a stream or river bed with an overhang of debris from the last flood
- 9 Fallen tree provides shelter from some wind and a small depression to be filled with bedding
- 10 Fallen tree with a carefully carved out arch of shelter
- 11 Former shelter of a woodland race
- 12 Hollowed tree mostly overgrown and camouflaged
- 13 Huge living tree with natural depressions for sleeping
- 14 Hunter or woodcutter's log cabin
- 15 Large woody shrub with natural mulch bedding underneath
- 16 Roadside shrine of a deity of travelers
- 17 Several fallen trees have been collected and stacked to form a low roof
- 18 Shallow cave with a manufactured wooden dome like frame extending shelter
- 19 Tall evergreen tree (branches pushed aside or cut) provide a ring like tent of shelter
- 20 Water run off provides depression in the ground

Camps Remains

- 1 Cleft on the side of a mountain with four beds of straw
- 2 Eight bedrolls around a camp fire
- 3 Five burnt tents with flicks of flint near each
- 4 Four tents made of cloaks and sticks and a bedroll, each tent has a small ditch surrounding them
- 5 Hollowed out, half of a fallen huge tree next to a camp fire
- 6 Rather sturdy lean-to with enough room for four bedrolls very close together to be covered
- 7 Semi permanent lean-to fortified with sod and earth
- 8 Seven small bedrolls surround a camp fire, with small bones scattered around the perimeter of site
- 9 Several hammocks tied up very high between the branches of trees
- 10 Several small saplings staked to the ground and covered with brush
- 11 Several wooden lean-tos with oilcloth, the fastenings have come loose and flap in breeze
- 12 Shallow cave with a wooden dome-like frame extending the shelter to accommodate more people
- 13 Shredded bedrolls, blood and scattered claw marks
- 14 Simple lean-to with two bedrolls underneath next to a camp fire
- 15 Single lone tent, it is trapped to fire crossbow bolt if opened
- 16 Six bedrolls all in a row with the feet pointed downhill
- 17 Three bedrolls and warding glyphs around the perimeter
- 18 Two one man tents, waterproofed, the men inside are dead
- 19 Two wide tents surround ancient runes that look like burnt earth — but there are no ashes
- 20 Worn depression in a rock surrounded by wards and glyphs carved into the stone

◀ APPENDIX ▶

Uses for Rope

- 1 Bending bars
- 2 Drag an object/person
- 3 Fuel for a fire
- 4 Handhold over poor footing
- 5 Hang food from a branch
- 6 Impromptu grapple
- 7 Impromptu whip
- 8 Lowering someone down a cavern
- 9 Mark a floor trap area
- 10 Making a lasso/noose
- 11 Making/Repairing a net
- 12 Measuring distances
- 13 Open a door
- 14 Poor man's fishing line
- 15 Securing a door (albeit poorly)
- 16 Setting off a trap
- 17 Setting up a tent
- 18 Tying up belongings
- 19 Triplline
- 20 Water depth gauge

Uses for a 10-Foot Pole

- 1 Aid in climbing
- 2 Aiding in a jump
- 3 Balance across a pit
- 4 Brace against door or wall
- 5 Carry lantern on end
- 6 Crutch or walking stick
- 7 Detect angles and slopes
- 8 Dismount opponents
- 9 Firewood
- 10 For balance
- 11 Gauge water depth
- 12 Hold up tent
- 13 Manipulate item from distance
- 14 Open a door or window
- 15 Prod ceiling area for safety
- 16 Prod someone awake
- 17 Push a barge/raft in shallows
- 18 Rope a prisoner to
- 19 Triggering trap from distance
- 20 Trip someone

Uses for Cloak

- 1 Add flair to an attack
- 2 Aid in grappling with foe
- 3 Arrange on floor to give suspicion
- 4 As a quick net
- 5 As blindfold
- 6 Attach as sail to a raft
- 7 Blanket during camp
- 8 Carry a comrade as stretcher
- 9 Carry treasure as sack
- 10 Catch a falling friend
- 11 Cover a pit
- 12 Cover harmful magic runes
- 13 Extinguish flames
- 14 Hang in threshold if no door
- 15 Makeshift tent
- 16 Pillow for head when sleeping
- 17 Soak up liquids
- 18 Swish to disarm opponent
- 19 To trip a foe
- 20 Use strips to bind wounds

Uses for an Iron Spike

- 1 Boundary marker
- 2 Breaking up firewood
- 3 Chisel
- 4 Climbing tool
- 5 Counter
- 6 Counterweight
- 7 Depth gauge
- 8 Divining rod
- 9 Firestarter
- 10 Hanging food in a tree
- 11 Improvised weapon
- 12 Hammer
- 13 Holy symbol
- 14 Pit spike
- 15 Spell foci
- 16 Staking down horse reins
- 17 Tent stake
- 18 Test for traps
- 19 Trail marker
- 20 Wedge open/close a door

◀ APPENDIX ▶

Useless Chart One

- 1 eight
- 2 eighteen
- 3 eleven
- 4 fifteen
- 5 five
- 6 four
- 7 fourteen
- 8 nine
- 9 nineteen
- 10 one
- 11 seven
- 12 seventeen
- 13 six
- 14 sixteen
- 15 ten
- 16 thirteen
- 17 three
- 18 twelve
- 19 twenty
- 20 two

Useless Chart Fore

- 1 Yes
- 2 No
- 3 Maybe
- 4 Indifferent
- 5 Age 14–39
- 6 Okay, fine
- 7 Never
- 8 Only for you
- 9 Glasses
- 10 Imported
- 11 I said, yes
- 12 What was that again?
- 13 Spoon
- 14 Left
- 15 Up, Down, X, X, Y
- 16 Quincy Jones
- 17 Hanger 18
- 18 Force Majeure
- 19 Mrs.
- 20 Ask again later

Places to Store this Book

- 1 10-foot by 10-foot room
- 2 Back pocket
- 3 Backpack
- 4 Backseat of car
- 5 Backseat of rental car
- 6 Barrel
- 7 Bathroom
- 8 Box
- 9 Coffee table
- 10 Crate
- 11 Desk
- 12 Gamestore
- 13 Kitchen sink
- 14 Place mom won't find it
- 15 Secret compartment
- 16 Shelf
- 17 Shoe
- 18 Totebag
- 19 Under hat
- 20 Under table leg

Spoons

- 1 Spoon, berry
- 2 Spoon, bouillon
- 3 Spoon, coffee
- 4 Spoon, demitasse
- 5 Spoon, desert
- 6 Spoon, fruit
- 7 Spoon, ice cream
- 8 Spoon, iced tea
- 9 Spoon, jelly
- 10 Spoon, salt
- 11 Spoon, service/table
- 12 Spoon, serving
- 13 Spoon, serving, bonbon
- 14 Spoon, serving, ice
- 15 Spoon, serving, large
- 16 Spoon, serving, pierced
- 17 Spoon, serving, rice
- 18 Spoon, soup
- 19 Spoon, sugar
- 20 Spoon, tea

Search for Traps

- 1 Yes
- 2 Yeah
- 3 Sure
- 4 Over there
- 5 No, there
- 6 Maybe
- 7 Yep
- 8 Uh huh
- 9 Two
- 10 Sorry. Yes.
- 11 Again. The answer is yes.
- 12 Aye
- 13 Spoon
- 14 Left
- 15 Affirmative
- 16 Indeed
- 17 You are correct, sir
- 18 +
- 19 Oui
- 20 No

Uses for Gnomes

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

DESIGNERS' NOTES

So now you've looked through the book, perused the sidebars, and been inspired, and amused enough, to begin planning your next roleplaying campaign. With over 1,000 charts, this book has more gaming tools than you'll ever need, and you know this because you read them all already.

But we would be remiss, if we didn't try one more time to tell you just how many ways you can use this book. From naming charts, to magical adaptations, to dungeon hallways, and taverns, there is just no way to quantify everything this book is... only that is more than just twice the size of the original.

The *Ultimate Toolbox* is your gateway to a level of detail and enrichment that will only improve the gaming experience. But before you start using every single chart for every single portion of your adventures and campaigns, consider this...

... what kind of GM are you?

That sounds like a loaded question, so here's another perspective. With so many discussions on the various play styles (munchkin, power gamer, rules lawyer, storyteller, and so on) little has been said about the myriad of gamemaster "administrative" styles. It may be they are such a diverse bunch that they defy description. In which case, it becomes harder to answer the question what kind of GM are you... and it become more important to define the roles that the GM plays. Below is a list of various hats a GM can wear and the role he takes on while wearing them. Feel free to add your own in the margins.

Director: This GM type has a story to be told and intends to fully immerse the players in the world, the drama, and their consequences on the setting. He has a variety of strong NPC cast members waiting to spring on the players and the plot is well under control. He knows the ins and outs of his game world and can lead the players back to the elements he deems most important to the campaign,

But the director can be controlling about what he wants to accomplish and rarely let's a campaign shoot off course.

With *Ultimate Toolbox*, the director is no doubt drawn to chapter seven, with its immersive plots and extensive gaming advise. Entire campaigns can be built from one chapter for the GM with the right frame of mind.

Make sure to get the most out of the rest of the tome as well. Take your plot elements and add extra details to the dungeon or city, the players will truly appreciate it when doing your set decorating. Don't miss out on all the gaming seeds in chapter seven, where plot and narrative collide.

Free-Form: Free-form GMs prepare almost nothing before a game. Most are energetic and don't mind thinking on their feet, in fact they relish it. But they rarely go into a single game session with anything more than a note or two and maybe a handful of encounter ideas or NPC names.

Sorry, guys. It looks like we just outed you.

◀ APPENDIX ▶

Free-form GMs might have a vague idea of how they want a story to unfold, but relish when players approach it from any angle so they can improvise their way through the game. This can be a lot of fun, especially when the players realize they are in control of their destinies and can try anything they want.

But, they have to be careful not to paint themselves into a corner with a story that is impossible to conclude — so we need to kill eleven dragons in two days before the arch-mage throws the Icewash nomadic tribes into the fiery pits of his home planar realm with a silver hammer.

Some preperation will help, but note-taking and a careful eye for detail are even more important.

With *Ultimate Toolbox*, we suspect Free-form GMs will crack the book open and just read it through, soaking in the ideas and filing them away for later; perhaps even adding a few more weapons to their arsenal of ideas.

Player in Disguise: This type of GM wishes he could roleplay but somehow always winds up GMing. They like to develop villains and allies with good backgrounds, and relish both combat and interaction as it lets them add flair and go wild with portraying them to the players. They might even like to roll the dice out in the open and share some of the surprises that come along with playing a game where fate can turn on a dime... and they need to react.

These GMs often times upstage the players, however, and refuse to let their NPCs and villains die too easily, which is usually the antithesis to the player's wants.

With *Ultimate Toolbox*, there are a ton of uses for the player in disguise. There are ways to develop your stable of NPCs with backgrounds, features, and in-depth concepts. There are over 1,000 named NPCs in this book, with details on how they become involved in the world.

We're pretty sure you will have stick tabs on the pages of characters you want to use in your next game.

Producer: These GMs prepare for their game in a variety of ways. Not only do they read the adventure ahead of time (or even study it), they gather the miniatures or props, print out maps and handouts, and makes notes for themselves so the game runs smoothly. Every contingency is taken into account and their shouldn't be any hiccups to detract from the plot.

Usually this level of over-preperation is a good thing, but there is a danger. This type of GM might convert 500 pages of home-brew gaming material to a new edition of rules or different system when 450 of those pages are irrelevant to the story. That's a lot of production and time better spent on other parts of a campaign.

There's also the danger of becoming attached to your prep work so that if the players go off the beaten path so the GM does everything to contain the PCs to the area prepared for. Producers are more inflexible than other GMs.

With *Ultimate Toolbox*, you can look through your notes and spend a few extra minutes looking up charts to help expand ideas and descriptions when the game comes. Keep the book handy at the table and don't be afraid to let the players wander off the beaten path.

We have you covered.

◀ APPENDIX ▶

WAIT... THERE'S MORE

A good GM is not an absolute, but rather borrows from each of these stereotypes. Perhaps he likes to plan a lot for the game world, like a producer, but once the game gets going, everything is loose and freeform and the rules don't mean much.

A good GM doesn't just prepare and arbitrate decisions of dice-rolls. A good GM also knows when it's time to sit back, shut-up, and let the players play.

There are dozens of gaming articles and books available specifically for GMs. We have no intention of trying to compete with or reiterate any of the advice written within. In fact, we lament even giving any at all... we're sorry. But we really need a segue to this last section... and well, that was it.

Allow us to humbly offer one final chart culminated over 60 years of GM experience.

GM Advice

- 1 Keep details about where the PCs are alive and fresh. Set stages. Describe sounds, smells, textures, etc. Keeping a comfortable, fully detailed level of descriptions will bring alive empty dungeon rooms, boring old commoners, and .
- 2 Bring NPC's alive with voices, accents, motives, quirks, and background. Use inspirations from movies, books, and even relatives, it really only takes a second to develop them into believable characters in your world.
- 3 Know the immediate world area in which your player's characters dwell. Rivers, nobles, mountains, outlaws, etc. Keep the world flowing and changing around them so they don't feel as if the world exists solely for their benefit.

- 4 Be alert, responsive, and well-timed behind that screen. Pacing and timing are very important to keeping your game fresh and the players excited and enthused. If things drag, turn up the heat, if things are going at a breakneck pace, give the PC's a small rest.
- 5 Don't just know the game system, be one with it. Don't ever let rules dictate to you, but do not bend them without just cause. Know the system so when situations come up they don't deal with, you can.
- 6 Use your tools well. Use your time well. What good is a long, detailed history if it never gets integrated into your campaign? What good is an adventure you spend two weeks writing if no players are interested in it? Take any published material and mold it to your player's characters wants and desires!
- 7 Don't humiliate your players or their heroes. Give the player who doesn't know all the rules some slack. Make sure to involve everyone at the table, quiet or loud. The players have come to play heroes. Let them accomplish that with some dignity. It's not necessarily "you against the players".
- 8 Be flexible with character decisions. You already know not to say "you can't go there because I haven't made it up yet", but this extends elsewhere. Be prepared to allow the players free will, or at least the illusion thereof. Be ready to improvise.
- 9 Decide on the flavor of your game and do the best you can to stay consistent with that theme, be it epic struggle, slightly comedic or light, or the medieval tapestry that hangs in the backdrop over the adventure.

◀ APPENDIX ▶

- 10 Use the flavor in your mannerisms, NPC's, descriptions and adventures to make the world real and involved so the players and their characters never forget where they are.
- 11 Don't allow players who don't get along or mix well with your group or cause trouble to stay. Life is too short, and all the others are depending on you to run a good game. Trouble players cannot be ignored.
- 12 Don't waste time in the game. Don't allow players to question every decision and rule at the table. Don't waste time using careless mechanics. Why call for dice rolls for something you need to have happen anyway (like an important clue or secret passage)? Rolling behind the screen is great for this...
- 13 Know thy players. Make sure to spend time getting to know their goals and hopes for the game, and what really eats them up or gets their blood going so you can integrate these things into the game. Make travel detailed and event filled or quick and descriptive depending on their style of play.
- 14 Do your homework and just before the game session, spend time looking over your notes and the adventure one more time to have it al fresh in your head. Heck, peruse this book too, to get the ideas flowing!
- 15 Make your own GM screen tables. No screen knows what is most important to you and your players, but you do, so have the rule page reference numbers and most important charts at your fingertips.
- 16 Don't let the PCs lollygag around when it is painfully aware the party is stuck and waiting for the next plot hook. It reeks of lazy prep.
- 17 Explore the game world with the players; don't just present it to them. Don't be afraid to try new things in the game. It might even be worthwhile to run an adventure you normally "wouldn't touch with a 10-foot pole" just to give you a chance to expand your own horizons.
- 18 Show, don't tell. Or, at the very least, remember that most players, like their characters, have five senses, (not just one or two) and all of them deserve attention to fully bring a setting or situation to life.
- 19 Make it a point to play at least once a year. I mean, really be a player, not the GM. Join a one-shot at a con or local hobby shop or let another take the reins once in a while. You need to appreciate being on both sides of the screen to fully appreciate the work and interests of both sides.
- 20 Regardless of the genre of game you are playing, watch the movies Predator and Die Hard (for pacing and action), Serenity (for party dynamics), From Hell (for plot and mystery) and The Empire Strikes Back (for all of the above).

And as a parting note, if you are of the age when you recall sitting alone with the GM's Guide for the First Edition of the World's Most Popular Roleplaying Game and using the charts to randomize yourself through a dungeon, spend a rainy day with us and read through this tome, which might just take you across country, to a port city, charter a ship across the ocean to another land, learn of an ancient evil and explore the dungeon. All you need to do is add some monsters.

Good Gaming!

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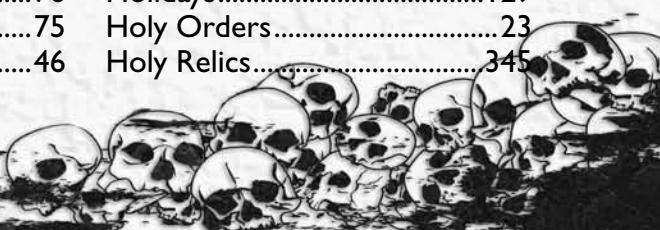
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