

# VILLAGE BOOK 1



A Judges Guild  
**UNIVERSAL**  
FANTASY SUPPLEMENT

CAMPAIGN HEXAGON SUB-SYSTEM

GUIDLINES & VILLAGES ON NUMBERED HEX GRIDS

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This booklet is intended to fill the need of any active campaign judge to populate a large area for his fantasy role players. The details are left purposely sparse so the judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

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WALL SECTIONS AND STREETS

| Die Roll | Number of Wall Sections |
|----------|-------------------------|
| 1        | 2-12                    |
| 2        | 4-24                    |
| 3        | 6-36                    |
| 4        | 8-48                    |
| 5        | 10-60                   |
| 6        | 12-72                   |

Wall Height

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. Grates range from 6' to 36' high.

Wall Length

To determine the length of each wall section multiply the wall thickness by 1' to 20'.

Wall Thickness and Type

| Die Roll | Earth (2x) | Wood (4x) | Brick (4x) | Stone (3x) | Marble (3x) | Grate      |
|----------|------------|-----------|------------|------------|-------------|------------|
| 1        | 10'        | 1'        | 2'         | 4'         | 2' Latticed | 1" dia. B* |
| 2        | 20'        | 2'        | 4'         | 8'         | 4'          | 2" dia. B  |
| 3        | 30'        | 3'        | 6'         | 12'        | 6'          | 3" dia. B  |
| 4        | 40'        | 4'        | 8'         | 16'        | 8'          | 1" dia. I* |
| 5        | 50'        | 5'        | 10'        | 20'        | 10'         | 2" dia. I  |
| 6        | Wood       | Brick     | Stone      | Marble     | Grate       | 3" dia. I  |

\*B = Bronze

\*I = Iron

Die Roll    Wall Characteristics

|    |                       |
|----|-----------------------|
| 1  | Secret gate           |
| 2  | Stained               |
| 3  | Carved                |
| 4  | Batter 3"-18"         |
| 5  | Spiked top            |
| 6  | Pointed top           |
| 7  | Castellated           |
| 8  | Arrow slits (1/10')   |
| 9  | Crumbling             |
| 10 | Cantilevered platform |
| 11 | Parapets (1/30')      |
| 12 | Glass embedded        |
| 13 | Overgrown             |
| 14 | Dry ditch             |
| 15 | Moat                  |
| 16 | Iron reinforced       |
| 17 | Magically reinforced  |
| 18 | Small (postern) gate  |
| 19 | Gate tower            |
| 20 | Tower both ends       |

Die Roll    Wall Defenses

|    |                     |
|----|---------------------|
| 1  | None                |
| 2  | Taboo symbols       |
| 3  | Multiple crossbow   |
| 4  | Iron pellets        |
| 5  | Spear trap          |
| 6  | Arrow trap          |
| 7  | Nets                |
| 8  | Gas spheres         |
| 9  | Tar pits            |
| 10 | Mirrors             |
| 11 | Watch creatures     |
| 12 | Pits                |
| 13 | Magically protected |
| 14 | Stones              |
| 15 | Catapult            |
| 16 | Onagre              |
| 17 | Trebuchet           |
| 18 | Dart thrower        |
| 19 | Greek fire          |
| 20 | Cauldrons (1/30')   |

Die Roll    Number of Streets

|   |      |
|---|------|
| 1 | 1-10 |
| 2 | 1-20 |
| 3 | 3-24 |
| 4 | 4-32 |
| 5 | 4-40 |
| 6 | 6-60 |

Street Length

To determine the length of each street multiply the width by 20' to 200'.

Street and Width and Type

| Die Roll | Trail | Dirt   | Gravel | Wood  | Brick | Stone |
|----------|-------|--------|--------|-------|-------|-------|
| 1        | 1'    | 2'     | 3'     | 2'    | 5'    | 10'   |
| 2        | 2'    | 4'     | 6'     | 4'    | 10'   | 20'   |
| 3        | 3'    | 6'     | 9'     | 6'    | 15'   | 30'   |
| 4        | 4'    | 8'     | 12'    | 8'    | 20'   | 40'   |
| 5        | Dirt  | 10'    | 15'    | 10'   | 25'   | 50'   |
| 6        | Dirt  | Gravel | Wood   | Brick | Stone | 60'   |

## SHOP TYPES

To find the types of shops a village will have, note first the number of shops the population will allow (see population chart). Secondly, note the technological level of the village (see village technological chart). If a village has a technological level of Tributary with a population of 200, four village shops and two government works buildings should be rolled for.

## VILLAGE SHOPS

To roll for the village shops requires a 20-sided die. After locating the technological level, roll on the chart in the technological level indicated. Roll for no more than one-third of the shops in that category. The remainder shall be rolled for from the lower technological levels.

## VILLAGE TECHNOLOGICAL LEVEL CHART

Roll a 12-sided die to determine the village technological level. A roll of 12 indicates a re-roll. The column of numbers next to the technological level indicates the number of government works buildings to be rolled for.

|                  |   |
|------------------|---|
| 1. Anarchy       | 0 |
| 2. Democratic    | 1 |
| 3. Tribal        | 1 |
| 4. Agrarian      | 2 |
| 5. Religious     | 2 |
| 6. Tributary     | 2 |
| 7. Oligarchy     | 3 |
| 8. Republic      | 3 |
| 9. Aristocracy   | 3 |
| 10. Feudal       | 4 |
| 11. Dictatorship | 4 |
| 12. Re-roll      |   |

## VILLAGE POPULATION LEVEL CHART

| Percentage Die Roll | Population | Shops | Percentage Die Roll | Population | Shops |
|---------------------|------------|-------|---------------------|------------|-------|
| 01                  | 10         | 1     | 56-60               | 210        | 5     |
| 02                  | 20         | 1     | 61-64               | 220        | 5     |
| 03                  | 30         | 1     | 65-67               | 230        | 5     |
| 04                  | 40         | 1     | 68-70               | 240        | 5     |
| 05-06               | 50         | 2     | 71-73               | 250        | 5     |
| 07-08               | 60         | 2     | 74-76               | 260        | 6     |
| 09-10               | 70         | 2     | 77-79               | 270        | 6     |
| 11-12               | 80         | 2     | 80-81               | 280        | 6     |
| 13-14               | 90         | 2     | 82-83               | 290        | 6     |
| 15-17               | 100        | 3     | 84-85               | 300        | 6     |
| 18-20               | 110        | 3     | 86-87               | 310        | 7     |
| 21-23               | 120        | 3     | 88-89               | 320        | 7     |
| 24-26               | 130        | 3     | 90-91               | 330        | 7     |
| 27-29               | 140        | 3     | 92-93               | 340        | 7     |
| 30-32               | 150        | 3     | 94-95               | 350        | 7     |
| 33-36               | 160        | 4     | 96                  | 360        | 8     |
| 37-40               | 170        | 4     | 97                  | 370        | 8     |
| 41-44               | 180        | 4     | 98                  | 380        | 8     |
| 45-49               | 190        | 4     | 99                  | 390        | 8     |
| 50-55               | 200        | 4     | 00                  | 400        | 8     |



## VILLAGE SHOPS CHART

### Anarchy

1. Flint cutter
2. Tanner
3. Stone cutter
4. Tavern
5. Wheel & cart shop
6. Stone tool maker
7. Plow maker shop (wood)
8. Ox keeper
9. Wise man's den
10. Weaver's shop
11. Basket market
12. Open air market
13. Yoke maker
14. Stone weapon maker (axe, knife)
15. Spear maker
16. Smoke house
17. Shield maker (skins)
18. Jeweler (uncut stones, bones)
19. Armorer (breastplate, bone)
20. Rain maker

### Democracy

1. Horse breaker
2. Bow maker
3. Fortuneteller
4. Stable keeper
5. Mold & pattern maker
6. Raft builders
7. Glove maker
8. Tavern
9. Remedy house
10. Axe maker
11. Net maker
12. Sandal maker
13. Drum maker
14. Water witch
15. Leader's house
16. Stirrup maker
17. Water wheel maker
18. Bronze caster
19. Water skin maker
20. Carver's shop

### Tribal

1. Canoe maker
2. Rail splitter
3. Oil shop
4. Miller
5. Hunting dog trainer
6. Pitch maker
7. Wine maker
8. Ale maker
9. Tavern
10. Sword maker
11. Tavern
12. Horse keeper
13. Coal supplier
14. Sailboat maker
15. Blacksmith (horse care)
16. Handax maker
17. Fur trader
18. Spike & wedge maker
19. Helmet maker (leather)
20. Shield maker

### Agrarian

1. Sundial maker
2. Linen shop
3. Robe maker
4. Book maker
5. Candle maker
6. Oil lamp maker
7. Coppersmith
8. Scribe
9. Tavern
10. Inn
11. Carpenter
12. Wagon builder
13. Slate cutter shop
14. Pole arm shop
15. Mace maker
16. Tailor
17. Pottery shop
18. Sail maker
19. Brick layer
20. Horse trader



### Religious

1. Lantern maker
2. Chariot maker
3. Hat maker
4. Silversmith
5. Leather armor
6. Master builder
7. Ghost chaser
8. Undertaker
9. Composite bow maker
10. Locksmith
11. Slaver
12. Navigational shop
13. Pipe weed shop
14. Brewery
15. Religious symbols shop
16. Lance & Javelin shop
17. Jail (law enforcement)
18. Trap maker
19. Temple
20. Herb & spice shop

### Tributary

1. Screw maker
2. Windmill builder
3. Silk goods
4. Money lenders (bank)
5. Carpet maker
6. Goldsmith
7. Barding maker (armorer)
8. Halberd, morning star, flail maker
9. Glass blower
10. Debtors prison
11. Tax collector
12. Sheep market
13. House of Joy
14. Informant shop
15. Town crier
16. Saddle designer
17. Transport shop
18. Butcher
19. Bureaucrat's office
20. Court clerk

### Oligarchy

1. Crossbow maker
2. Chain mail (armorer)
3. Trap designer
4. Artist
5. Poison shop (alchemist)
6. Accountant
7. Astrologer's shop
8. Mineral sage
9. Botanist (sage)
10. Body snatcher's
11. Map maker
12. Feed, seed & dry goods
13. Minstral guild
14. Mason
15. Library
16. Wigs
17. Courthouse
18. Money changer
19. Mercenary service
20. Hypnotist

### Republic

1. Ship builder
2. Hotel
3. Slave market
4. Bathhouse
5. Swine market
6. Cattle market
7. Clerical aid shop
8. Sculptor
9. Lumbermill
10. Shipyard
11. Bake shop
12. Interpreter
13. Building supplies
14. Stage hire
15. Foundry
16. Hourglass shop
17. General store
18. Sage's house
19. Jade shop
20. Gladiator school

### Aristocracy

1. Plate armor (armorer)
2. Geologist (sage)
3. Rugs & tapestries
4. Siege tower builder
5. Deed recorder
6. Village clerk
7. Leech (doctor)
8. Assassins' den
9. Mining engineer
10. Ship captains' guild
11. Pottery shop
12. Animal trainer
13. Thieves' den
14. Music shop
15. Sailors' hall
16. Puppeteer shop
17. Theater
18. Bricklayer
19. Beggars' guild
20. Court of Law

### Feudal

1. Rocket builder
2. Road engineer
3. Castle engineer
4. Fighter's school
5. Magic school
6. Messenger service
7. Astronomer (sage)
8. Catapult builder
9. Execution yard
10. Building inspector
11. Actor's guild
12. Spectacle shop
13. Steel factory
14. Ship captain's school
15. Siege tower builder
16. Assassin's guild
17. House of the Insane
18. Village bookkeeper
19. Military induction center
20. Hall of the Great Druid

### Dictatorship

1. Telescope shop
2. School of math & science
3. Gladiator arena
4. Siege engineer
5. Sage's guild
6. Monastery
7. Taxidermist
8. Glass shop
9. Sign painter
10. Circus
11. Survey shop
12. Sanitation station
13. Woman's foundation shop
14. Orcamitory
15. Laundry service
16. Landscape service
17. Investigator
18. Falcon trainer
19. Glass cutter
20. Rat chaser



### GOVERNMENT WORKS CHART

#### Anarchy

None

#### Democracy

- 1-5 Tax office
- 6-15 Village meeting hall
- 16-20 Community warehouse

GOVERNMENT WORKS CHART cont.

Tribal

- 1-2 Tax office
- 3-4 Guardhouse
- 5-6 Waterworks
- 7-8 Grainery
- 9-10 Lookout tower
- 11-12 Leadership home
- 13-14 Temple
- 15-16 Jail
- 17-18 Village meeting hall
- 19-20 Village court

Agrarian

- 1-2 Citadel
- 3-4 Militia headquarters
- 5-6 Town square
- 7-8 Tax office
- 9-10 Town meeting hall
- 11-12 Community warehouse
- 13-14 Lookout tower
- 15-16 Leadership home
- 17-18 Jail
- 19-20 Temple

Oligarchy

- 1 Stadium
- 2 Theater
- 3 Noble's home
- 4 Sentry station
- 5 Pantheon
- 6 Circus
- 7 Marketplace
- 8 Village court
- 9 Temple
- 10 Bathhouse
- 11 Prison (law enforcement)
- 12 Citadel
- 13 Tax office
- 14 Village meeting hall
- 15 Lookout tower
- 16 Postal system
- 17 Burial grounds
- 18 Sentry house
- 19 Military school
- 20 Windmill

Aristocracy

- 1-2 Fortress
- 3-6 Odeum (music hall)
- 7-10 Gladiator school
- 11-14 Temple
- 15-18 Bathhouse
- 19-22 Prison
- 23-26 Citadel
- 27-30 Military headquarters
- 31-34 Town square
- 35-38 Tax office
- 39-42 Village meeting hall
- 43-46 Emperium
- 47 Lookout tower
- 48 Keep
- 49-52 Village coroner system
- 53-56 Village printing house
- 57-60 Military induction building
- 61-64 Burial grounds
- 65-68 Village court
- 69-72 Debtors prison
- 73-75 Sentry house
- 76-78 Military school
- 79-80 College
- 81 Capital
- 82-84 Guardhouse
- 85-87 Village defense wall
- 88-89 Pantheon
- 90-91 Stadium
- 92-93 Theater
- 94-95 Noble's dwelling
- 96-97 Sentry station
- 98-99 Circus
- 100 Marketplace

Religious

- 1 Temple
- 2 Temple
- 3 Burial grounds
- 4 Prison
- 5 Citadel
- 6 Militia headquarters
- 7 Public bathhouse
- 8 Town square
- 9 Tax office
- 10 Town meeting hall
- 11 Community warehouse
- 12 Lookout tower
- 13 Leadership dwelling
- 14 Town armory
- 15 Waterworks
- 16 Grainery
- 17 Town stable
- 18 Large tomb
- 19 Temple
- 20 Temple

Tributary

- 1 Pantheon (several temples)
- 2 Circus (similar to arena)
- 3 Marketplace
- 4 Temple
- 5 Bathhouse
- 6 Burial grounds
- 7 Prison
- 8 Citadel
- 9 Militia headquarters
- 10 Garrison headquarters
- 11 Town square
- 12 Tax office
- 13 Village meeting hall
- 14 Emperium (royal warehouse)
- 15 Leadership dwelling
- 16 Lookout tower
- 17 Keep
- 18 Town postal system
- 19 Military induction center
- 20 Village court

Republic

- 1 Temple
- 2 Bathhouse
- 3 Prison
- 4 Citadel
- 5 Military headquarters
- 6 Town square
- 7 Tax office
- 8 Village meeting hall
- 9 Lookout tower
- 10 Burial grounds
- 11 Village court
- 12 Military school
- 13 College
- 14 Village defense walls
- 15 Pantheon
- 16 Stadium
- 17 Theater
- 18 Noble's home
- 19 Circus (similar to arena)
- 20 Marketplace

Feudal

- 1-3 Castle
- 4-7 Vassal training center
- 8-11 Tomb of the Overlord
- 12-15 Fortress
- 16-19 Odeum
- 20-23 Gladiator school
- 24-25 Temple
- 26-27 Bathhouse
- 28-29 Prison (law enforcement)
- 30-31 Citadel
- 32-35 Military headquarters
- 36-39 Town square
- 40-41 Tax office
- 42-43 Village meeting hall
- 44-45 Emperium
- 46-47 Lookout tower
- 48-49 Keep
- 50-51 Village coroner
- 52-54 Village printing house
- 55-57 Military induction center
- 58-60 Burial grounds
- 61-64 Village court
- 65-68 Debtors prison
- 69-72 Sentry house
- 73-75 Military school
- 76-78 College
- 79-81 Capital (temple dedicated to a ruler)
- 82-84 Guardhouse
- 85-87 Village defense wall
- 88-90 Pantheon (several temples)
- 91 Stadium
- 92 Theater
- 93-94 Noble's dwelling
- 95-96 Sentry station
- 97-98 Circus (similar to arena)
- 99-00 Marketplace

## Dictatorship

- 1-3 Naumachial (place to hold mock sea battles)
- 4-6 Castle
- 7-9 Vassal training center
- 10-12 Tomb of the Overlord
- 13-15 Fortress
- 16-18 Odeum
- 19-20 Gladiator school
- 21-23 Temple
- 24-26 Bathhouse
- 27-29 Village printing house
- 30-32 Military school
- 33-35 Burial grounds
- 36-39 Village court
- 40-42 Debtors prison
- 43-45 Sentry house
- 46-48 Military induction building
- 49-50 College
- 51 Capital (temple dedicated to Arthur)
- 52 Guardhouse
- 53-55 Village defense wall
- 56-58 Pantheon (several temples)
- 59-61 Stadium
- 62-64 Theater
- 65-67 Noble's dwelling
- 68-70 Sentry station
- 71-73 Circus
- 74-77 Marketplace
- 78-80 Prison (law enforcement)
- 81-83 Citadel
- 84-86 Military headquarters
- 87-89 Town square
- 90-92 Tax office
- 93-95 Village meeting hall
- 96 Emperium
- 97 Lookout tower
- 98-99 Keep
- 100 Village courier



## NAMING VILLAGES

The following tables list first the prefixes and then suffixes, both of which are rolled as the chart indicates. Together the two words rolled will usually combine into a reasonably good village name; however, if the name doesn't sound right, or sounds contradictory, just roll either component over again or use the next one listed. The listing is an aid to creating names, so occasionally try rolling two prefixes to be combined with one suffix, or try using the lists in opposite order. Once named, one can assume that possibly the name implies a legendary background for the village in question. For example, "Rebelmound" might be a village on a hill, inside of which is buried the treasure of a robber baron who is still remembered by the villagers as a distant antecedent. Use the part in parenthesis to improve the sound or meaning of the combination when necessary; likewise, parts may be pluralized or added to--"en", "ing", etc. With 460 prefixes and 800 suffixes, there are 368,000 possible combinations.

PREFIXES (crossindex 2 twenty sided dice roll to find first part of village name)

| #1          | #2          | #3          | #4           | #5           | #6           | #7           |
|-------------|-------------|-------------|--------------|--------------|--------------|--------------|
| 1. Amble    | 1. Bright   | 1. Bid      | 1. Bray      | 1. Close     | 1. Drowning  | 1. Dove      |
| 2. Auld     | 2. Black    | 2. Burnt    | 2. Brae      | 2. Cave      | 2. Deer      | 2. Drum      |
| 3. Acre     | 3. Blue     | 3. Bond     | 3. Crow(s)   | 3. Center    | 3. Day       | 3. Dirty     |
| 4. Abbots   | 4. Brown    | 4. Bryn     | 4. Castle    | 4. Chapel    | 4. Dover     | 4. Dragon(s) |
| 5. Aber     | 5. Bridge   | 5. Barrow   | 5. Crook     | 5. Crystal   | 5. Double    | 5. Dwarf     |
| 6. Avon     | 6. Bronze   | 6. Bur      | 6. Carrick   | 6. Coral     | 6. Deaf      | 6. Eden      |
| 7. Axe      | 7. Brass    | 7. Bolt     | 7. Carn      | 7. Clay      | 7. Dead      | 7. Eye       |
| 8. Ash(en)  | 8. Birch    | 8. Bald     | 8. Chip      | 8. Clover    | 8. Diver     | 8. Enchanted |
| 9. Abbey    | 9. Berry    | 9. Bleeding | 9. Concealed | 9. Copper    | 9. Dole      | 9. Eerie     |
| 10. Amber   | 10. Bull    | 10. Blessed | 10. Coate    | 10. Cherry   | 10. Druid    | 10. East     |
| 11. Apple   | 11. Burning | 11. Bee     | 11. Covetous | 11. Cloud(y) | 11. Duck     | 11. Edge     |
| 12. Ant     | 12. Brink   | 12. Bear    | 12. Charl    | 12. Cedar    | 12. Dripping | 12. Emerald  |
| 13. Armor   | 13. Bloom   | 13. Bell    | 13. Can      | 13. Corn     | 13. Damp     | 13. Elm      |
| 14. Arrow   | 14. Buck    | 14. Battle  | 14. Cam      | 14. Candle   | 14. Dray     | 14. Evil     |
| 15. Altar   | 15. Bliss   | 15. Bath    | 15. Creake   | 15. Clear    | 15. Dank     | 15. Ever     |
| 16. Art     | 16. Brick   | 16. Box     | 16. Crick    | 16. Channel  | 16. Don      | 16. Ered     |
| 17. Azure   | 17. Boon    | 17. Bow     | 17. Crescent | 17. Dim      | 17. Dart     | 17. Elk      |
| 18. Bard(s) | 18. Baron   | 18. Bird    | 18. Cut(ing) | 18. Diamond  | 18. Devil(s) | 18. Elf      |
| 19. Barn    | 19. Barren  | 19. Bad     | 19. Cape     | 19. Dry      | 19. Dour     | 19. Far      |
| 20. Big     | 20. Back    | 20. Bag     | 20. Cold     | 20. Dark     | 20. Den      | 20. Fair     |



PREFIXES cont.

| #8           | #9           | #10         | #11          | #12          | #13        | #14            |
|--------------|--------------|-------------|--------------|--------------|------------|----------------|
| 1. Flying    | 1. Green     | 1. Guild    | 1. Hope      | 1. Jewels    | 1. Little  | 1. Mate        |
| 2. Fire      | 2. Gold(en)  | 2. Growling | 2. Hog(s)    | 2. Jealous   | 2. Left    | 2. Math        |
| 3. Fond      | 3. Glass     | 3. Hot      | 3. Hyde      | 3. Joyful    | 3. Living  | 3. Mad         |
| 4. Free(d)   | 4. Garnet    | 4. High     | 4. Hydra     | 4. Jinx      | 4. Lake    | 4. Miller      |
| 5. Friend(s) | 5. Goat      | 5. Hazel    | 5. Hungry    | 5. Kennel    | 5. Lizard  | 5. Mean        |
| 6. Four      | 6. Grey      | 6. Hart     | 6. Happy     | 6. Knock     | 6. Lion    | 6. May         |
| 7. Fog       | 7. Grand     | 7. Hickory  | 7. Harpy     | 7. King(s)   | 7. Lance   | 7. Mine        |
| 8. Fang      | 8. Glacier   | 8. Honey    | 8. Huge      | 8. Key       | 8. Laurel  | 8. Mynd        |
| 9. Fell      | 9. Giant(s)  | 9. Horn     | 9. Handy     | 9. Lusty     | 9. Long    | 9. Mel         |
| 10. Foal     | 10. Granite  | 10. Horse   | 10. Iron     | 10. Lovelorn | 10. Late   | 10. Mal        |
| 11. Fore     | 11. Gas      | 11. Hag     | 11. Ice(y)   | 11. Lune     | 11. Luck   | 11. Maiden     |
| 12. Frost    | 12. Good     | 12. Hook    | 12. Ivy      | 12. Lian     | 12. Last   | 12. Marsh      |
| 13. Father   | 13. Glory    | 13. Heart   | 13. Ivory    | 13. Lyn      | 13. Lewd   | 13. Monk       |
| 14. Flat     | 14. Gloss    | 14. Hind    | 14. Ink      | 14. Loose    | 14. Live   | 14. Murky      |
| 15. First    | 15. Gruesome | 15. Harbor  | 15. Innocent | 15. Lovely   | 15. Light  | 15. Muddy      |
| 16. Fall     | 16. Guardian | 16. Hazy    | 16. Infidel  | 16. Lawful   | 16. Lime   | 16. Mysterious |
| 17. Forest   | 17. Garth    | 17. Honor   | 17. Infested | 17. Lazy     | 17. Middle | 17. Magic      |
| 18. Faithful | 18. Glen     | 18. Hoop    | 18. Infant   | 18. Lame     | 18. Mount  | 18. Manor      |
| 19. Fruitful | 19. God      | 19. Hammer  | 19. Javelin  | 19. Legion   | 19. Marble | 19. New        |
| 20. Fleet    | 20. Great    | 20. Hard    | 20. Jade     | 20. Las(er)  | 20. Maple  | 20. Naked      |

| #15         | #16           | #17          | #18           | #19           | #20           |
|-------------|---------------|--------------|---------------|---------------|---------------|
| 1. Nomad    | 1. Pleasant   | 1. Rainy     | 1. Silver     | 1. Sear       | Roll again    |
| 2. North    | 2. Pure       | 2. Ruby      | 2. Slate      | 2. Shrinking  | (4 sided die) |
| 3. Night    | 3. Pen        | 3. Ram       | 3. Soft       | 3. Salt       |               |
| 4. Near     | 4. Pearl      | 4. Rush      | 4. Swarthy    | 4. Storming   |               |
| 5. Nether   | 5. Pine       | 5. Rich      | 5. Sun(ny)    | 5. Smite      |               |
| 6. Noble    | 6. Pale       | 6. Rare      | 6. Satin      | 6. She        |               |
| 7. Never    | 7. Past       | 7. Rubble    | 7. Scrub      | 7. Sabre      |               |
| 8. Nor      | 8. Placid     | 8. Running   | 8. Small      | 8. Sword      |               |
| 9. Old      | 9. Plaque     | 9. Round     | 9. Sylvan     | 9. Shield     |               |
| 10. Orange  | 10. Plow      | 10. Rabid    | 10. Spider    | 10. Suffering |               |
| 11. Ox(en)  | 11. Prince    | 11. Rake     | 11. Sleeping  | 11. Shadow    |               |
| 12. Oak(en) | 12. Quick     | 12. Rebel    | 12. Spotted   | 12. Swine     |               |
| 13. One     | 13. Quiet     | 13. Red      | 13. Sand      | 13. Sunder    |               |
| 14. Open    | 14. Quarry    | 14. Rye      | 14. Smoke     | 14. Stan      |               |
| 15. Over    | 15. Queen(s)  | 15. South    | 15. Saddle    | 15. Stained   |               |
| 16. Out     | 16. Rising    | 16. Sickle   | 16. Seeker(s) | 16. Stock     |               |
| 17. Odd     | 17. Rouge(s)  | 17. Straight | 17. Slave(s)  | 17. Stoke     |               |
| 18. Pack    | 18. Ridge(d)  | 18. Stark    | 18. Silent    | 18. Stow      |               |
| 19. Peel    | 19. Right     | 19. Side     | 19. Sea       | 19. Street    |               |
| 20. Pad     | 20. Rain(ing) | 20. Stead    | 20. Sugar     | 20. Swallow   |               |

| #1A           | #2A         | #3A         | #4A           |
|---------------|-------------|-------------|---------------|
| 1. Shaft      | 1. Trek     | 1. Work     | 1. Wick       |
| 2. Swan       | 2. Time     | 2. White    | 2. Worthy     |
| 3. Sincere    | 3. Tame     | 3. West     | 3. Wonderous  |
| 4. Strained   | 4. Top      | 4. Wind     | 4. Warrant    |
| 5. Stinky     | 5. Trans    | 5. Walnut   | 5. Waddle     |
| 6. Sweet      | 6. Tri      | 6. Wheat    | 6. Were       |
| 7. Sacred     | 7. Tug      | 7. Wet      | 7. Wand       |
| 8. Saffron    | 8. Tusk     | 8. Weasel   | 8. Weapon     |
| 9. Saint(s)   | 9. Twin     | 9. Wild     | 9. Watch      |
| 10. Sailor(s) | 10. True    | 10. Worm(s) | 10. Wax       |
| 11. Satyr     | 11. Upper   | 11. Wagon   | 11. Wayfaring |
| 12. Savage    | 12. Up      | 12. Win     | 12. Wayside   |
| 13. Temple    | 13. Vine    | 13. Wolf    | 13. Wayward   |
| 14. Tower     | 14. Vile    | 14. Wine    | 14. Weasel    |
| 15. Trusted   | 15. Vale    | 15. Well    | 15. Wizard    |
| 16. Tunnel    | 16. Valley  | 16. Winter  | 16. Wedge     |
| 17. Troubled  | 17. Violent | 17. Wey     | 17. Welcome   |
| 18. Tremble   | 18. Valient | 18. Wood    | 18. Wheat     |
| 19. Thrasher  | 19. Vow     | 19. Wool    | 19. Yard      |
| 20. Tiger     | 20. War     | 20. Wise    | 20. Zealous   |



SUFFIXES (roll a six sided die odd number roll on first twenty columns, even roll on second twenty columns; then roll a twenty sided die for the particular name in a column.)

Odd

| #1         | #2         | #3         | #4           | #5          | #6          | #7          |
|------------|------------|------------|--------------|-------------|-------------|-------------|
| 1. ark     | 1. able    | 1. bray    | 1. berry     | 1. clearing | 1. crown    | 1. coyote   |
| 2. axe     | 2. ace     | 2. balky   | 2. bluff     | 2. circle   | 2. chain    | 2. crawl    |
| 3. arbor   | 3. ate     | 3. beam    | 3. bank      | 3. cock     | 3. comber   | 3. crest    |
| 4. air     | 4. basher  | 4. balance | 4. bit       | 4. cat      | 4. cherry   | 4. creature |
| 5. arches  | 5. breeder | 5. bull    | 5. beck      | 5. chase    | 5. cap      | 5. crook    |
| 6. abyss   | 6. breath  | 6. bait    | 6. brush     | 6. climb    | 6. canyon   | 6. core     |
| 7. apostle | 7. bad     | 7. boa     | 7. brown     | 7. cluster  | 7. colony   | 7. crunch   |
| 8. ape     | 8. boy     | 8. berg    | 8. black     | 8. cloth    | 8. cargo    | 8. crust    |
| 9. argo    | 9. bole    | 9. band    | 9. borough   | 9. cite     | 9. comic    | 9. cud      |
| 10. asp    | 10. bas    | 10. burrow | 10. bere     | 10. cene    | 10. commune | 10. curl    |
| 11. anger  | 11. brace  | 11. bear   | 11. bold     | 11. clone   | 11. convent | 11. curr    |
| 12. alum   | 12. body   | 12. branch | 12. blue     | 12. climax  | 12. cone    | 12. current |
| 13. ague   | 13. birth  | 13. bar    | 13. cote     | 13. cent    | 13. cooler  | 13. cut     |
| 14. age    | 14. bill   | 14. burgh  | 14. crave    | 14. curtain | 14. coral   | 14. curse   |
| 15. act    | 15. but    | 15. borne  | 15. cave     | 15. crew    | 15. council | 15. cyclone |
| 16. ache   | 16. burst  | 16. bury   | 16. castle   | 16. craft   | 16. counter | 16. cad     |
| 17. agon   | 17. bridge | 17. brook  | 17. cham     | 17. claim   | 17. cover   | 17. cypress |
| 18. aid    | 18. bay    | 18. beach  | 18. creek    | 18. cate    | 18. court   | 18. den     |
| 19. agree  | 19. ball   | 19. bush   | 19. crossing | 19. chin    | 19. cradle  | 19. don     |
| 20. abbey  | 20. bridge | 20. bend   | 20. center   | 20. coot    | 20. cox     | 20. down    |

| #8          | #9           | #10          | #11         | #12       | #13         | #14         |
|-------------|--------------|--------------|-------------|-----------|-------------|-------------|
| 1. dingle   | 1. dome      | 1. dent      | 1. fish     | 1. fuddle | 1. gain     | 1. hound    |
| 2. ding     | 2. dum       | 2. devil     | 2. flower   | 2. flag   | 2. grail    | 2. heart    |
| 3. dale     | 3. dry       | 3. eel       | 3. fall(s)  | 3. fellow | 3. grove    | 3. heath    |
| 4. ditch    | 4. dorf      | 4. en        | 4. foot     | 4. fry    | 4. grave(s) | 4. halt     |
| 5. dog      | 5. dont      | 5. earth     | 5. firth    | 5. fox    | 5. glen     | 5. haven    |
| 6. dell     | 6. dust      | 6. elk       | 6. fort     | 6. fair   | 6. grey     | 6. head     |
| 7. dike     | 7. dile      | 7. eyed      | 7. foil     | 7. fight  | 7. green    | 7. hill(s)  |
| 8. drudge   | 8. deck      | 8. ebb       | 8. fail     | 8. ground | 8. greave   | 8. house    |
| 9. Dwarf    | 9. drop      | 9. echo      | 9. frame    | 9. gram   | 9. garth    | 9. hollow   |
| 10. dock    | 10. dasher   | 10. eden     | 10. flow    | 10. glow  | 10. guard   | 10. hen     |
| 11. disease | 11. daze     | 11. edge     | 11. fast    | 11. gy    | 11. holt    | 11. hook    |
| 12. dip     | 12. deceit   | 12. egg      | 12. form    | 12. grow  | 12. hour    | 12. heights |
| 13. diamond | 13. decision | 13. emblem   | 13. forrest | 13. gory  | 13. hole    | 13. harbor  |
| 14. dawn    | 14. decoy    | 14. emu      | 14. fire    | 14. guess | 14. heat    | 14. hart    |
| 15. doom    | 15. defense  | 15. eater    | 15. force   | 15. glass | 15. heap    | 15. hurst   |
| 16. dross   | 16. delight  | 16. epic     | 16. fin     | 16. gape  | 16. harp    | 16. hand    |
| 17. drew    | 17. deity    | 17. estate   | 17. foul    | 17. gar   | 17. hot     | 17. helm    |
| 18. drite   | 18. desire   | 18. ford     | 18. fowl    | 18. gate  | 18. hive    | 18. holm    |
| 19. dried   | 19. demand   | 19. folk     | 19. friend  | 19. grade | 19. hovel   | 19. ham     |
| 20. duct    | 20. demon    | 20. field(s) | 20. fod     | 20. gando | 20. hitch   | 20. horn    |

| #15          | #16         | #17           | #18       | #19       | #20          |
|--------------|-------------|---------------|-----------|-----------|--------------|
| 1. hall      | 1. just     | 1. jump       | 1. kid    | 1. load   | 1. lane      |
| 2. hold      | 2. jure     | 2. kangaroo   | 2. keep   | 2. levy   | 2. lund      |
| 3. hedge     | 3. journ    | 3. kan        | 3. kame   | 3. leaf   | 3. lore      |
| 4. hilt      | 4. junct    | 4. karst      | 4. keel   | 4. lecher | 4. lade      |
| 5. ington    | 5. jam      | 5. ken        | 5. knoll  | 5. lead   | 5. lick      |
| 6. inn       | 6. join     | 6. kennel     | 6. lan    | 6. laugh  | 6. link      |
| 7. inlet     | 7. jackal   | 7. key        | 7. lin    | 7. latch  | 7. loon      |
| 8. image     | 8. jaguar   | 8. kettle     | 8. lon    | 8. las    | 8. labor     |
| 9. ilk       | 9. jade     | 9. kill       | 9. lake   | 9. like   | 9. lady      |
| 10. impala   | 10. jamb    | 10. kindred   | 10. land  | 10. lure  | 10. ladder   |
| 11. ice      | 11. jar     | 11. kindle    | 11. lock  | 11. lack  | 11. lamprey  |
| 12. idol     | 12. jaw     | 12. king      | 12. low   | 12. lord  | 12. language |
| 13. idyll    | 13. jig     | 13. klein     | 13. leigh | 13. late  | 13. lantern  |
| 14. illusion | 14. job     | 14. knife     | 14. leg   | 14. law   | 14. mart     |
| 15. imprint  | 15. joy     | 15. knock     | 15. lair  | 15. line  | 15. market   |
| 16. Indian   | 16. jay     | 16. knight    | 16. lark  | 16. lar   | 16. mere     |
| 17. insect   | 17. jowl    | 17. knot      | 17. larva | 17. life  | 17. mel      |
| 18. iron     | 18. joust   | 18. knuckle   | 18. leech | 18. lift  | 18. mouth    |
| 19. ivory    | 19. judge   | 19. knowledge | 19. loose | 19. lene  | 19. moor     |
| 20. ivy      | 20. juggler | 20. krone     | 20. leper | 20. lfs   | 20. mill     |



Even

| #1        | #2           | #3        | #4          | #5            | #6          | #7         |
|-----------|--------------|-----------|-------------|---------------|-------------|------------|
| 1. mead   | 1. mirth     | 1. nil    | 1. oar      | 1. pura       | 1. patrol   | 1. pol     |
| 2. man    | 2. muck      | 2. noise  | 2. obelisk  | 2. pile       | 2. patridge | 2. quin    |
| 3. more   | 3. moose     | 3. noble  | 3. ocelot   | 3. pha        | 3. pearl    | 3. que     |
| 4. mont   | 4. mission   | 4. nock   | 4. ocher    | 4. pitch      | 4. peacock  | 4. quad    |
| 5. mound  | 5. none      | 5. net    | 5. ode      | 5. port       | 5. pool     | 5. quack   |
| 6. mark   | 6. nose      | 6. neck   | 6. odor     | 6. pocket     | 6. pit      | 6. quake   |
| 7. march  | 7. narrows   | 7. nob    | 7. omen     | 7. picket     | 7. pond     | 7. quail   |
| 8. mine   | 8. name      | 8. ness   | 8. opossum  | 8. pedal      | 8. path     | 8. quilms  |
| 9. mist   | 9. nail      | 9. nymph  | 9. oracle   | 9. power      | 9. park     | 9. quartz  |
| 10. music | 10. nature   | 10. over  | 10. order   | 10. post      | 10. point   | 10. queen  |
| 11. mate  | 11. naught   | 11. oil   | 11. origin  | 11. pot       | 11. place   | 11. quick  |
| 12. ment  | 12. neat     | 12. orb   | 12. orient  | 12. polk      | 12. plains  | 12. quarry |
| 13. meter | 13. nectar   | 13. orgy  | 13. out     | 13. passenger | 13. pike    | 13. quest  |
| 14. mass  | 14. needle   | 14. other | 14. owl     | 14. praise    | 14. patch   | 14. quay   |
| 15. made  | 15. neighbor | 15. ogy   | 15. orchard | 15. pace      | 15. peak    | 15. rew    |
| 16. mode  | 16. news     | 16. one   | 16. python  | 16. paddle    | 16. pass    | 16. rose   |
| 17. math  | 17. nibble   | 17. off   | 17. pixie   | 17. pall      | 17. pier    | 17. red    |
| 18. mend  | 18. night    | 18. open  | 18. puddle  | 18. palm      | 18. pack    | 18. rack   |
| 19. mat   | 19. niche    | 19. ooze  | 19. perch   | 19. pan       | 19. pair    | 19. rook   |
| 20. milk  | 20. nickle   | 20. oak   | 20. pod     | 20. parade    | 20. pause   | 20. ring   |

| #8         | #9         | #10         | #11            | #12         | #13       | #14         |
|------------|------------|-------------|----------------|-------------|-----------|-------------|
| 1. rest    | 1. roar    | 1. skill    | 1. son         | 1. scent    | 1. siege  | 1. trust    |
| 2. ridge   | 2. reptile | 2. shoe     | 2. sett        | 2. sin      | 2. strut  | 2. tory     |
| 3. rill(s) | 3. race    | 3. strip    | 3. shade       | 3. stral    | 3. scribe | 3. torch    |
| 4. rapids  | 4. rabble  | 4. sley     | 4. stock       | 4. stray    | 4. swamp  | 4. try      |
| 5. ral     | 5. raft    | 5. stad     | 5. sword       | 5. sphere   | 5. town   | 5. tringe   |
| 6. root    | 6. rail    | 6. sod      | 6. seed        | 6. shaft    | 6. ton    | 6. tracks   |
| 7. right   | 7. rank    | 7. stone    | 7. straight(s) | 7. ship     | 7. tree   | 7. telle    |
| 8. rach    | 8. recruit | 8. sby      | 8. square      | 8. space    | 8. tower  | 8. trade    |
| 9. ram     | 9. rod     | 9. say      | 9. shroud      | 9. stork    | 9. thorn  | 9. tender   |
| 10. rone   | 10. realm  | 10. shield  | 10. sheriff    | 10. sand    | 10. tale  | 10. think   |
| 11. rine   | 11. rash   | 11. springs | 11. steed      | 11. stand   | 11. tan   | 11. token   |
| 12. ron    | 12. road   | 12. shine   | 12. sting      | 12. scream  | 12. talk  | 12. tide    |
| 13. round  | 13. robe   | 13. shire   | 13. soon       | 13. strike  | 13. tic   | 13. tray    |
| 14. rite   | 14. roof   | 14. stable  | 14. sun        | 14. swing   | 14. trick | 14. up      |
| 15. rett   | 15. room   | 15. stream  | 15. storm      | 15. stage   | 15. tight | 15. user    |
| 16. rain   | 16. roost  | 16. set     | 16. sur        | 16. skull   | 16. time  | 16. unicorn |
| 17. ruin   | 17. reef   | 17. sea     | 17. slant      | 17. size    | 17. tee   | 17. union   |
| 18. roll   | 18. scale  | 18. sound   | 18. scope      | 18. scarred | 18. tone  | 18. usher   |
| 19. ranger | 19. side   | 19. stead   | 19. site       | 19. star    | 19. trope | 19. urn     |
| 20. ramp   | 20. scar   | 20. shore   | 20. scape      | 20. stalk   | 20. tint  | 20. vin     |

| #15          | #16            | #17         | #18        | #19        | #20        |
|--------------|----------------|-------------|------------|------------|------------|
| 1. vent      | 1. ville       | 1. verdict  | 1. wildcat | 1. witch   | 1. yank    |
| 2. ver       | 2. von         | 2. verse    | 2. war     | 2. watch   | 2. yawn    |
| 3. vert      | 3. valley      | 3. vestige  | 3. worm    | 3. wick    | 3. yeoman  |
| 4. volcano   | 4. vista       | 4. vicar    | 4. wash    | 4. wood    | 4. yoke    |
| 5. vat       | 5. vale        | 5. viceroy  | 5. ward    | 5. worth   | 5. yore    |
| 6. vast      | 6. view        | 6. villain  | 6. watt    | 6. wistle  | 6. yard    |
| 7. vagabond  | 7. verse       | 7. vigil    | 7. wife    | 7. wool    | 7. york    |
| 8. value     | 8. vampire     | 8. vigor    | 8. way     | 8. walk    | 8. yack    |
| 9. valon     | 9. van         | 9. villa    | 9. win     | 9. water   | 9. zan     |
| 10. vanish   | 10. vanda      | 10. village | 10. wagon  | 10. ware   | 10. zoan   |
| 11. vault    | 11. vanir      | 11. viper   | 11. wail   | 11. well   | 11. zone   |
| 12. vermin   | 12. vanity     | 12. violet  | 12. wort   | 12. wright | 12. zoa    |
| 13. victor   | 13. vanquished | 13. virtue  | 13. widow  | 13. wall   | 13. zine   |
| 14. vineyard | 14. vapor      | 14. virgins | 14. weevil | 14. years  | 14. zote   |
| 15. victim   | 15. varia      | 15. white   | 15. woman  | 15. yeon   | 15. zel    |
| 16. vision   | 16. varna      | 16. well    | 16. weed   | 16. youth  | 16. zoic   |
| 17. voice    | 17. vassal     | 17. wolf    | 17. wish   | 17. yond   | 17. zole   |
| 18. vulture  | 18. vest       | 18. wyvern  | 18. wisper | 18. yan    | 18. zodiac |
| 19. void     | 19. venom      | 19. world   | 19. whip   | 19. yas    | 19. zeal   |
| 20. vern     | 20. venture    | 20. wing    | 20. whole  | 20. yaw    | 20. zest   |



Building Type

|   |         |
|---|---------|
| 1 | Hut     |
| 2 | Hovel   |
| 3 | Cottage |
| 4 | Shop    |
| 5 | Manor   |
| 6 | Villa   |
| 7 | Hall    |
| 8 | Palace  |

Type of Materials

|   |               |
|---|---------------|
| 1 | Straw         |
| 2 | Mud or wattle |
| 3 | Wood          |
| 4 | Field stone   |
| 5 | Fired brick   |
| 6 | Cut stone     |

Room Height

|   |     |
|---|-----|
| 1 | 4'  |
| 2 | 8'  |
| 3 | 12' |
| 4 | 16' |
| 5 | 20' |
| 6 | 24' |

Number of Rooms

|    |                 |
|----|-----------------|
| 1  | BTN*            |
| 2  | BTN+1           |
| 3  | BTN+2           |
| 4  | BTN+4           |
| 5  | BTN+8           |
| 6  | BTN+1+LL**      |
| 7  | BTN+2+LL        |
| 8  | BTN+4+LL        |
| 9  | BTN+8+LL        |
| 10 | BTN+1+UL***     |
| 11 | BTN+2+UL        |
| 12 | BTN+4+UL        |
| 13 | BTN+8+UL        |
| 14 | BTN+1+LL+UL     |
| 15 | BTN+2+LL+UL     |
| 16 | BTN+4+LL+UL     |
| 17 | BTN+8+LL+UL     |
| 18 | BTN+2+UL+WG**** |
| 19 | BTN+2+LL+WG     |
| 20 | BTN+2+UL+LL+WG  |

Ground Level

|    |                     |
|----|---------------------|
| 1  | 5'x10'              |
| 2  | 10'x10'             |
| 3  | 10'x15'             |
| 4  | 15'x15'             |
| 5  | 10'x20'             |
| 6  | 15'x20'             |
| 7  | 20'x20'             |
| 8  | 10'x30'             |
| 9  | 15'x30'             |
| 10 | 20'x30'             |
| 11 | 30'x30'             |
| 12 | 5'x15' Hall         |
| 13 | 5'x20' Hall         |
| 14 | 5'x30' Hall         |
| 15 | 10'x10' Chapel      |
| 16 | 20'x20' Chapel      |
| 17 | 10'x20' Stable      |
| 18 | 20'x30' Stable      |
| 19 | 5'x10' Secret Room  |
| 20 | 10'x10' Secret Room |

Lower Level

|    |                  |
|----|------------------|
| 1  | 10'x10'          |
| 2  | 20'x20'          |
| 3  | 30'x30'          |
| 4  | 40'x40'          |
| 5  | 10' Diameter     |
| 6  | 20' Diameter     |
| 7  | 30' Diameter     |
| 8  | 40' Diameter     |
| 9  | 10' Octagon      |
| 10 | 20' Octagon      |
| 11 | 30' Octagon      |
| 12 | 40' Octagon      |
| 13 | Irregular shaped |
| 14 | Monster lair     |
| 15 | Wine cellar      |
| 16 | Cave entrance    |
| 17 | Well             |
| 18 | Escape tunnel    |
| 19 | Tomb             |
| 20 | Dungeon entrance |

Upper Level

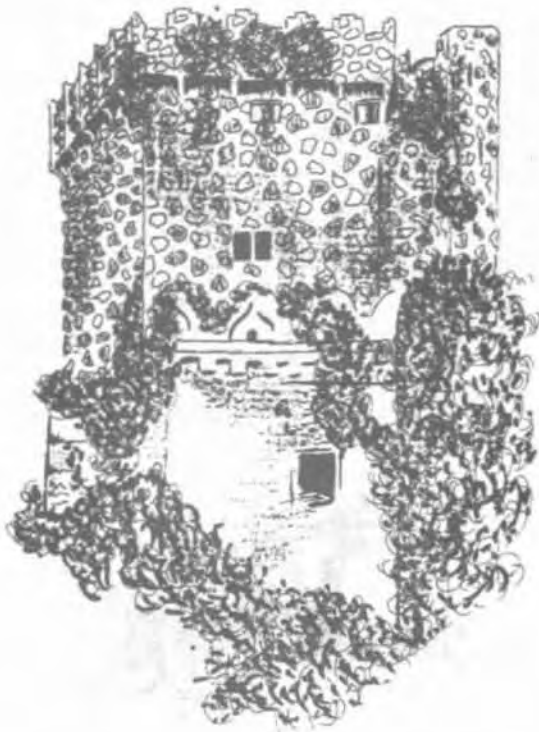
|    |                  |
|----|------------------|
| 1  | 10'x10' Tower    |
| 2  | 10'x20' Tower    |
| 3  | 10'x30' Tower    |
| 4  | 10'x40' Tower    |
| 5  | 10'x10'          |
| 6  | 10'x10'          |
| 7  | 10'x20'          |
| 8  | 20'x20'          |
| 9  | 30'x30'          |
| 10 | 40'x40'          |
| 11 | Stable           |
| 12 | Aviary           |
| 13 | Garden roof      |
| 14 | Lighthouse       |
| 15 | Balcony          |
| 16 | Observatory      |
| 17 | Orgon tower      |
| 18 | Bell tower       |
| 19 | Crow's nest      |
| 20 | Landing platform |

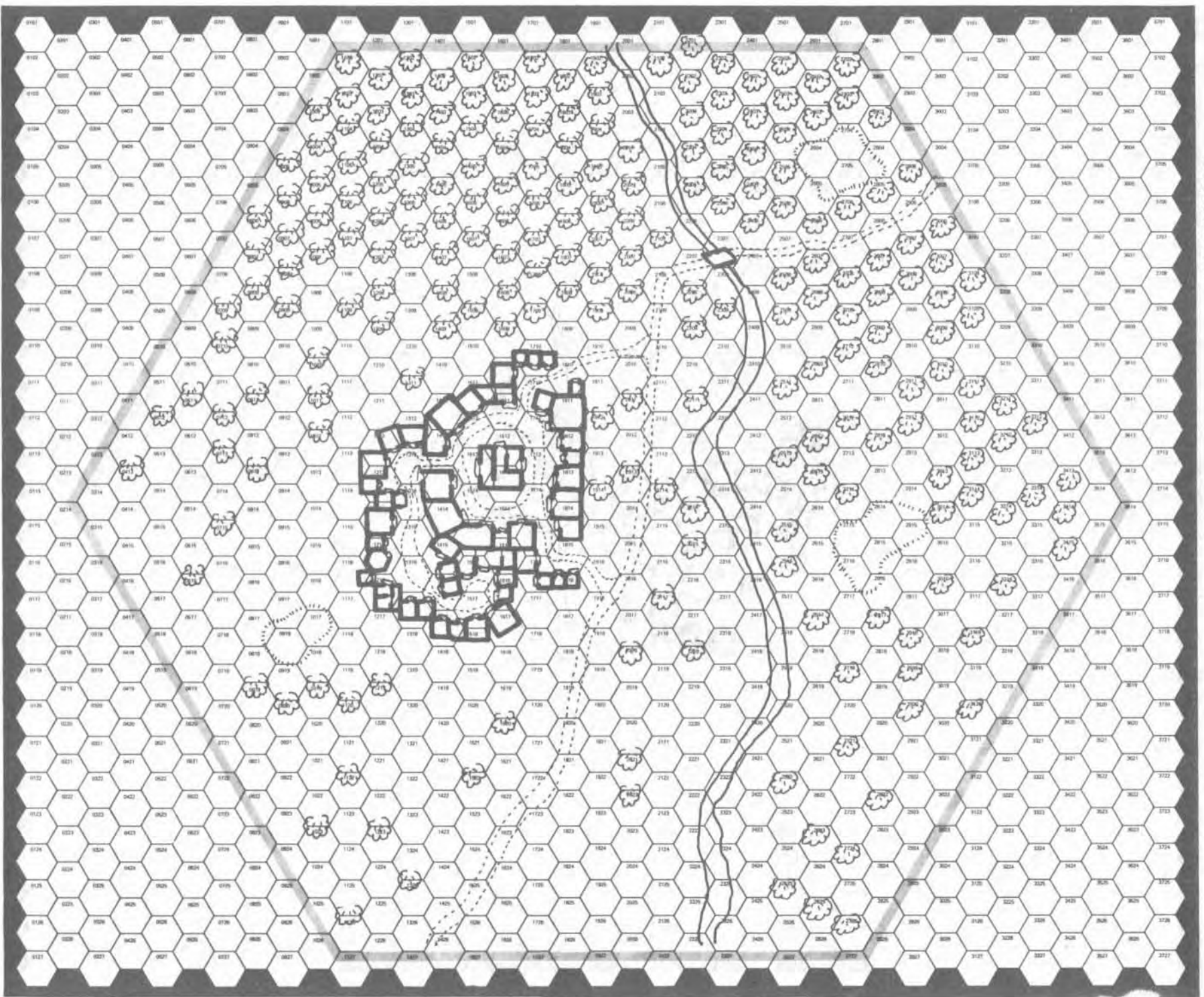
\* Building Tower Type

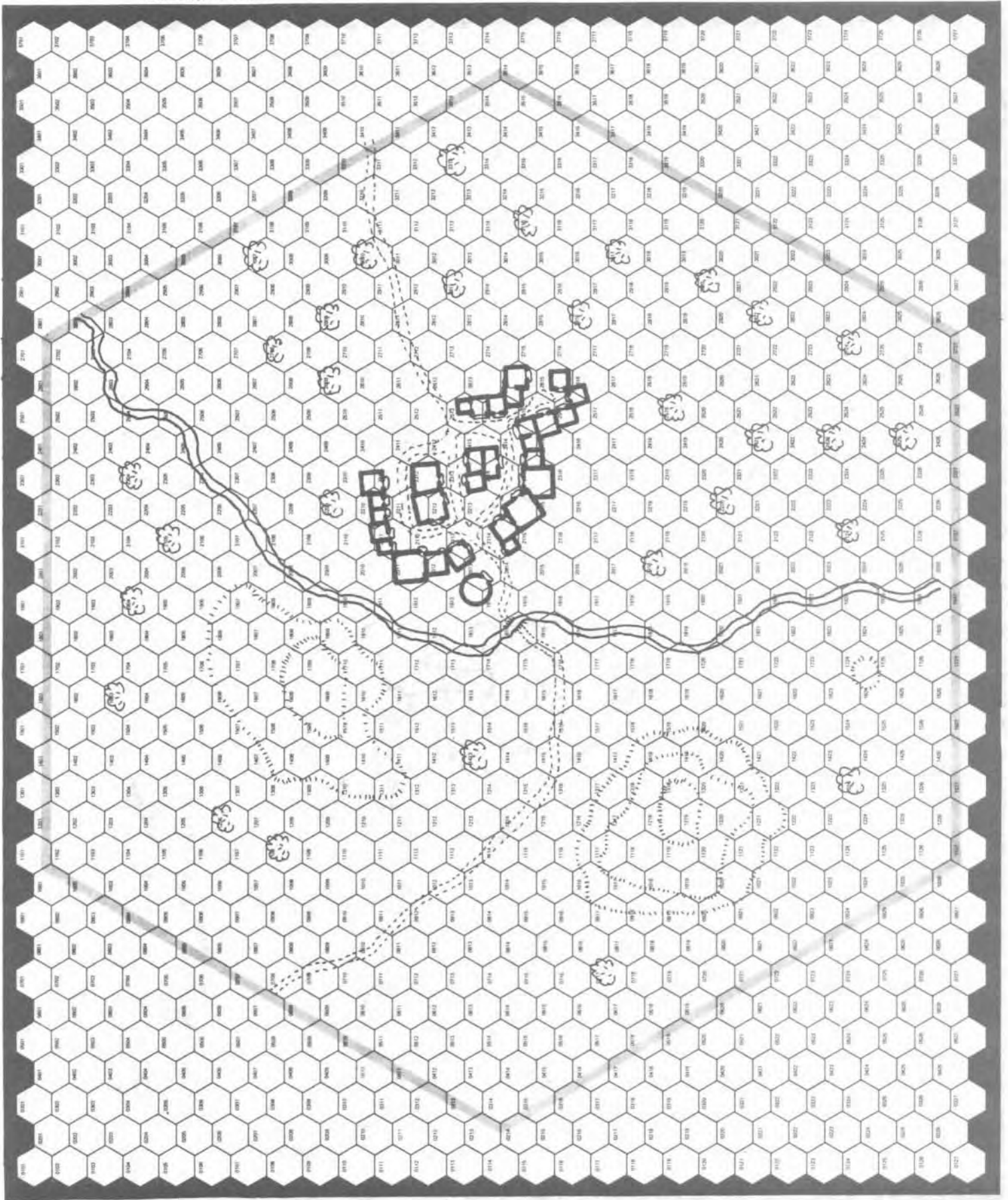
\*\* Lower Level

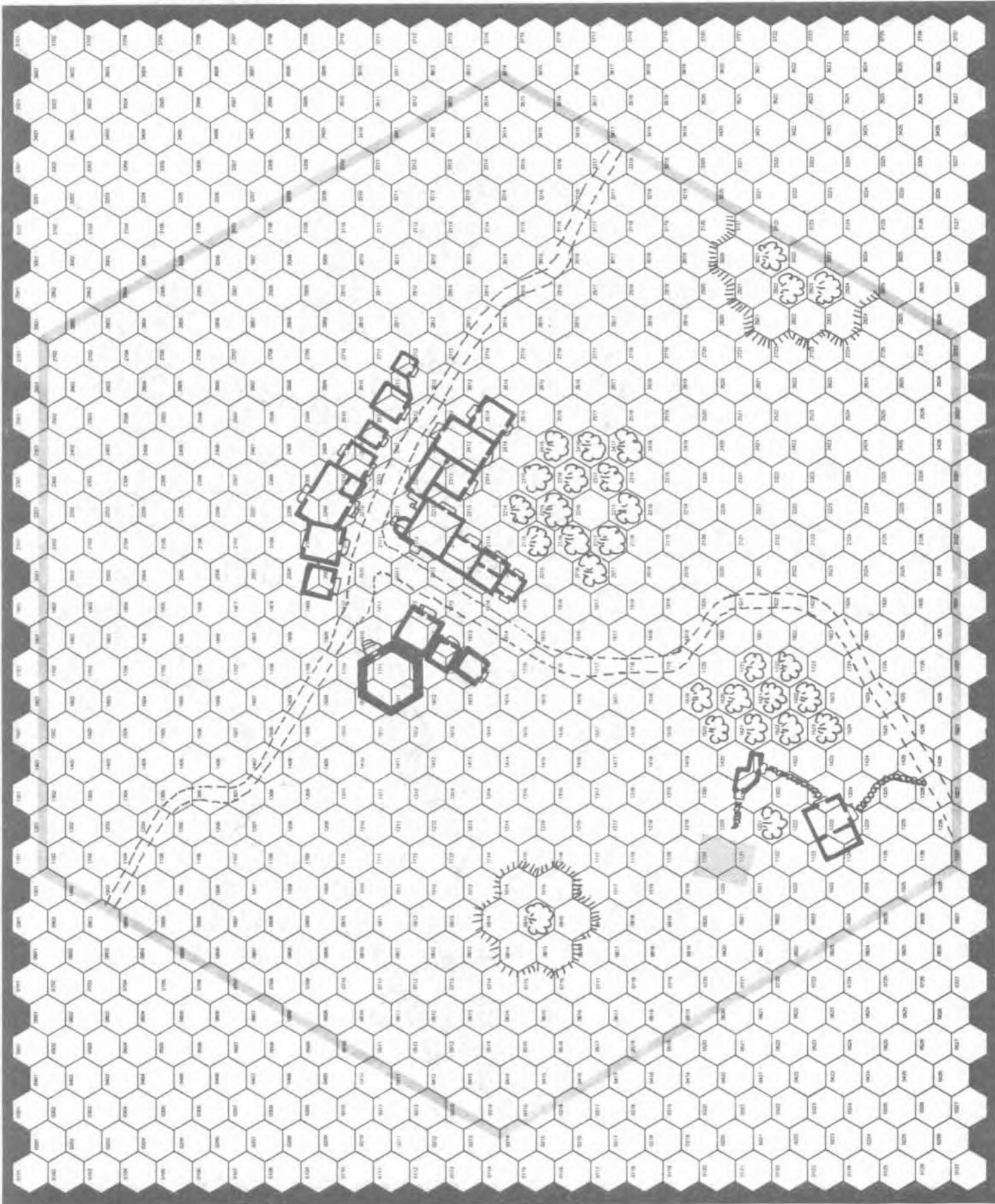
\*\*\* Upper Level

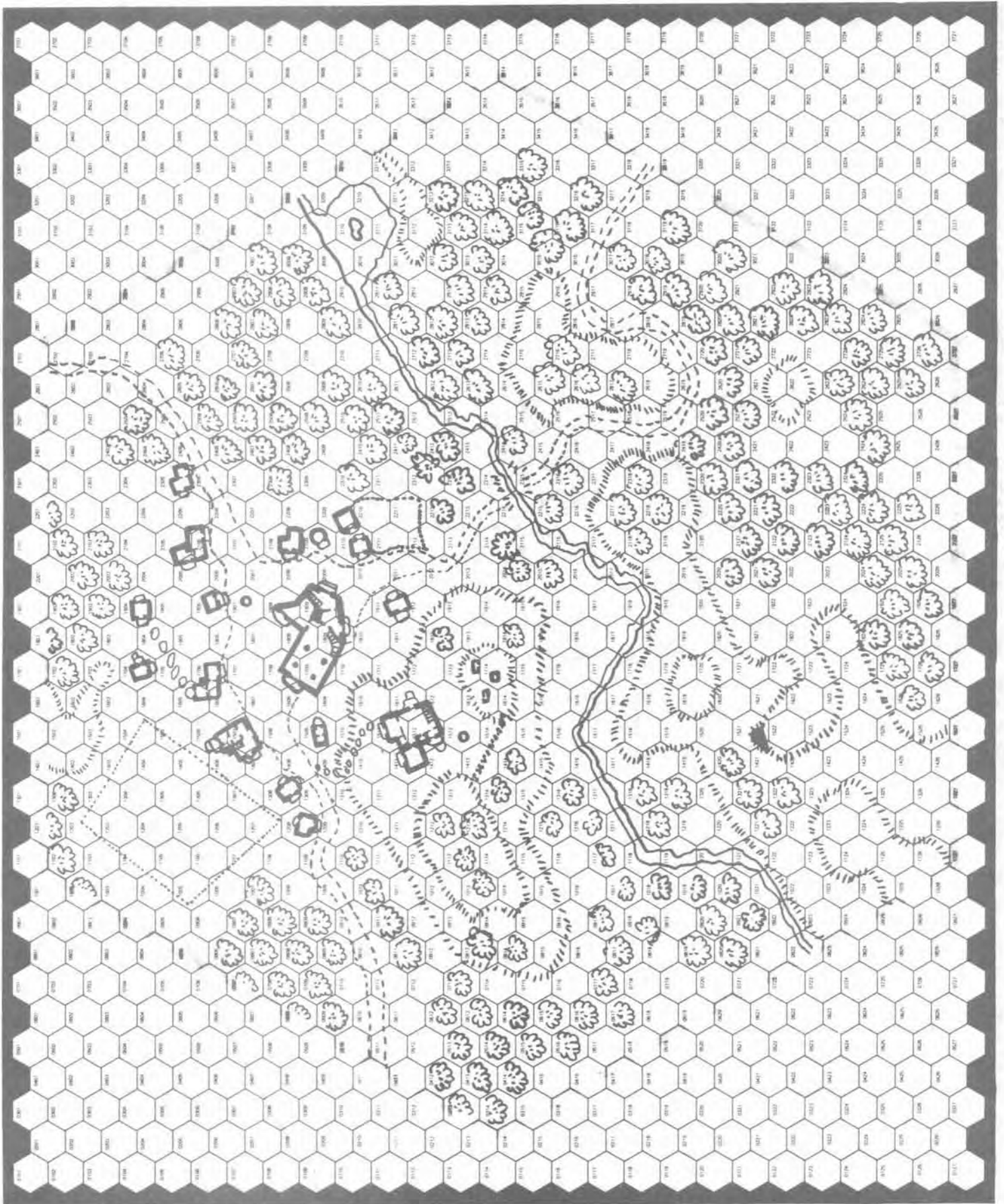
\*\*\*\* Walled Garden







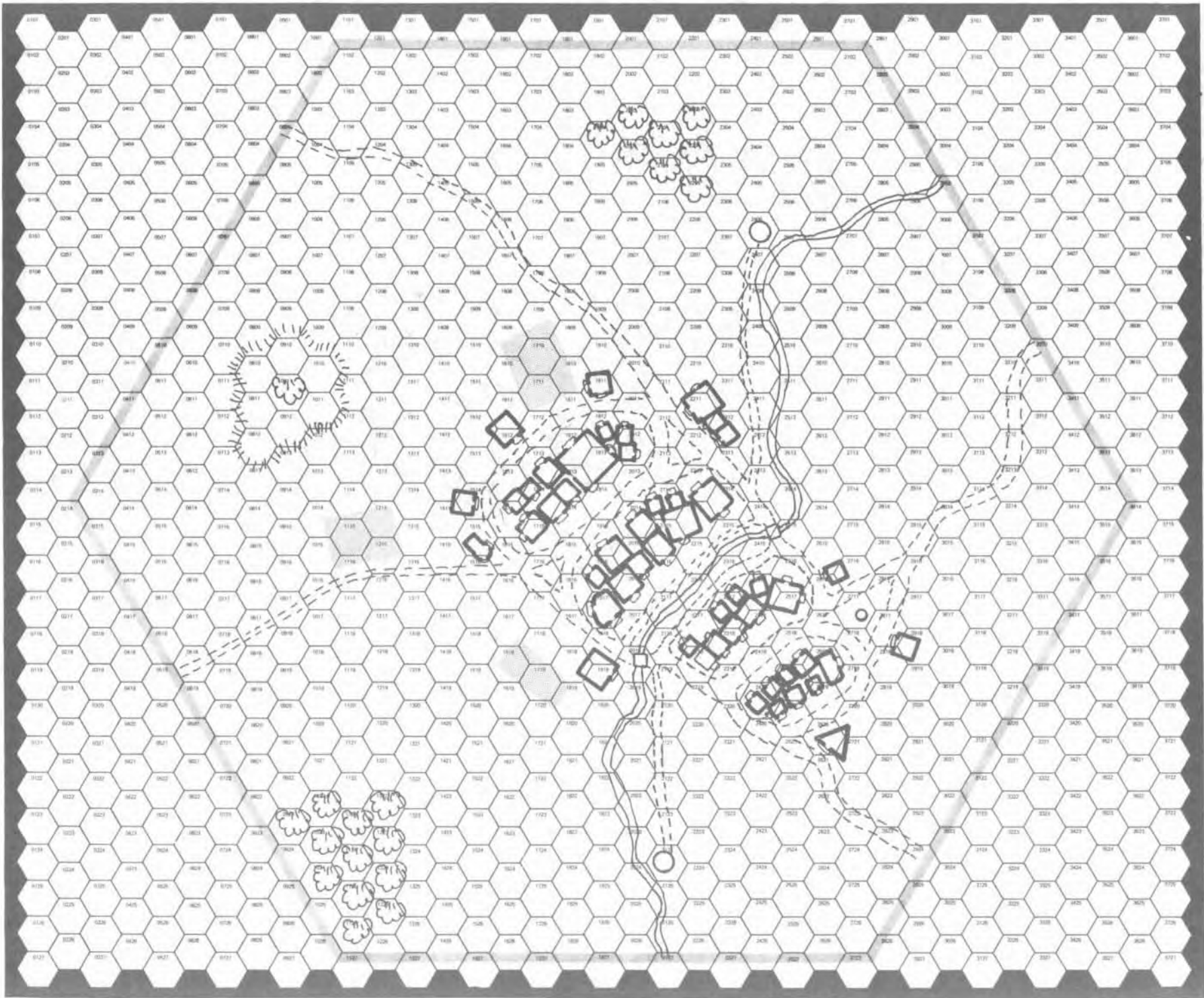


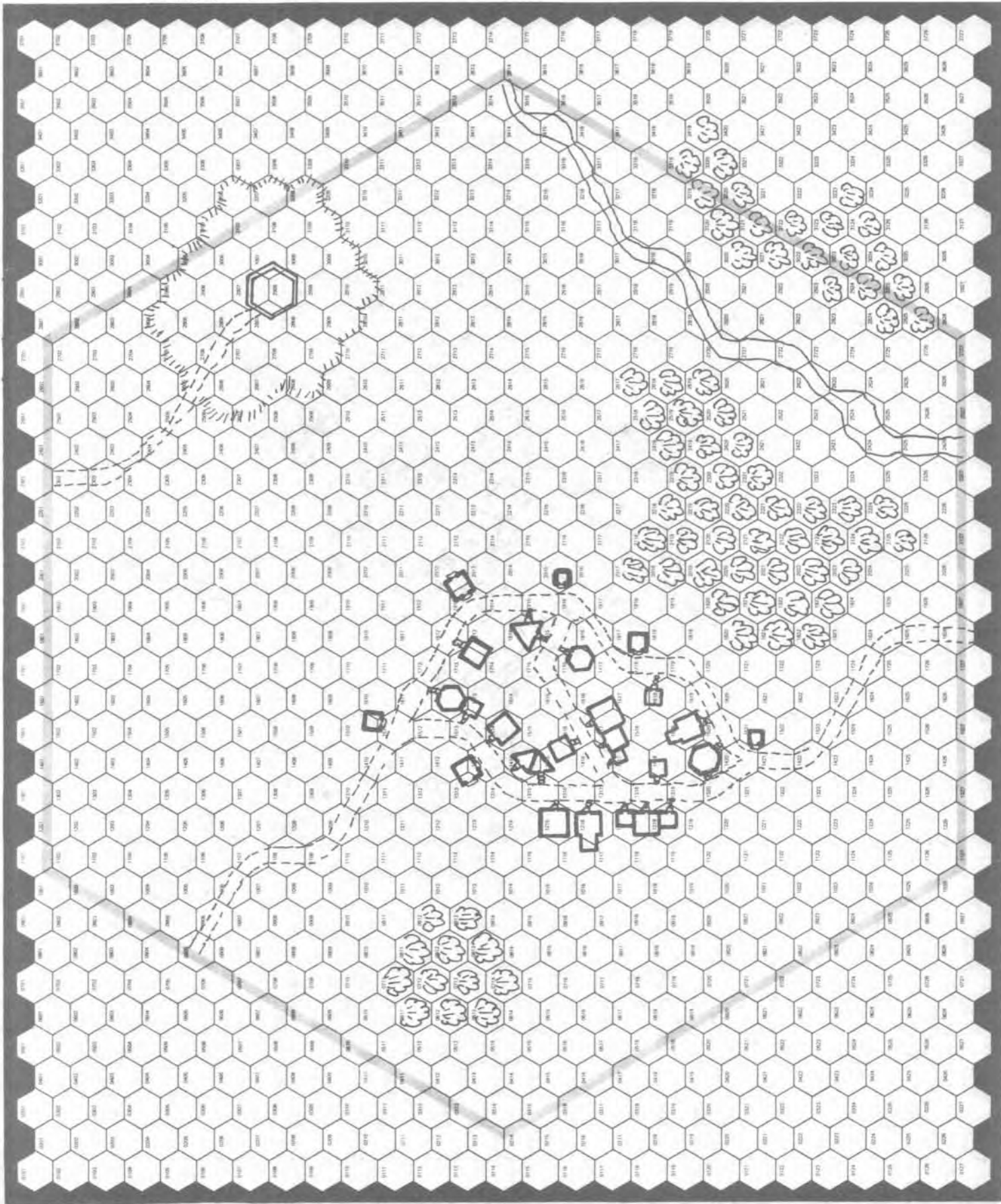


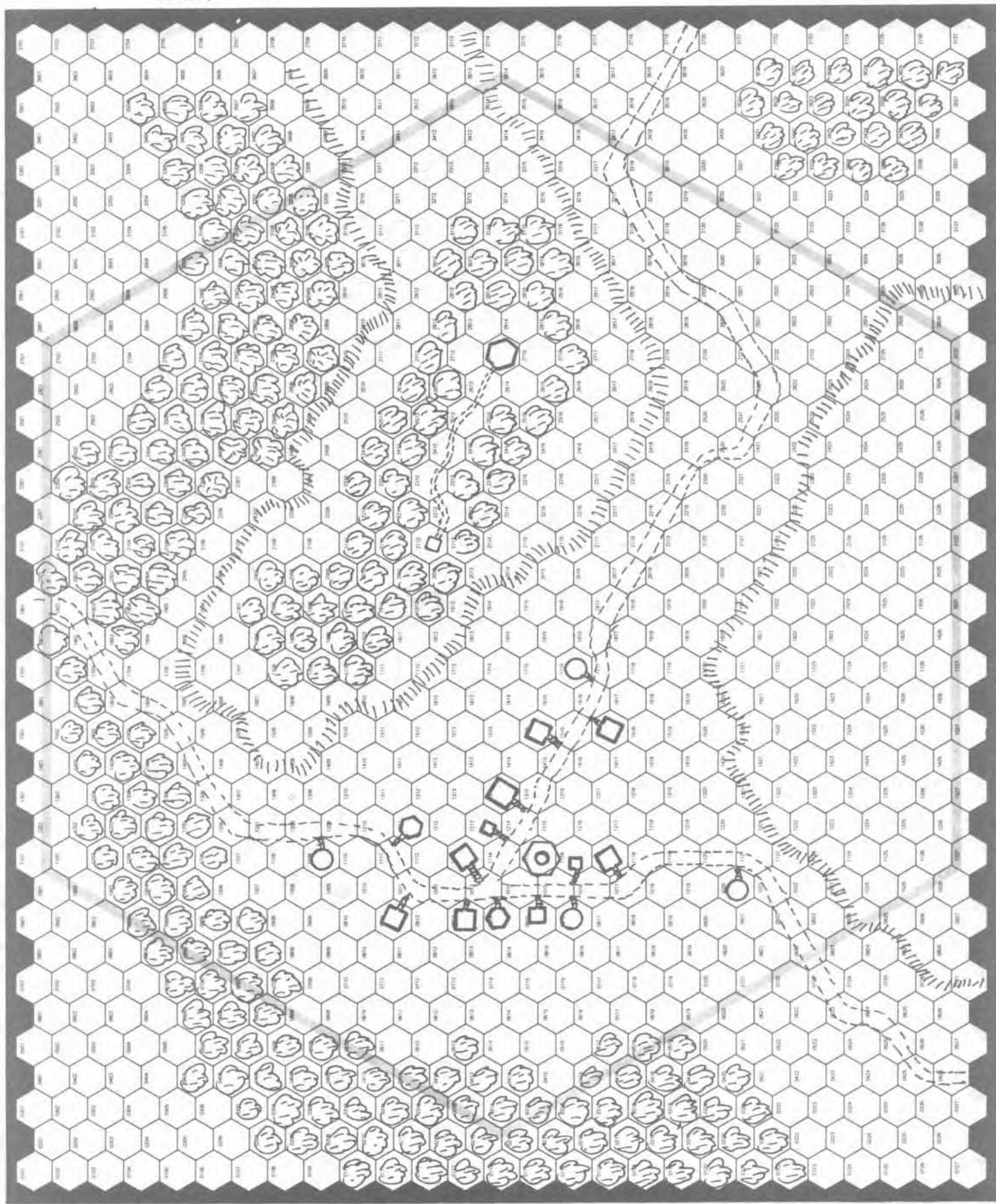


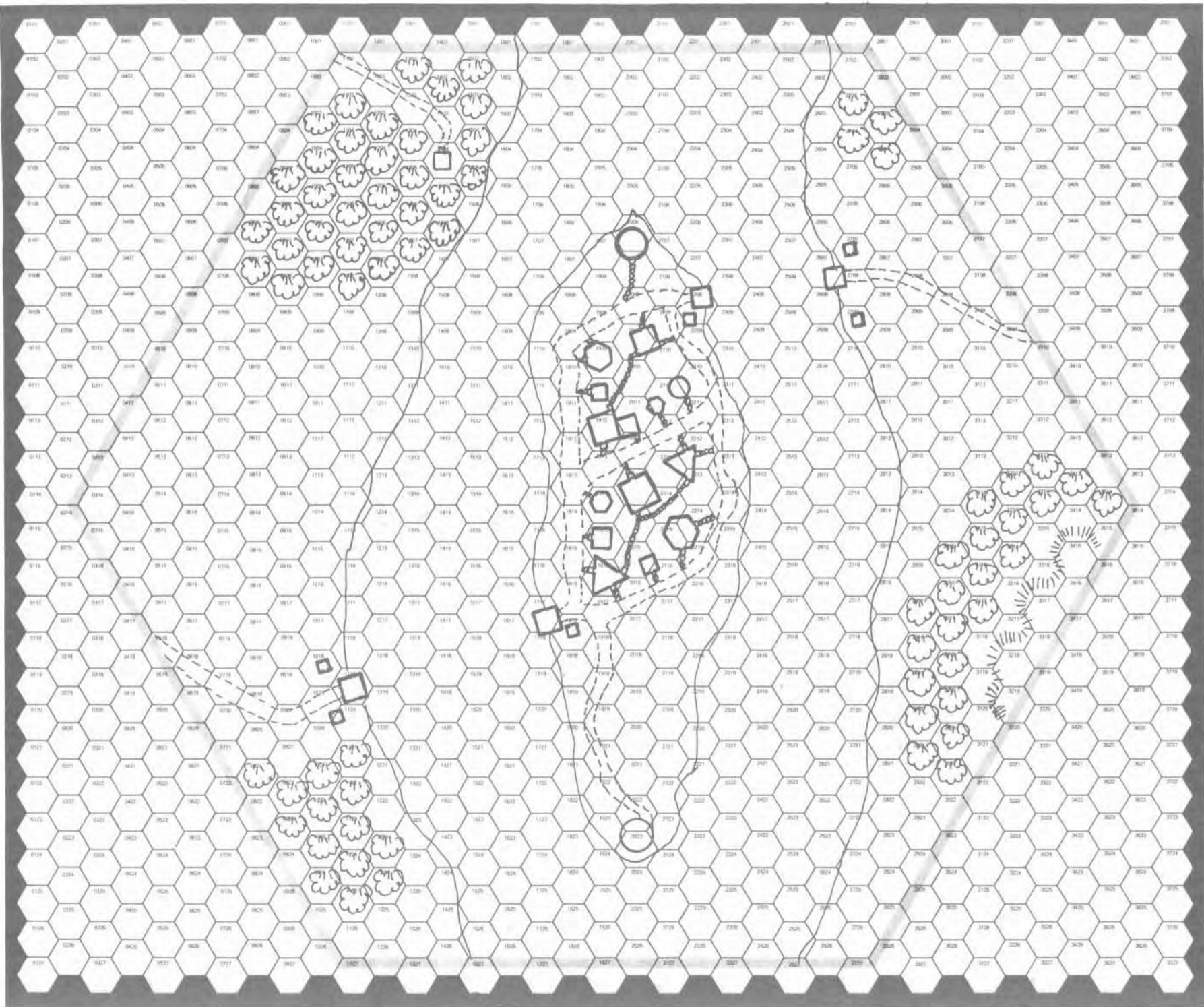


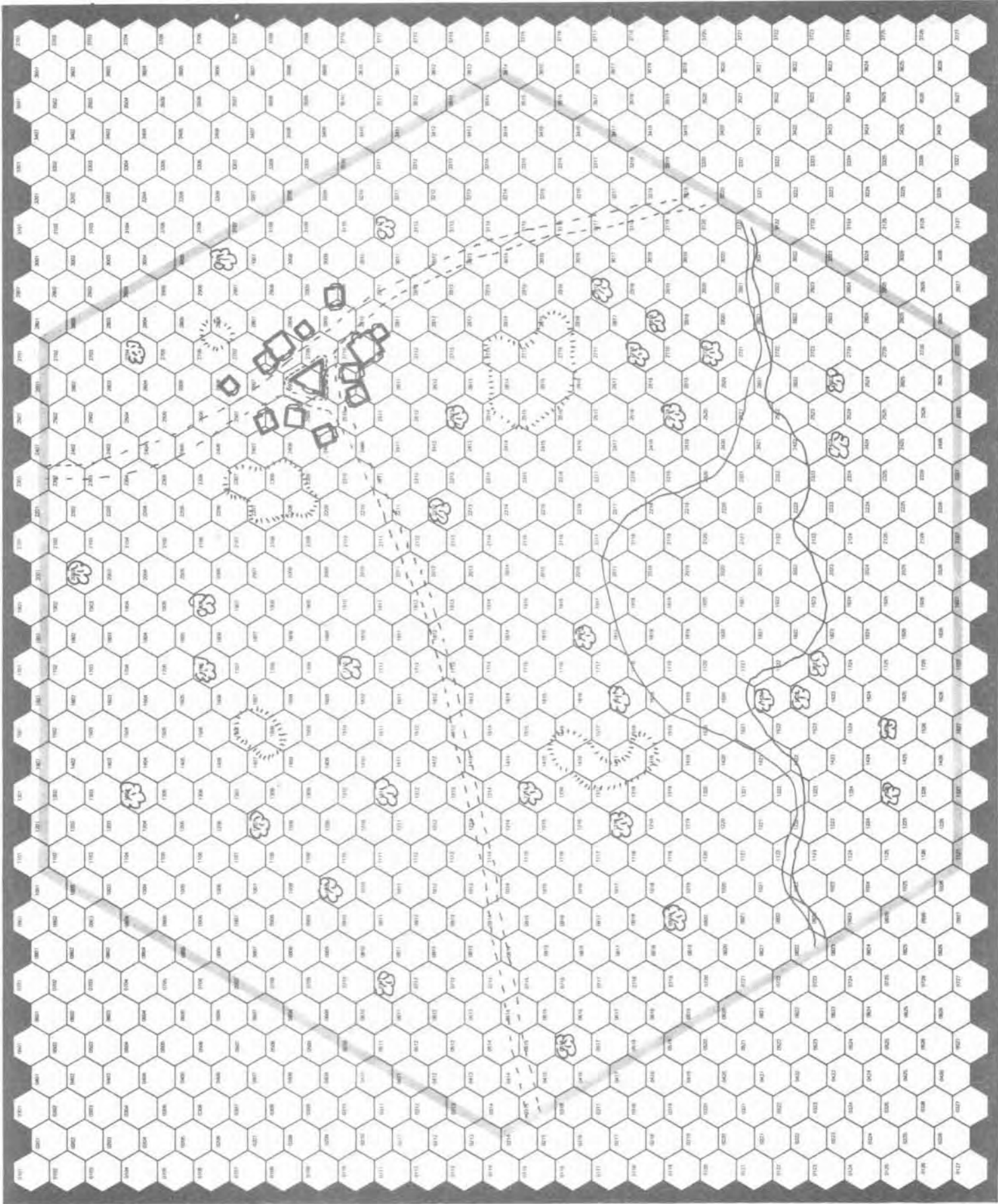


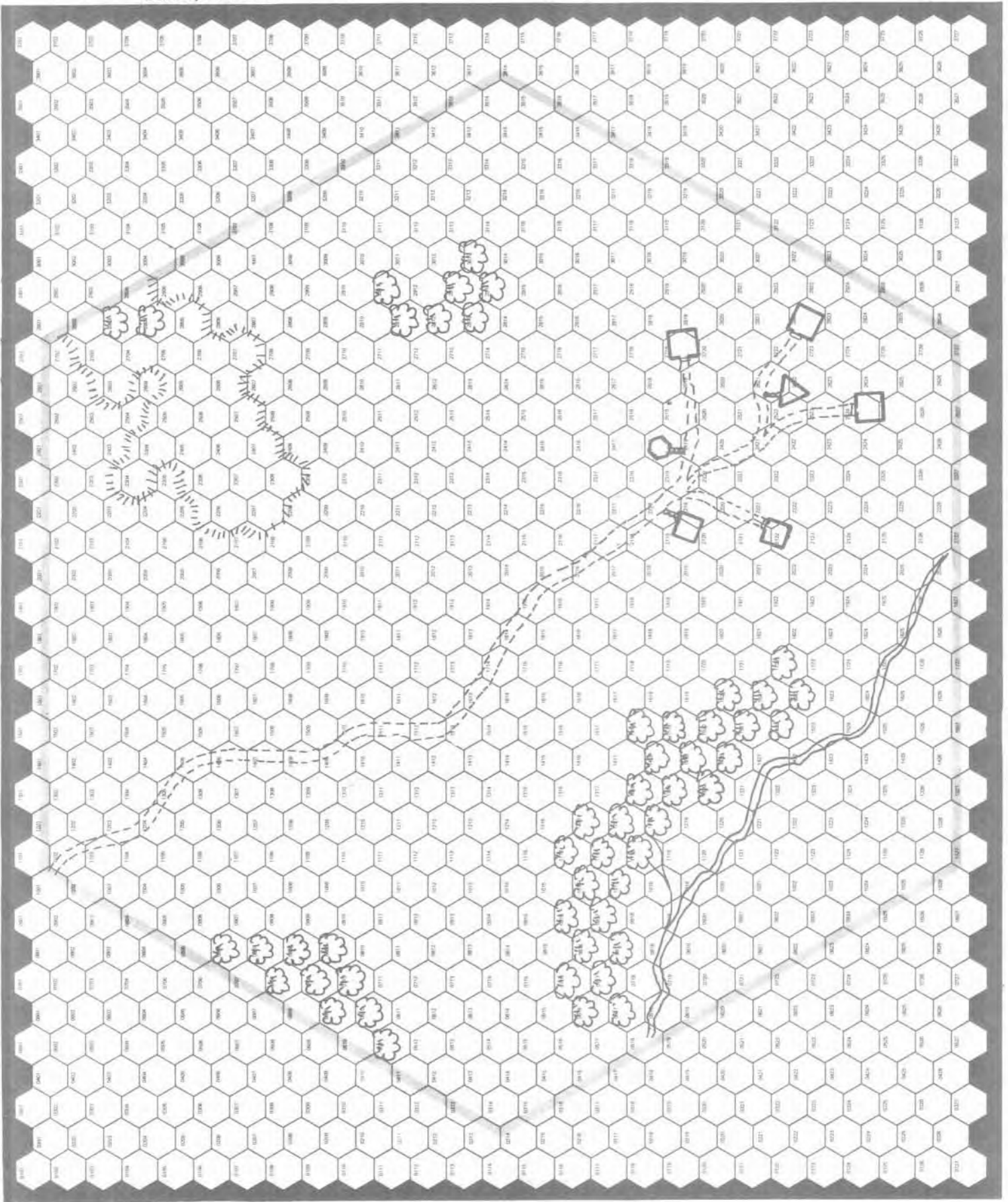




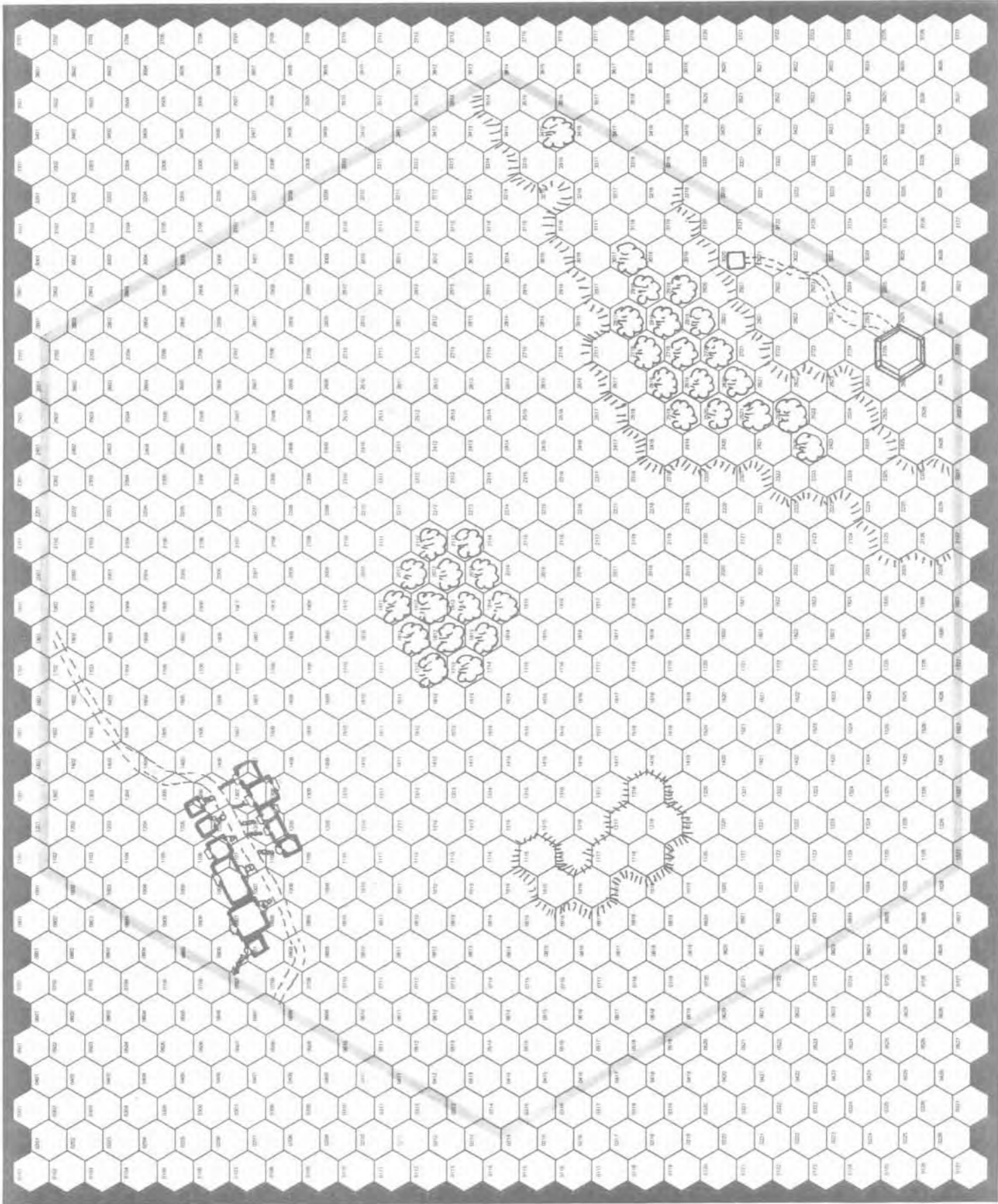


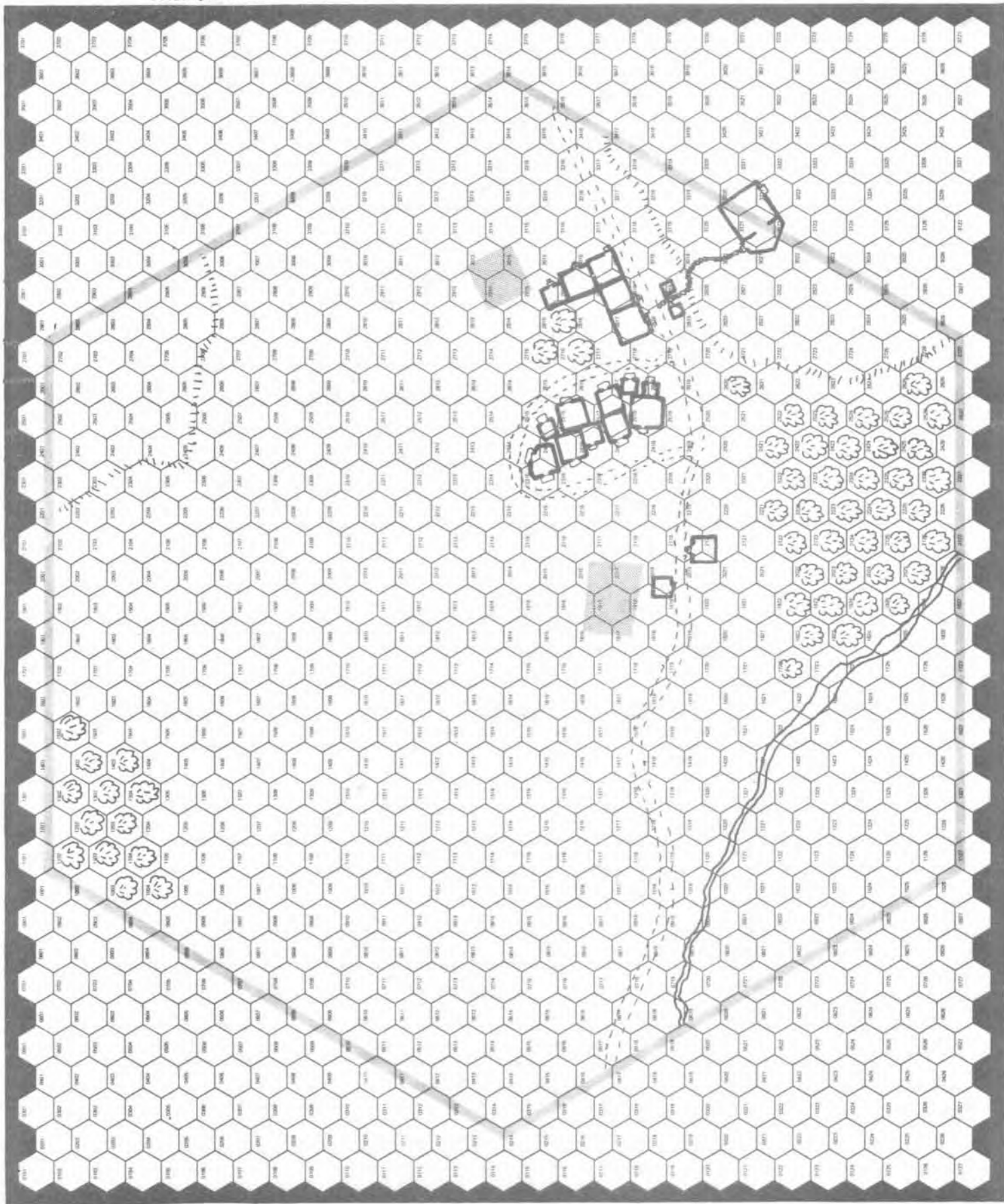


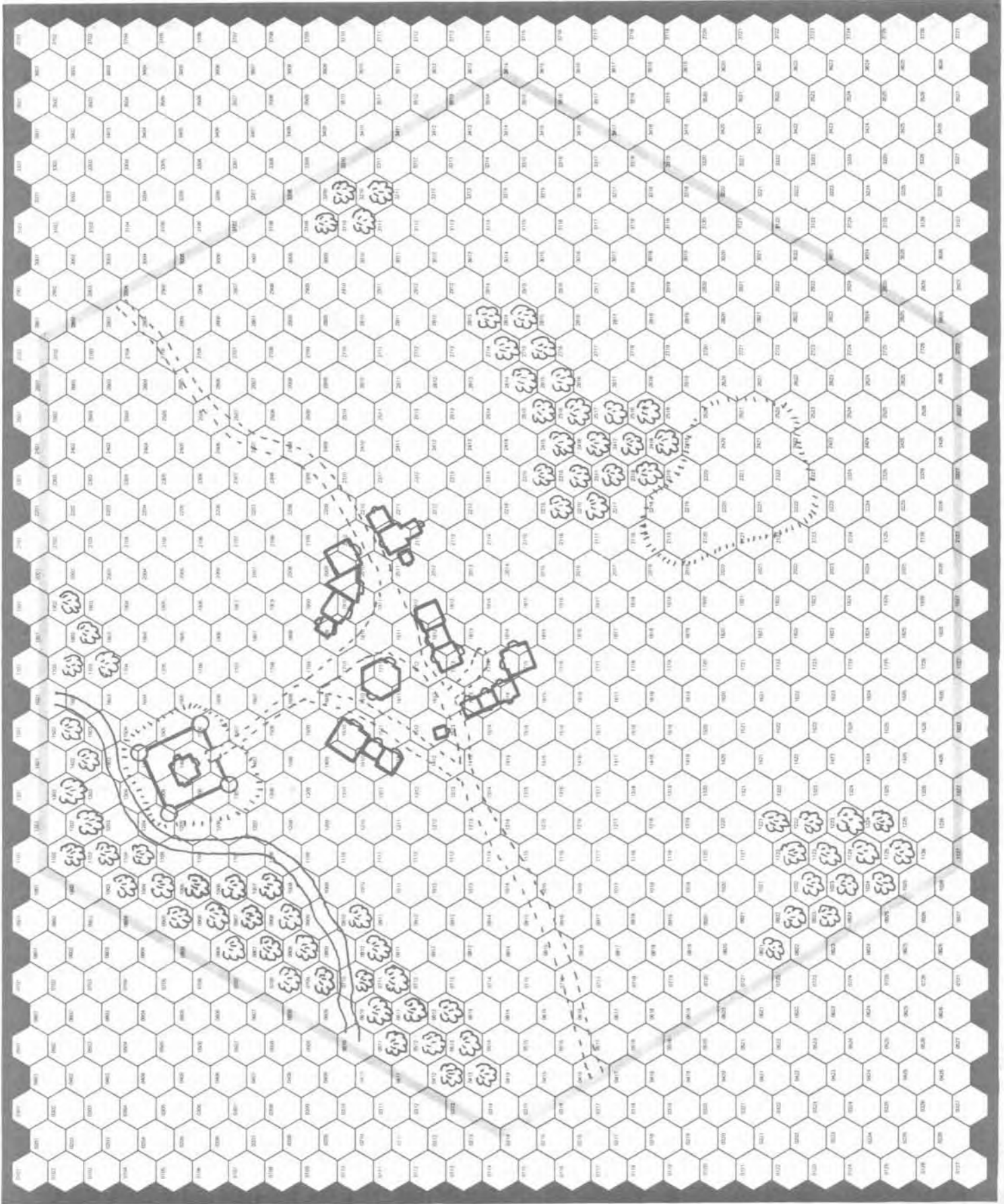


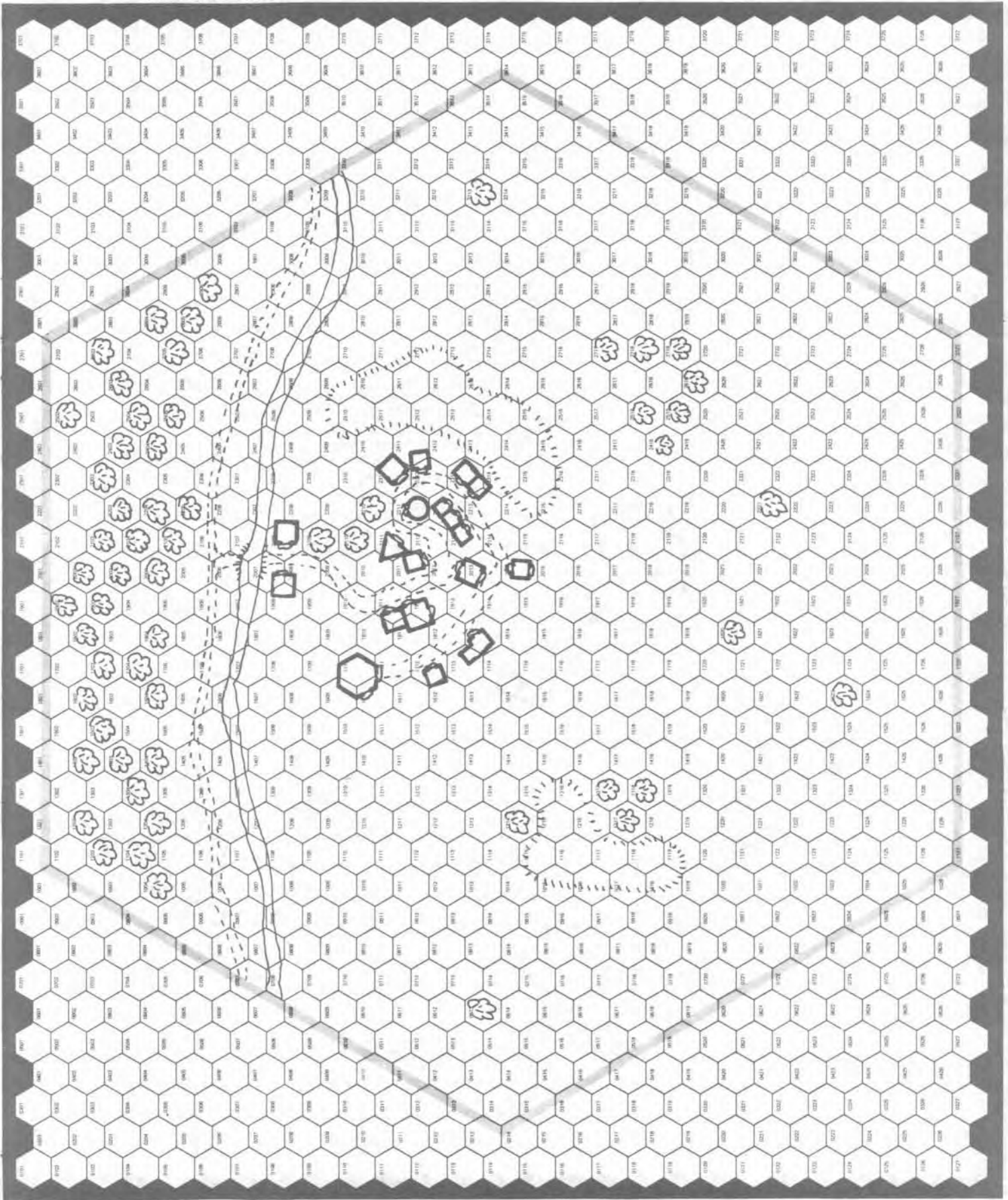


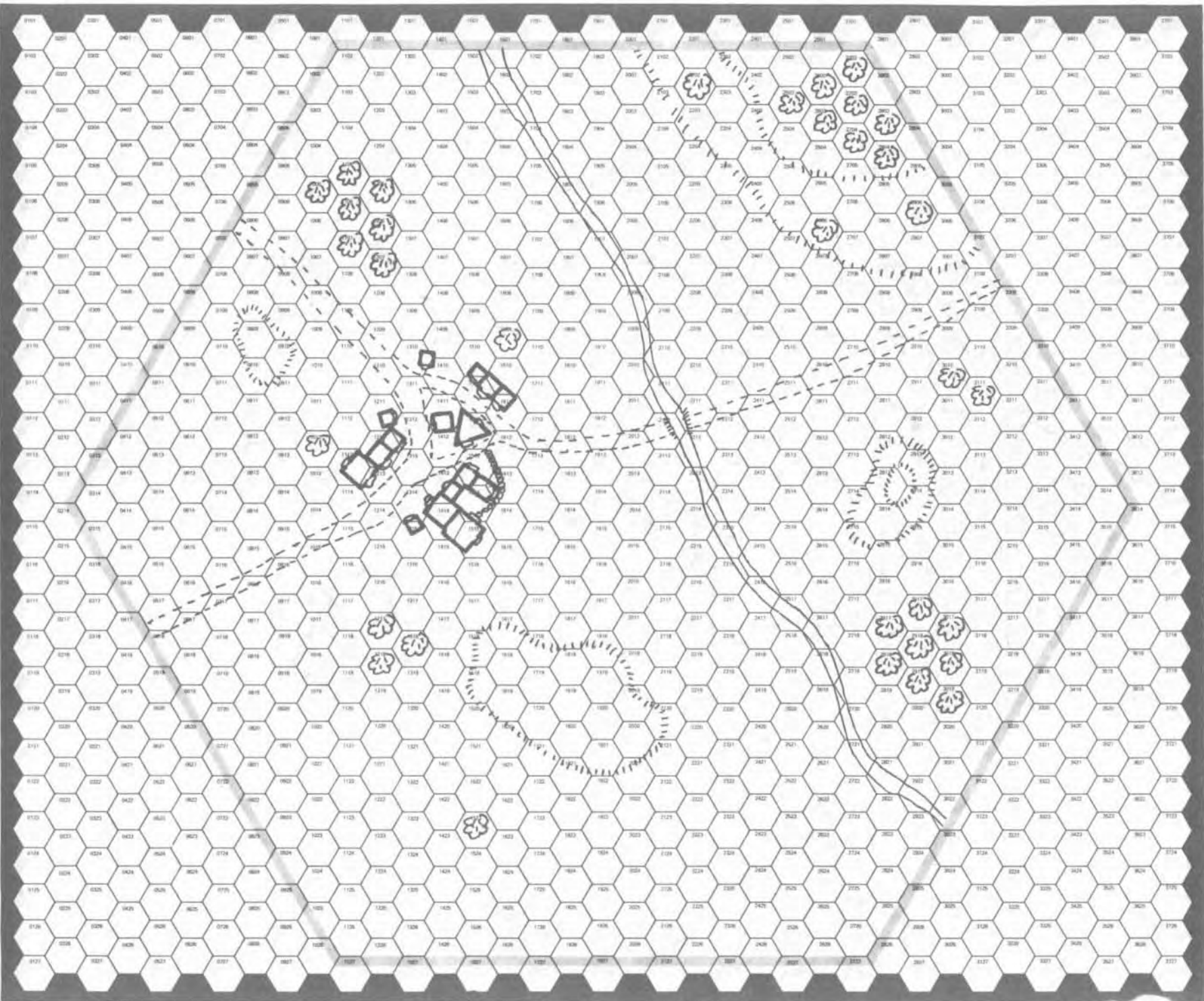




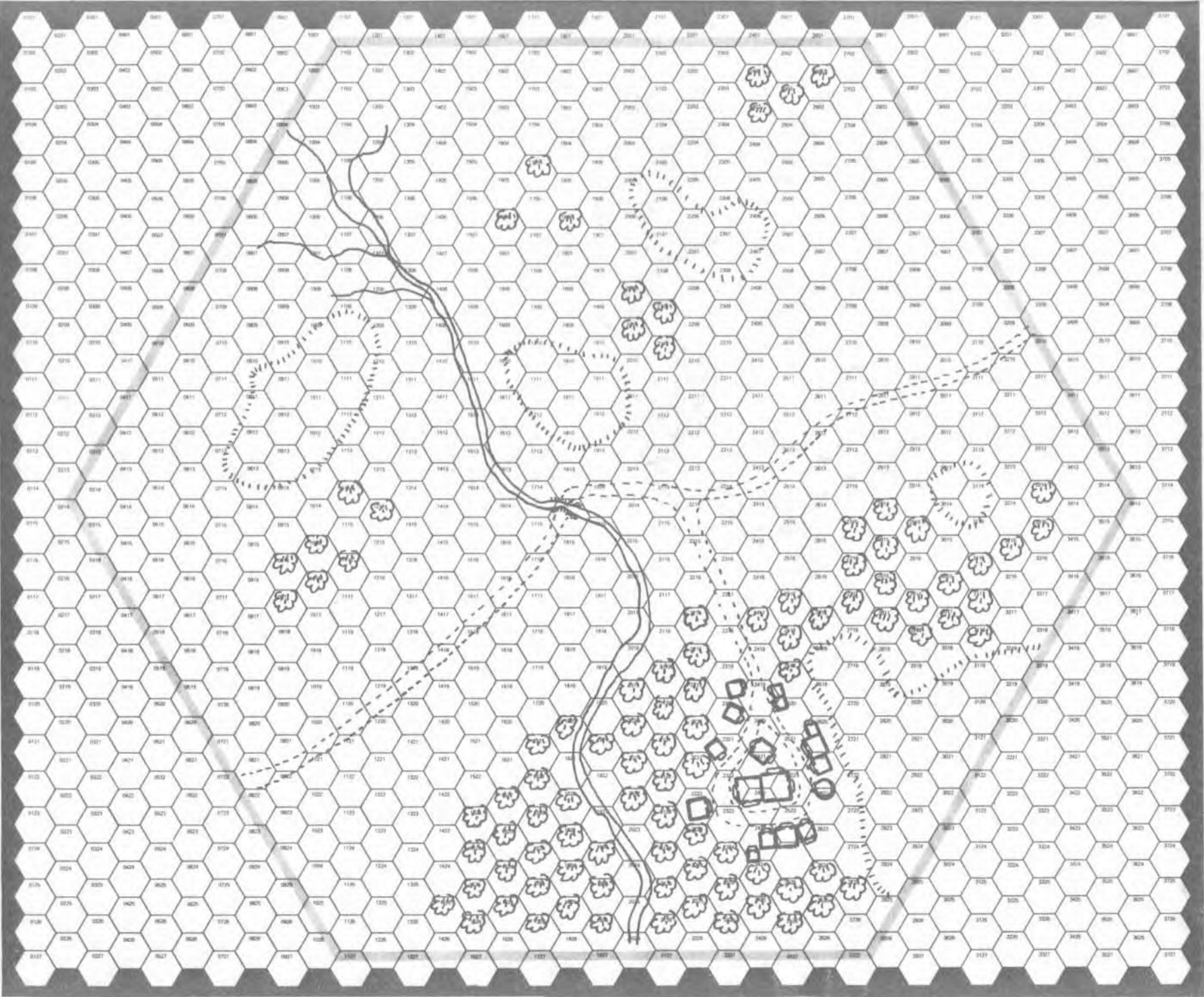


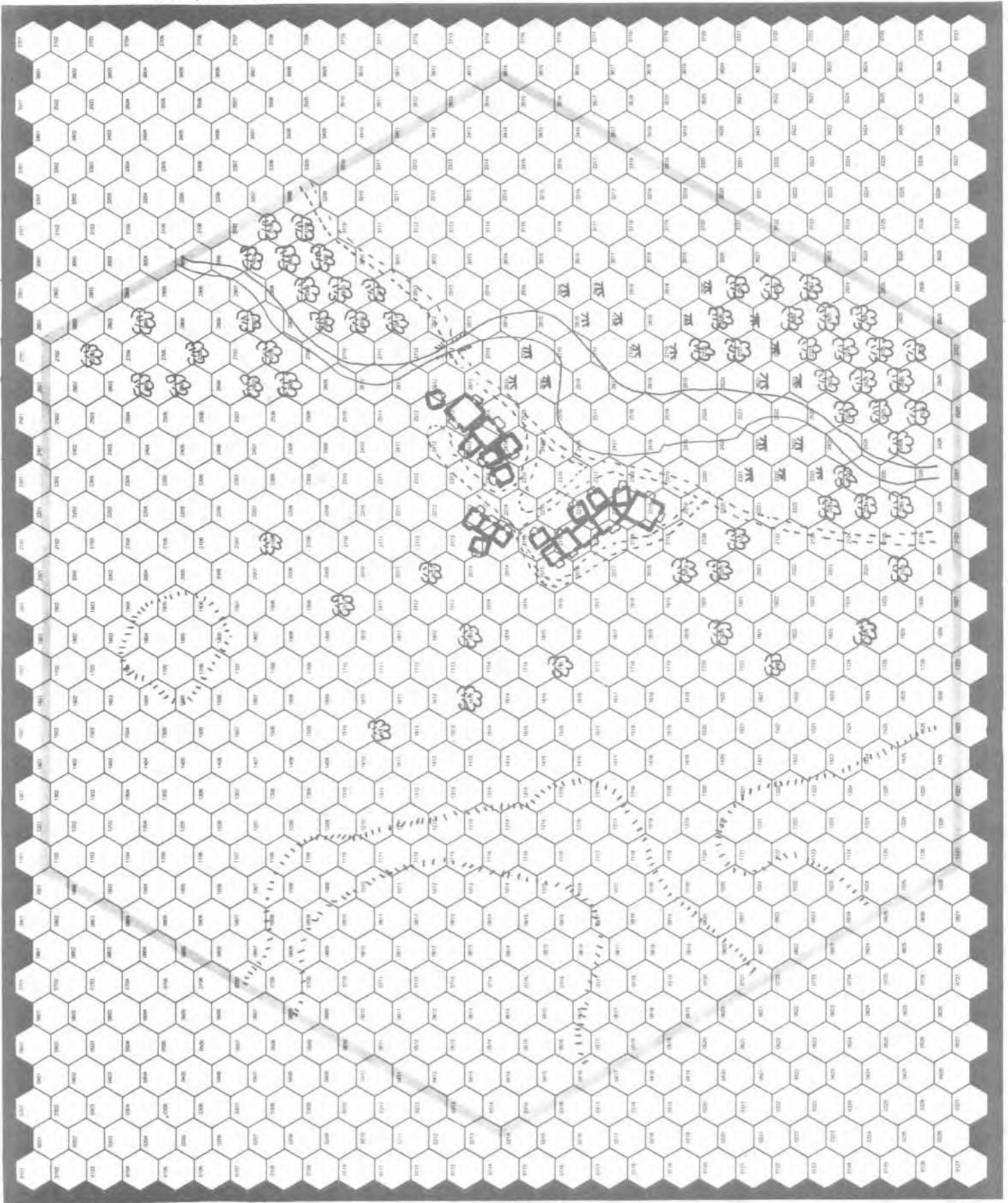




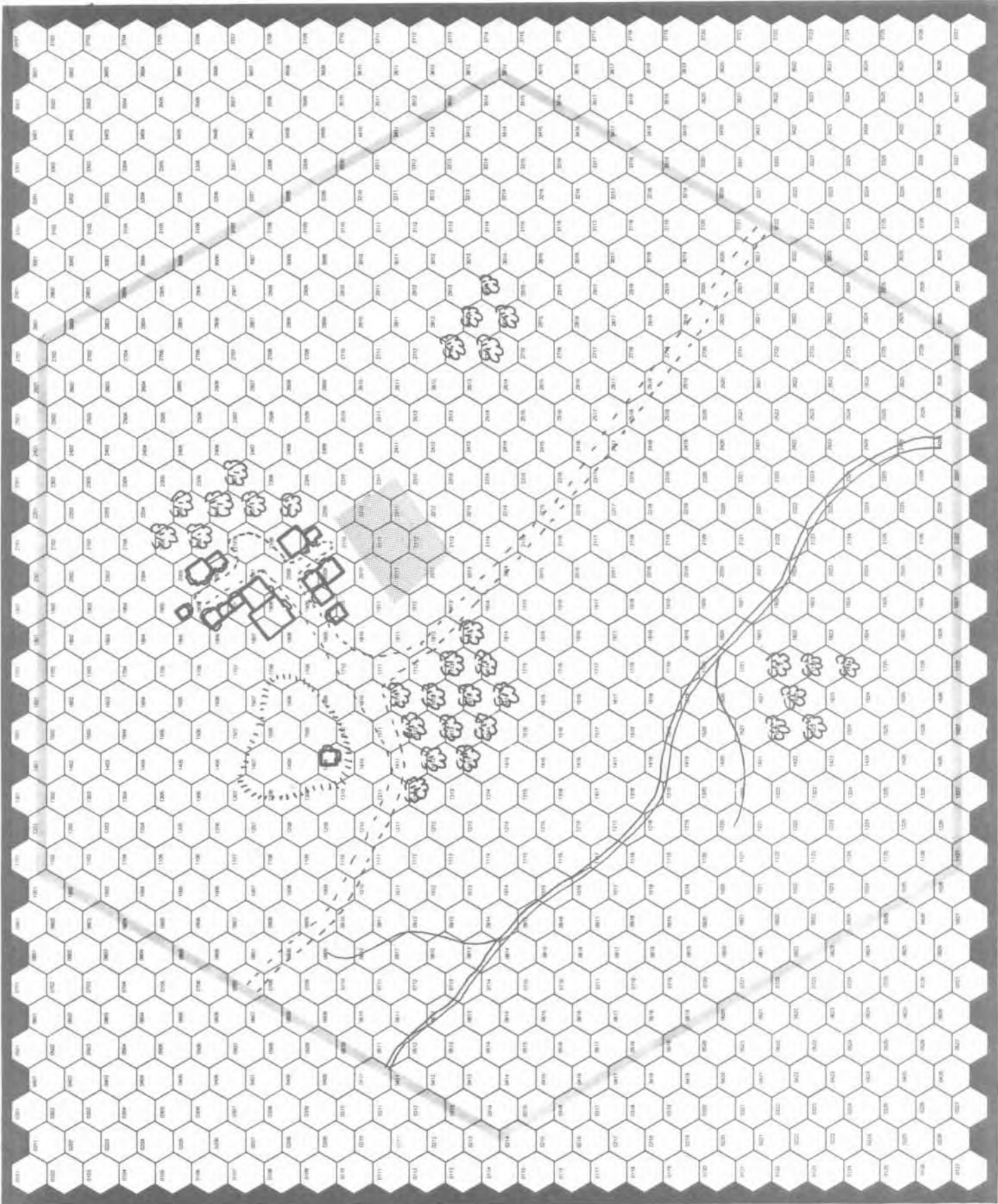


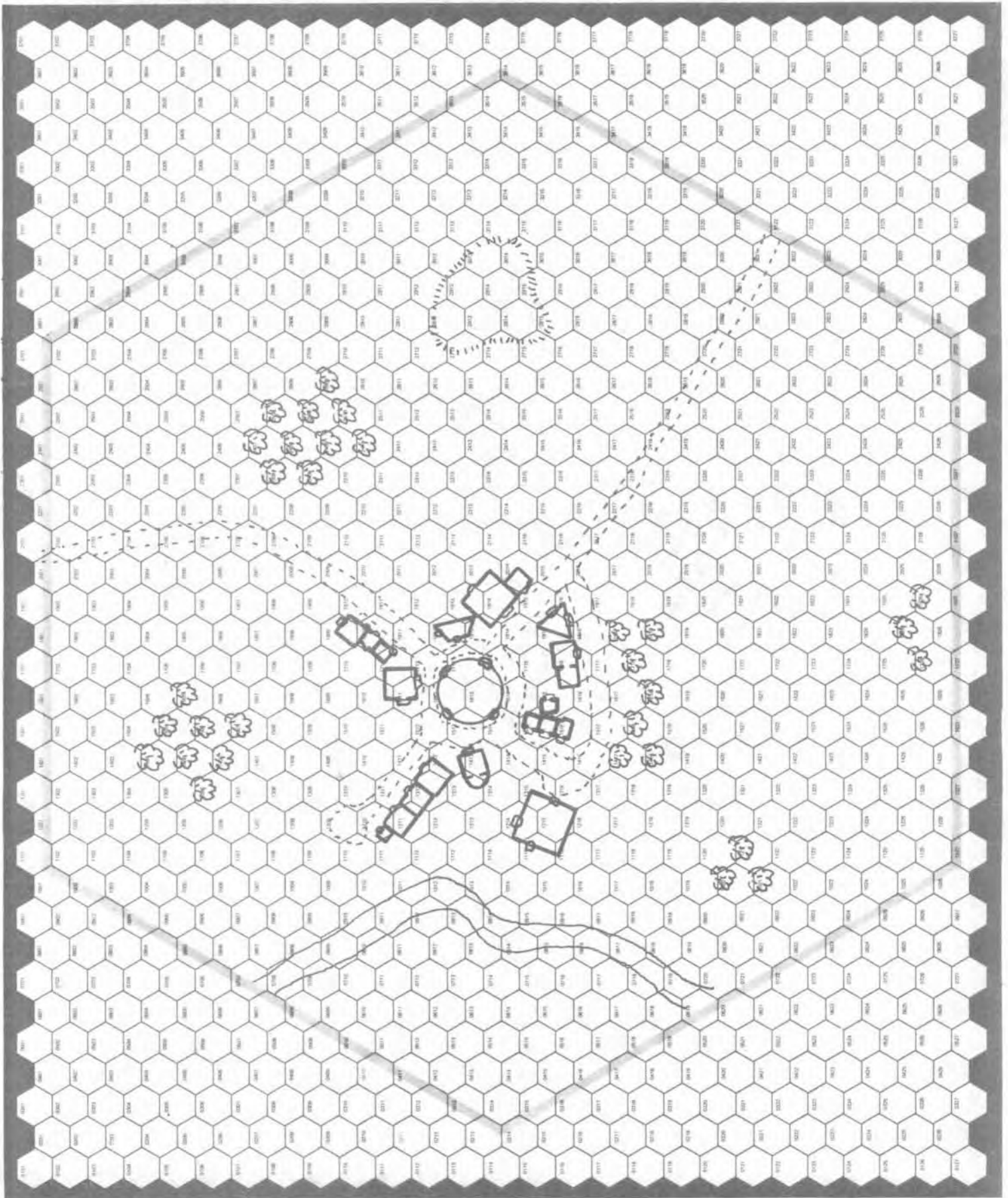


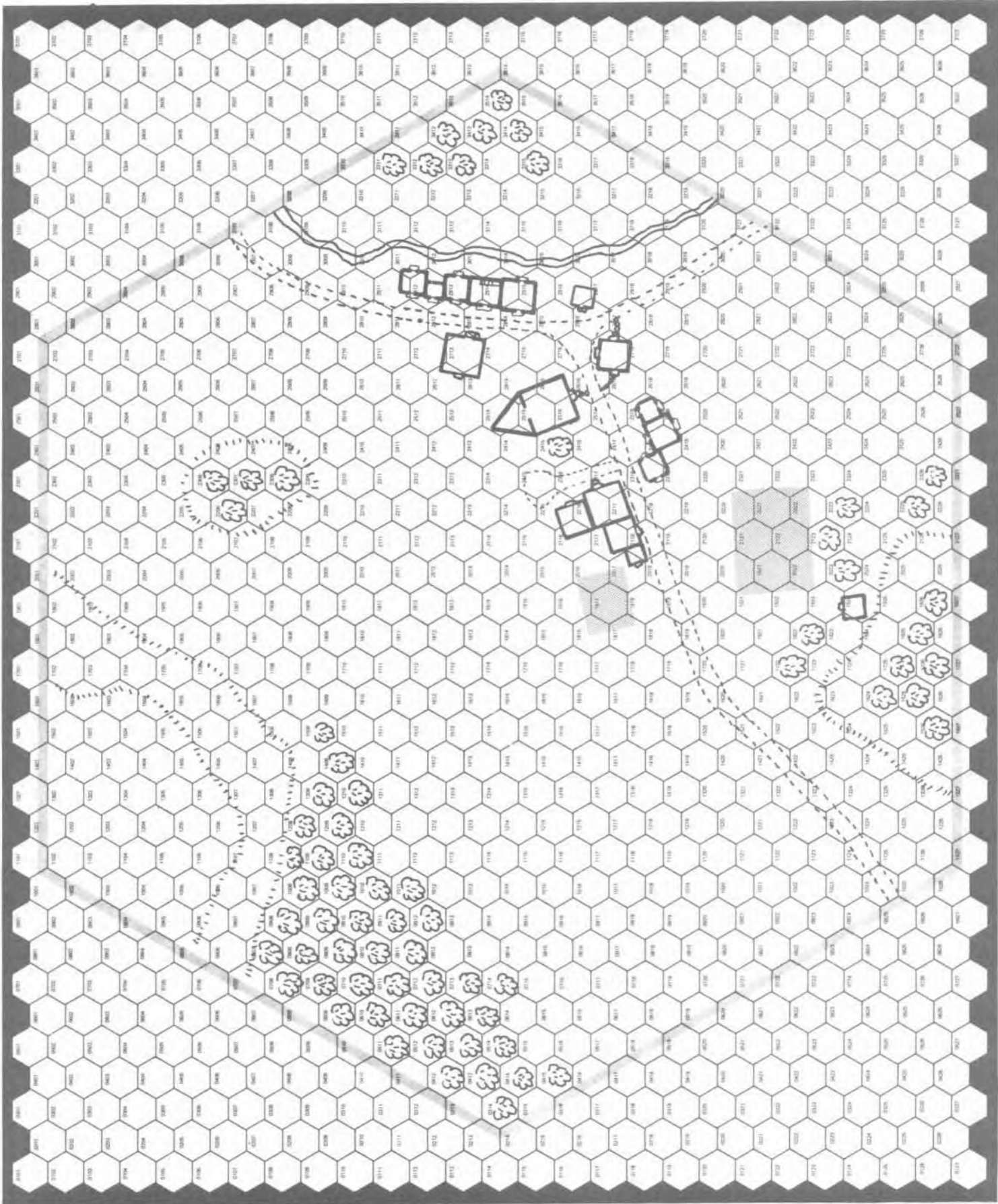


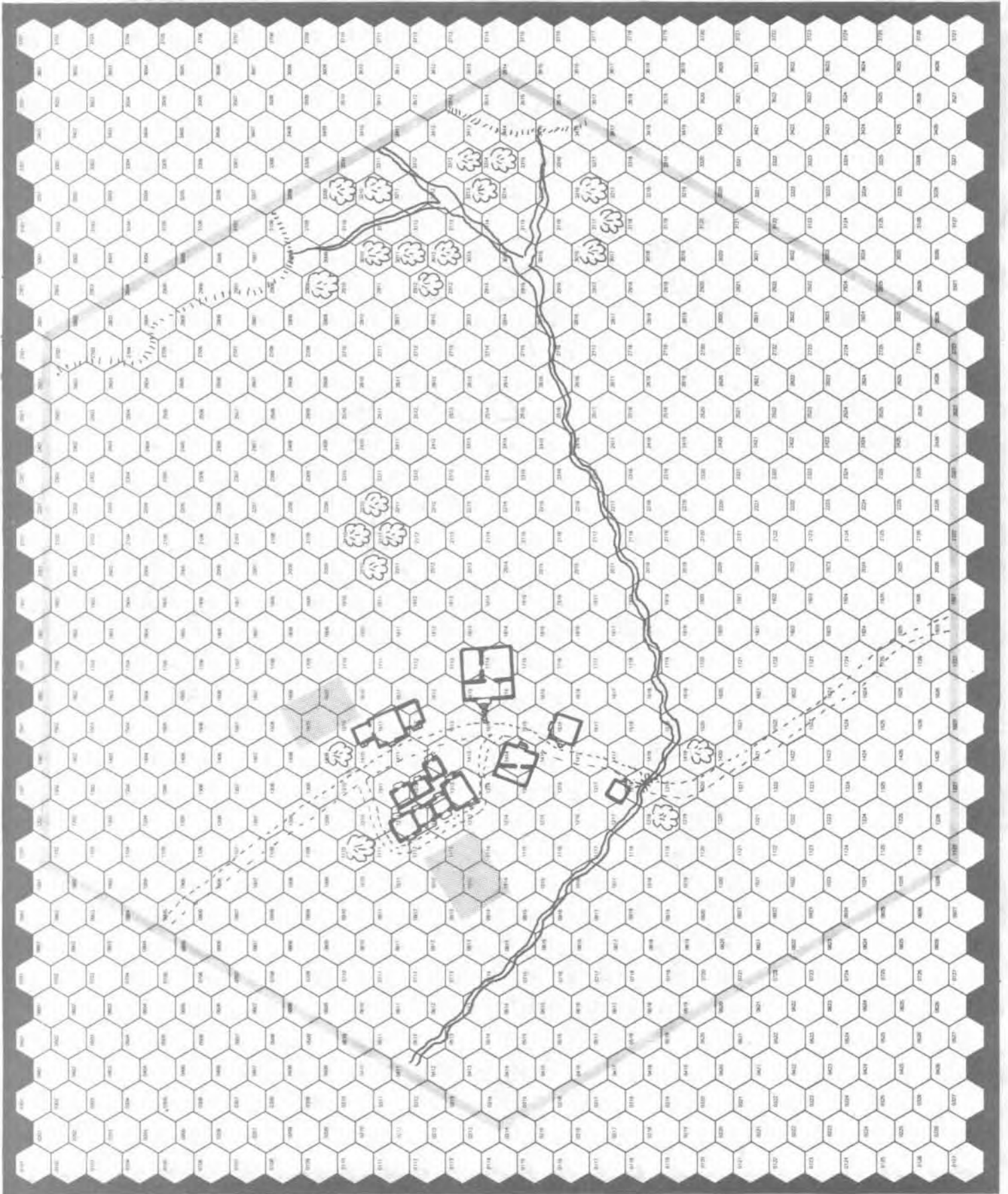


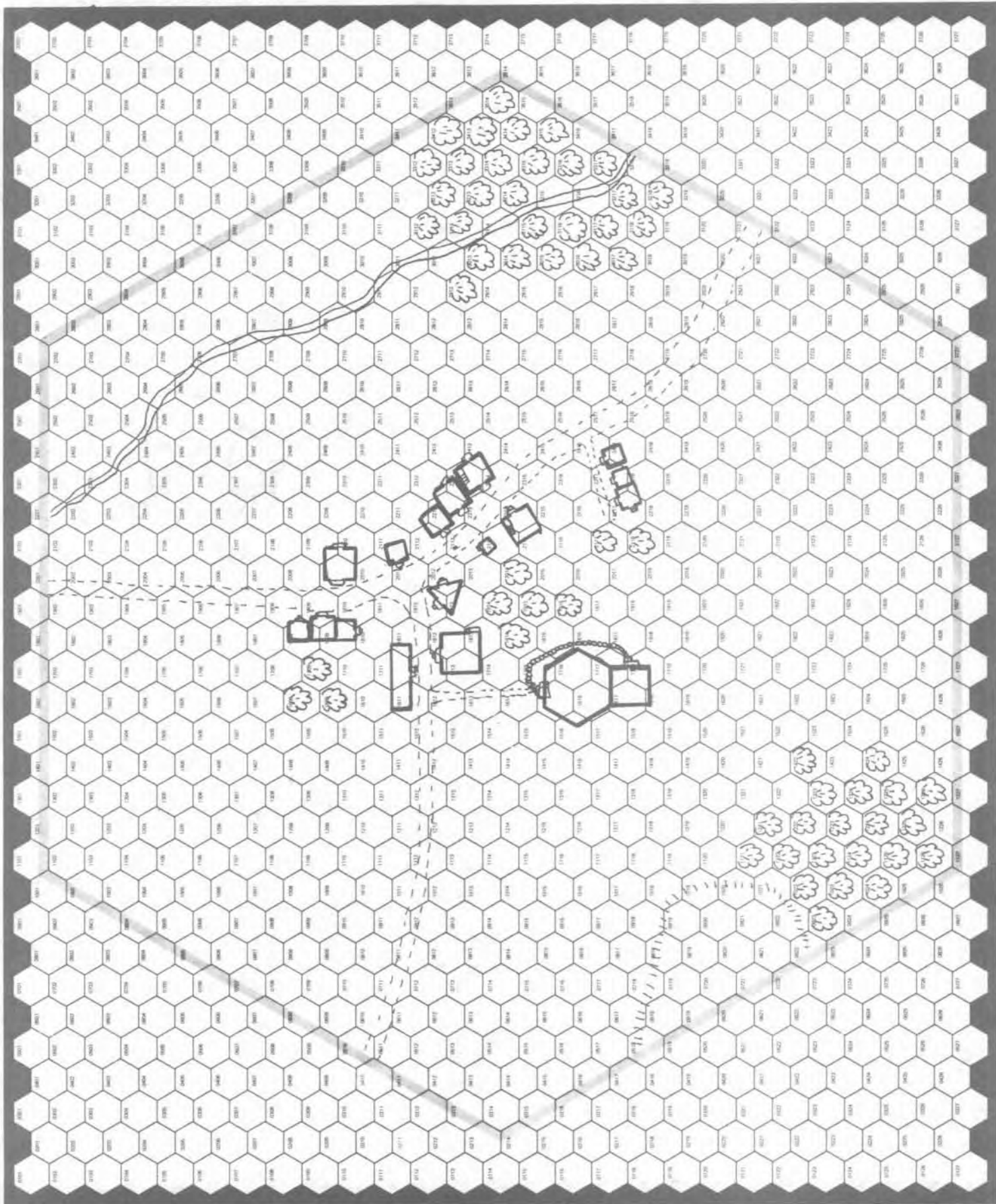


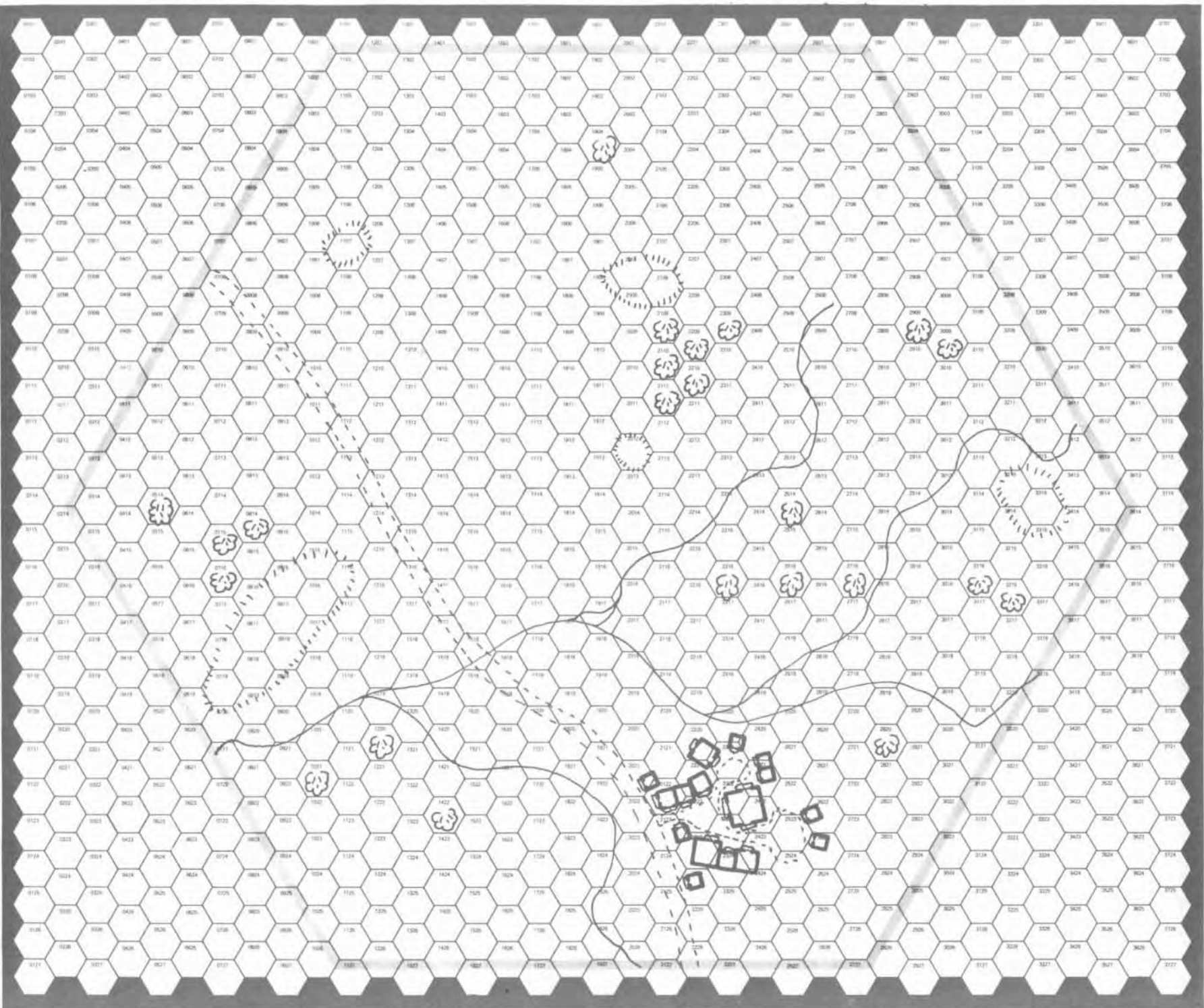


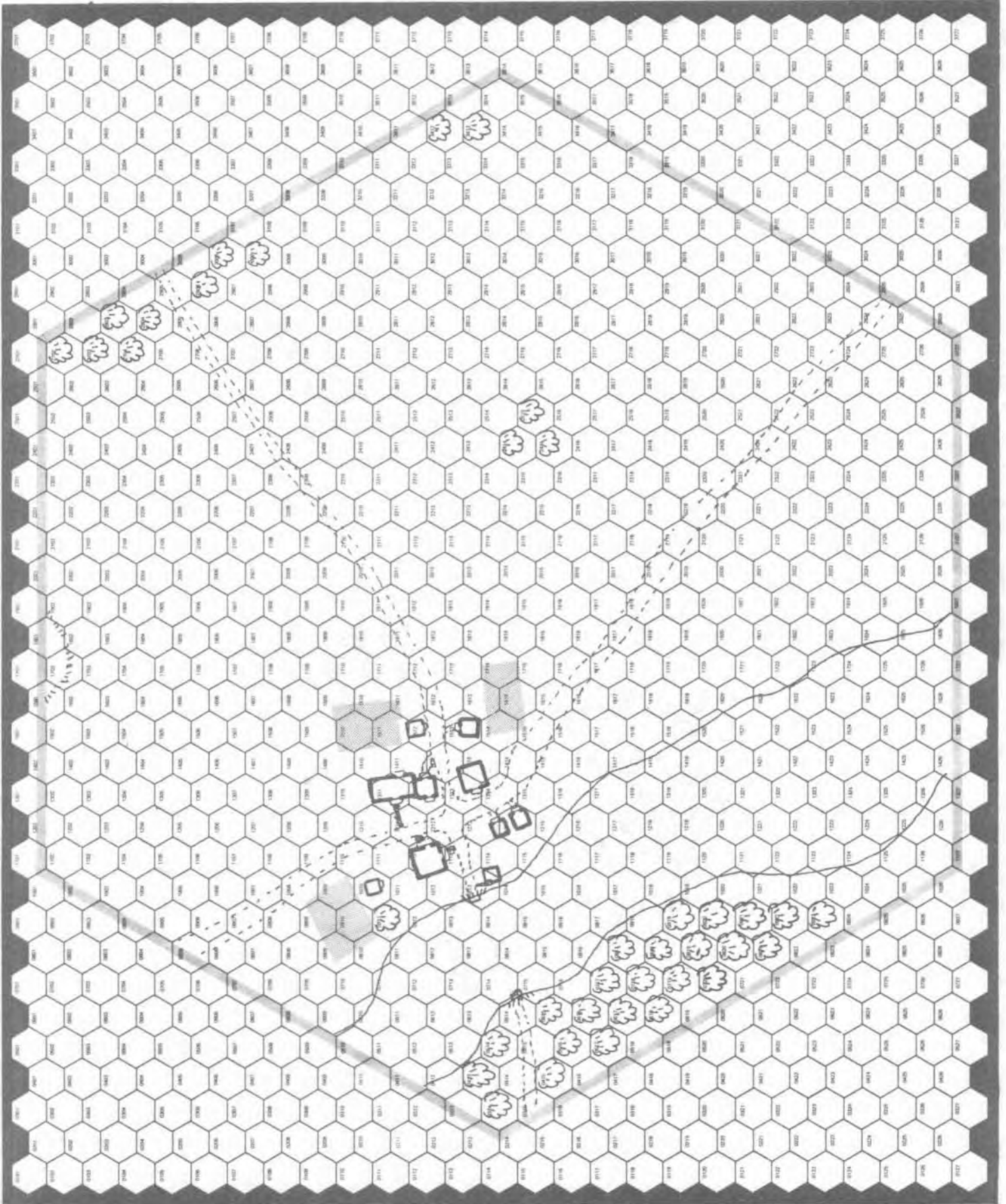


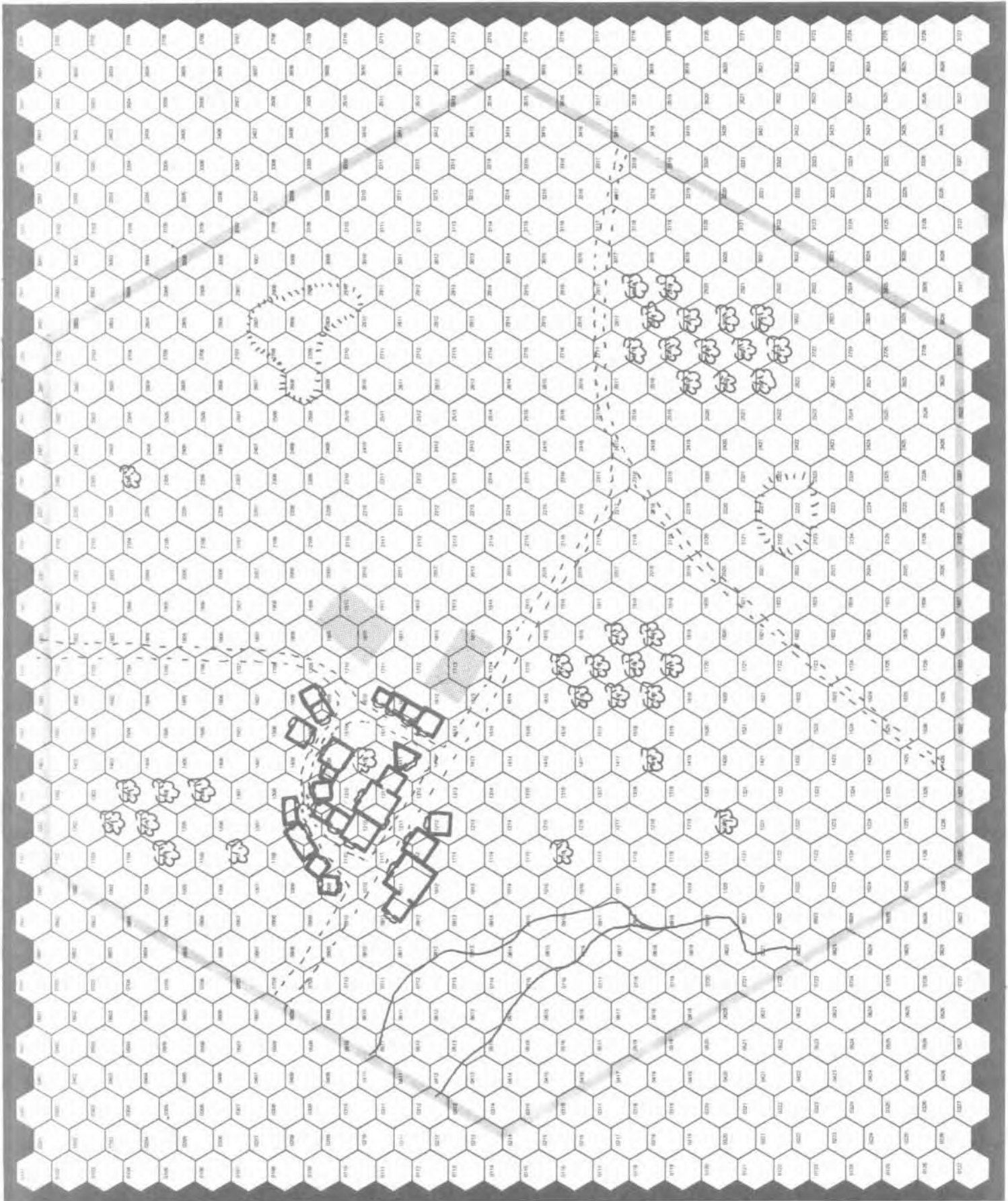




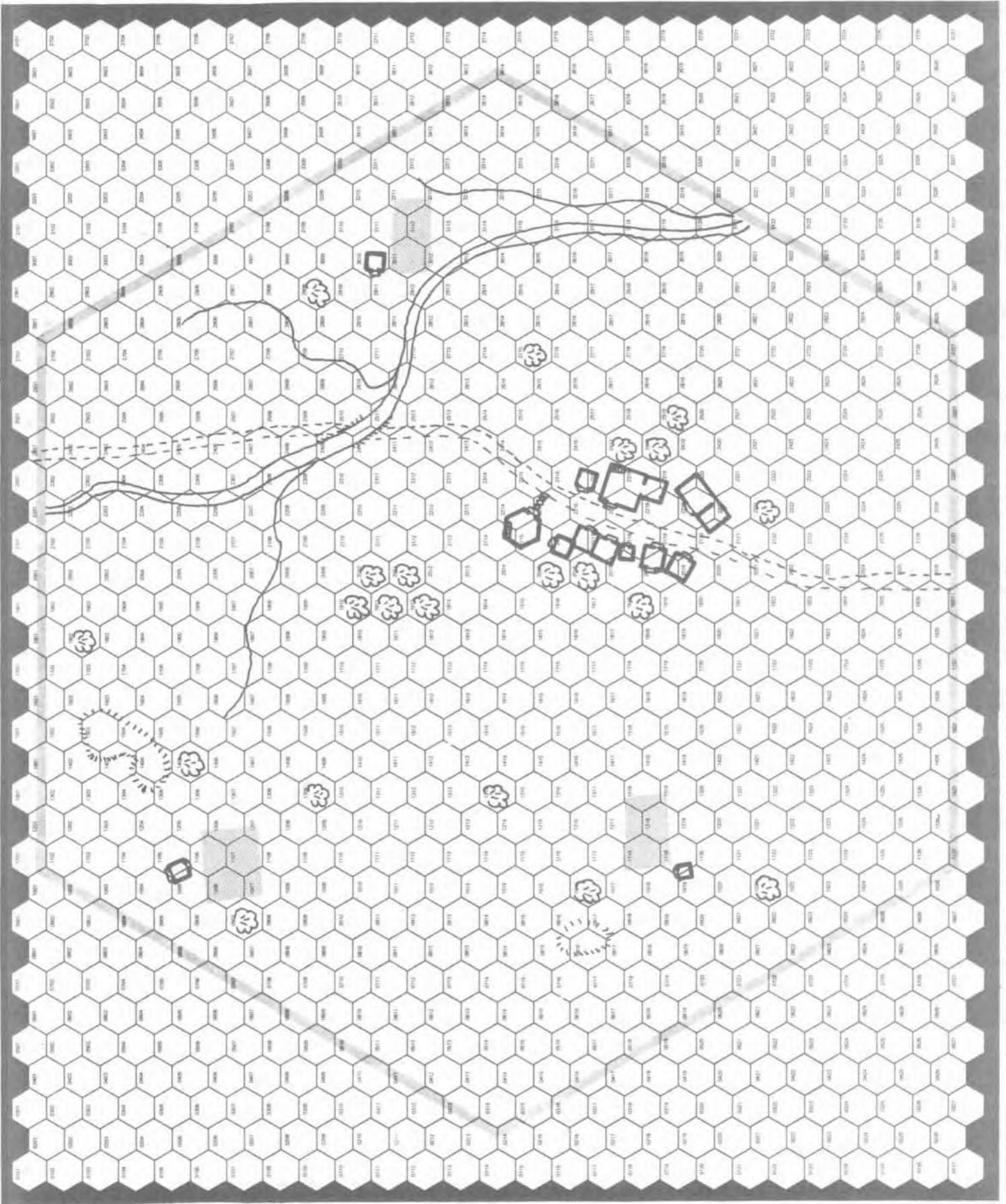


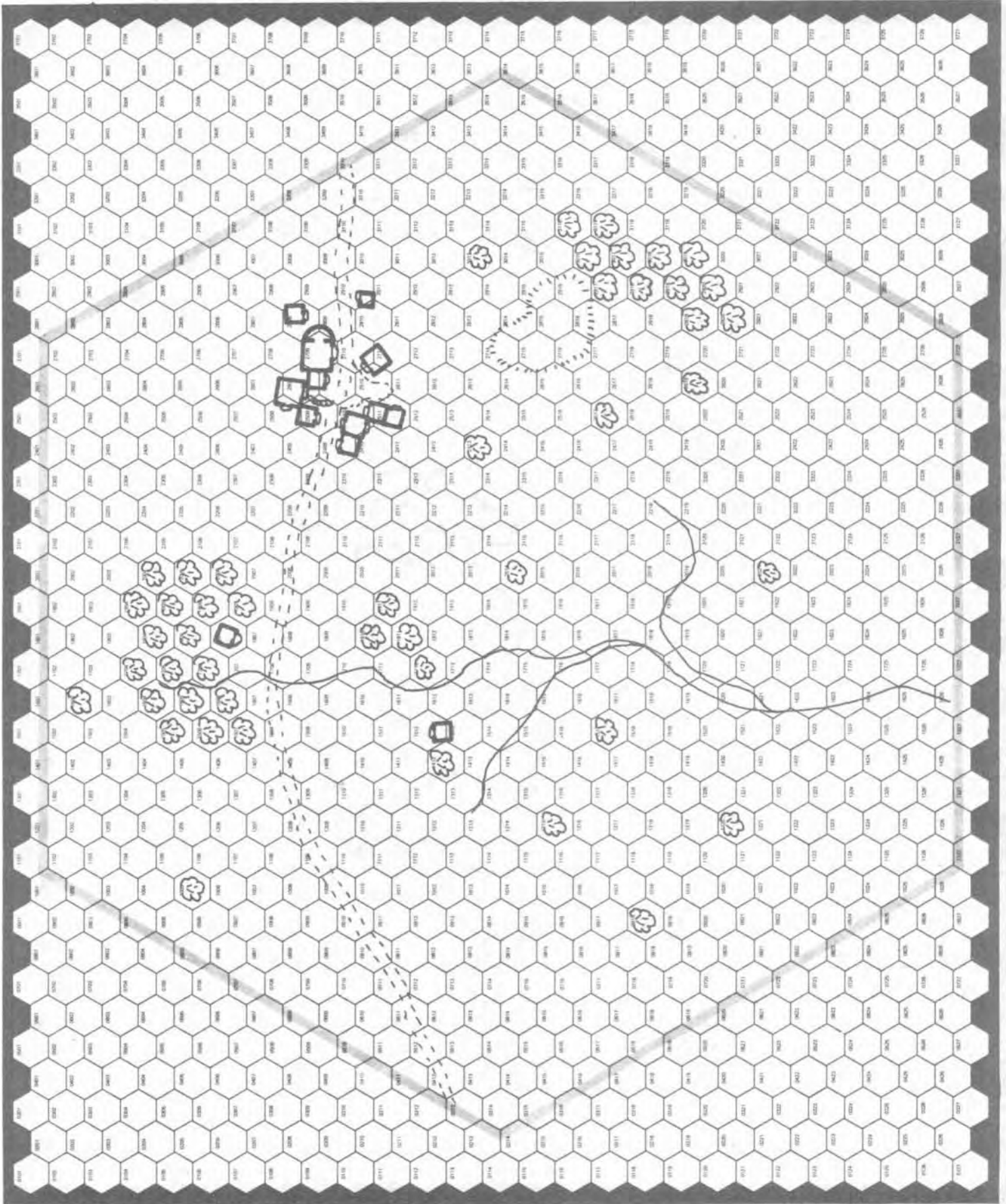


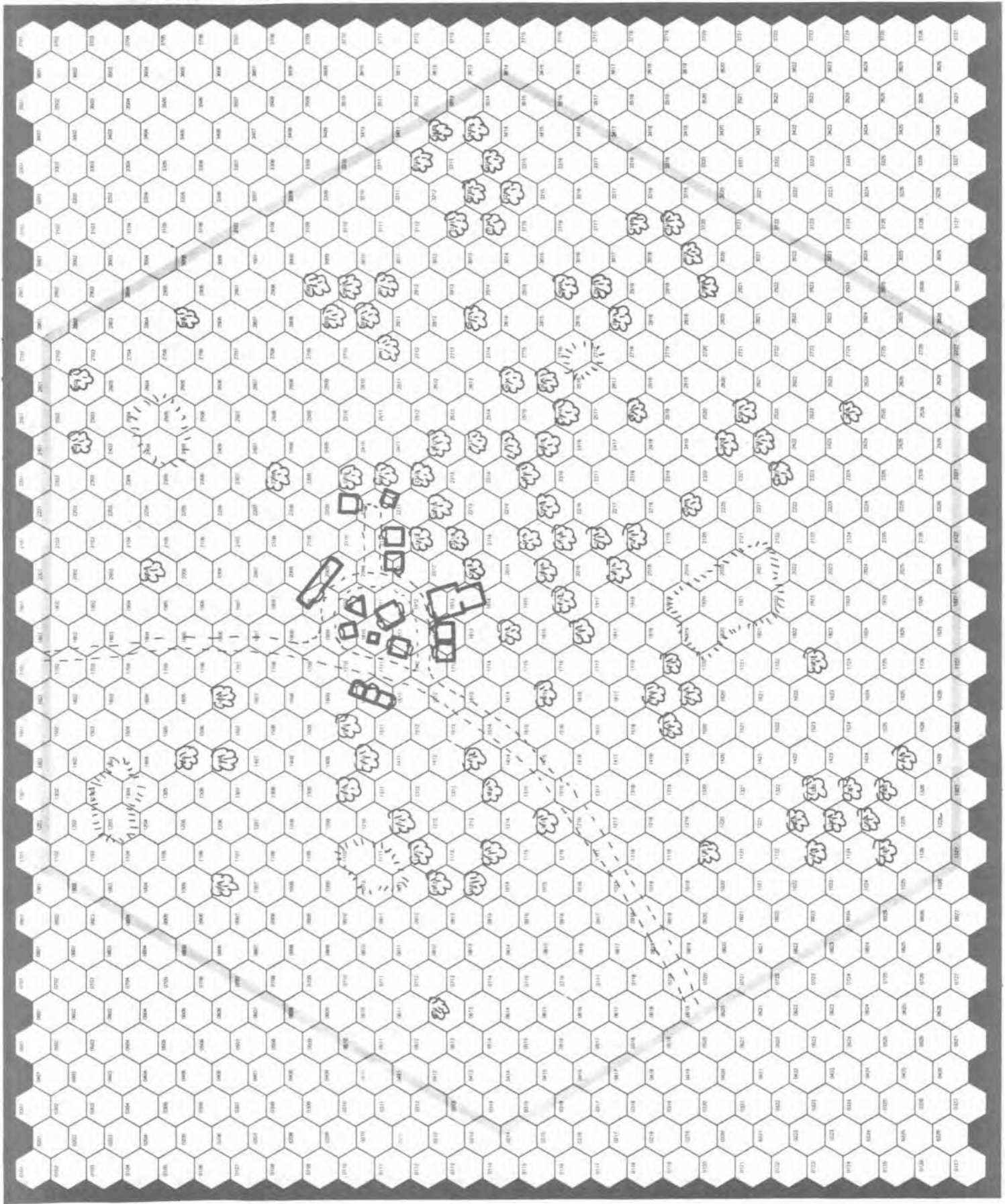


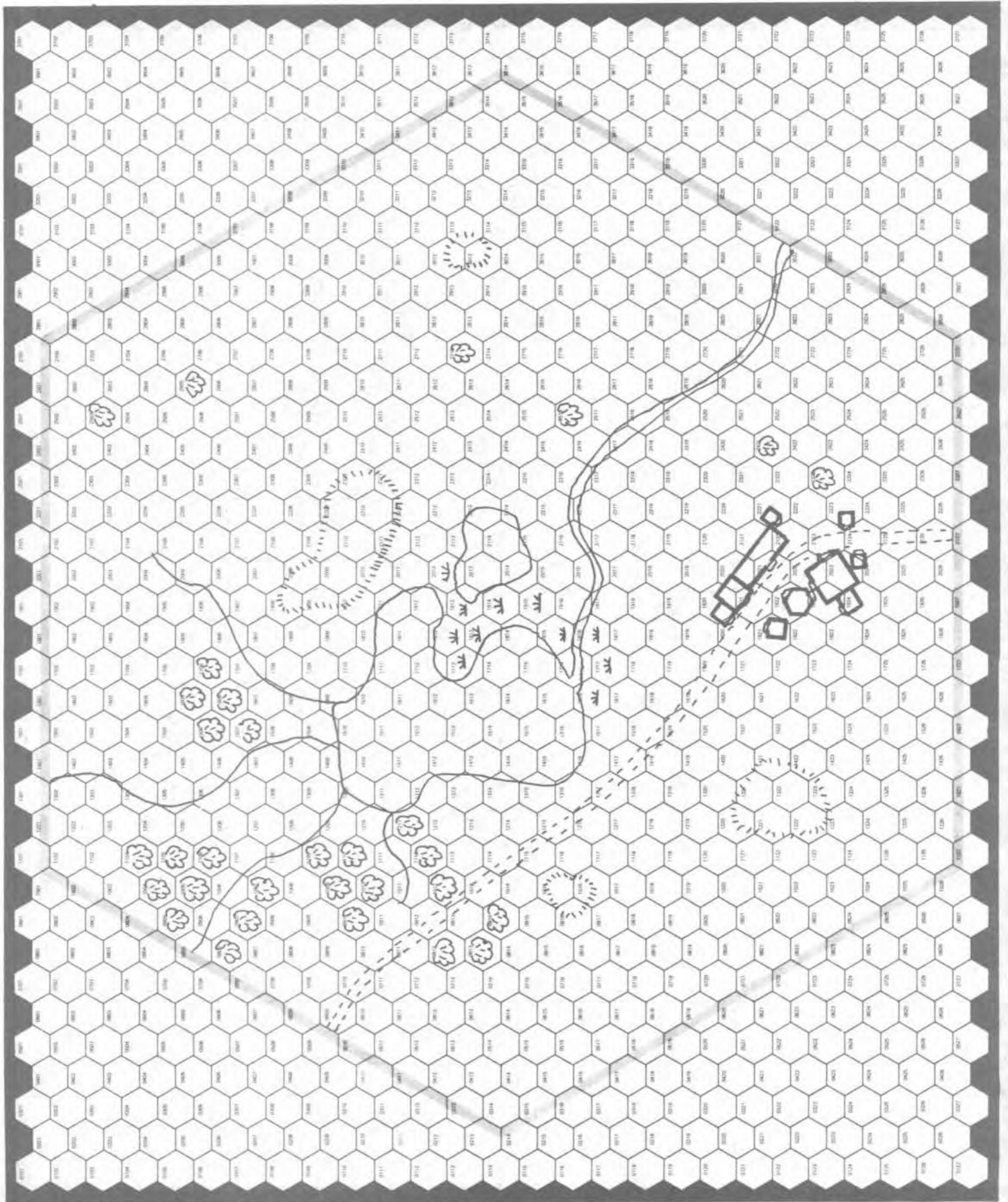


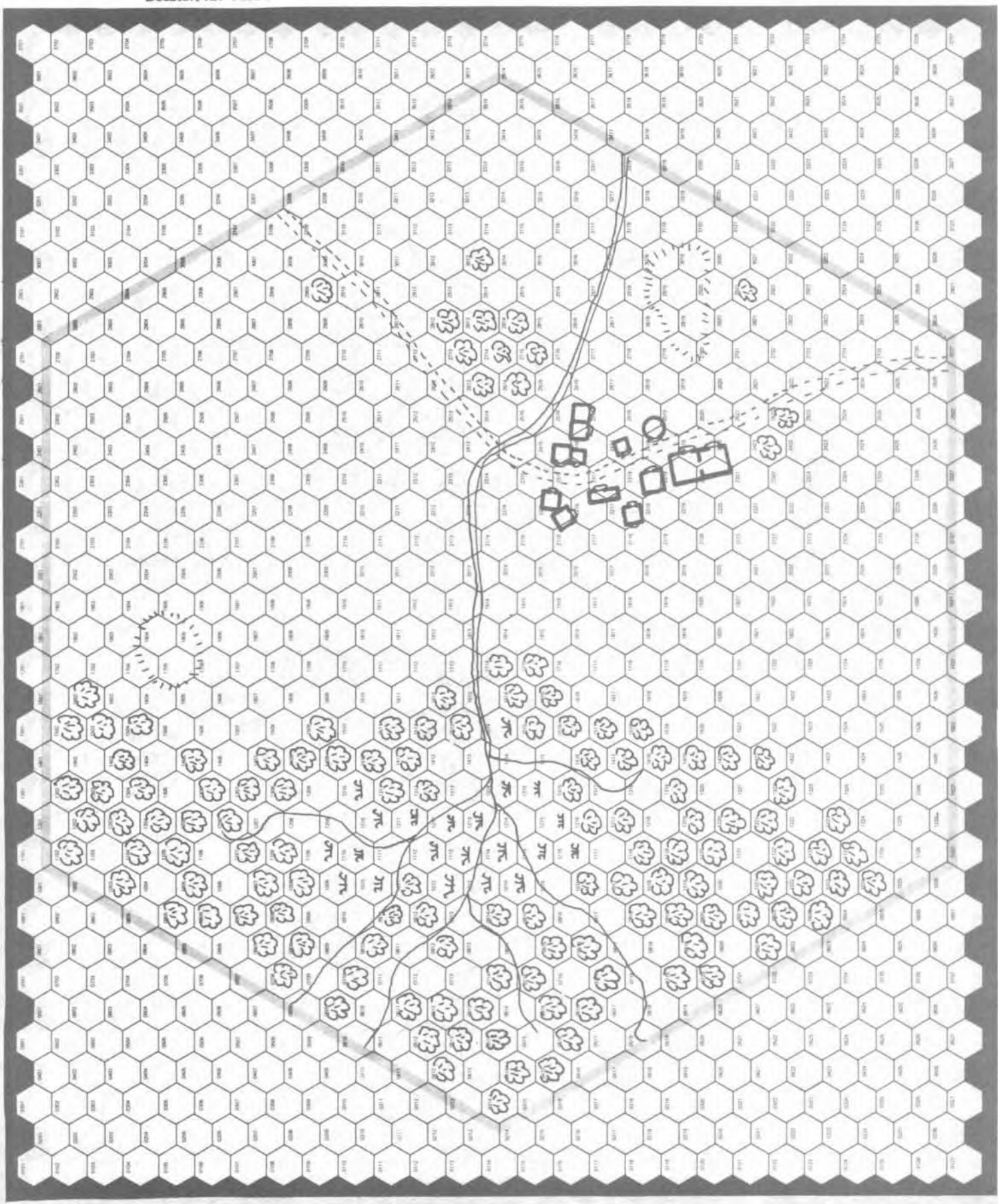


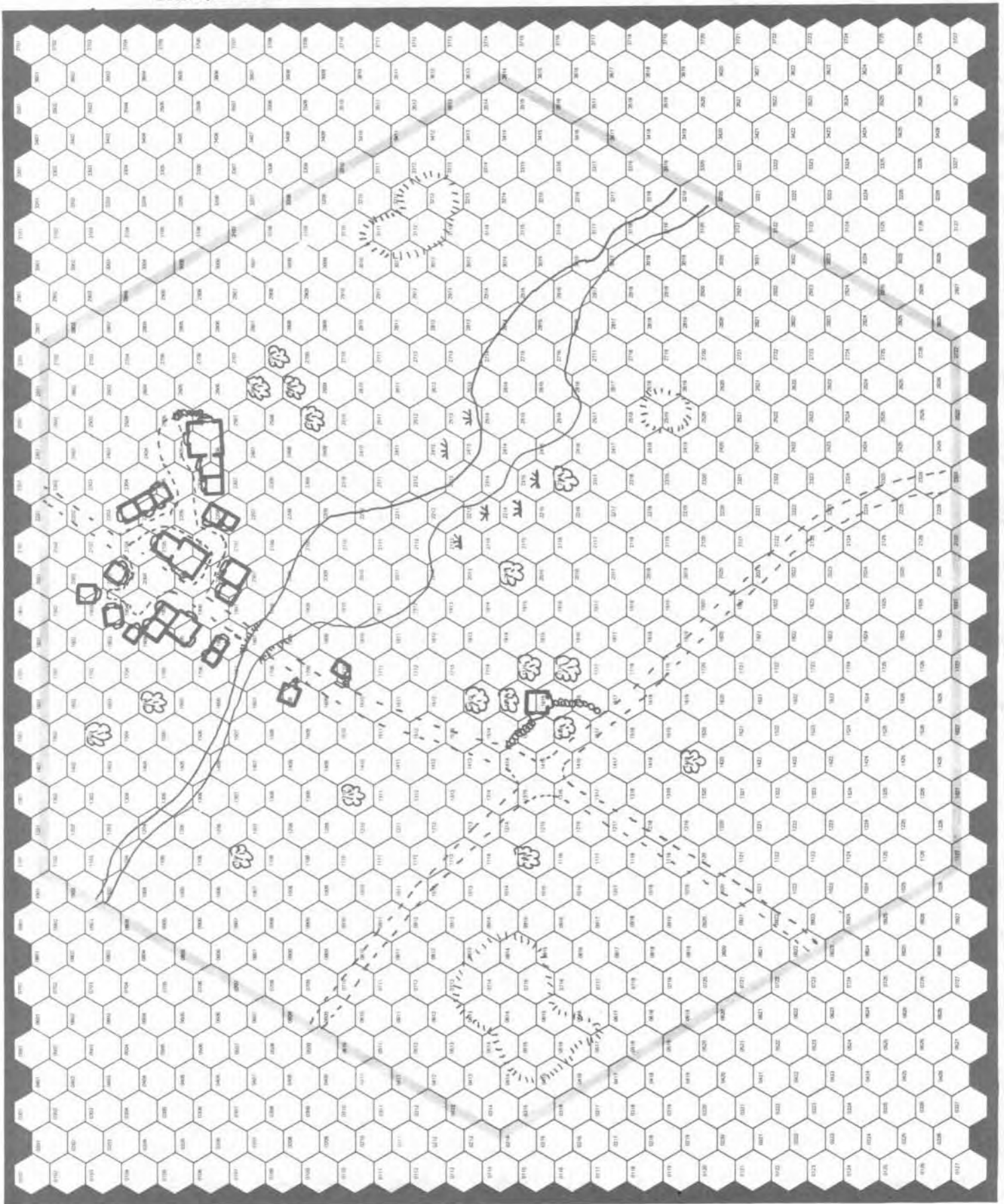


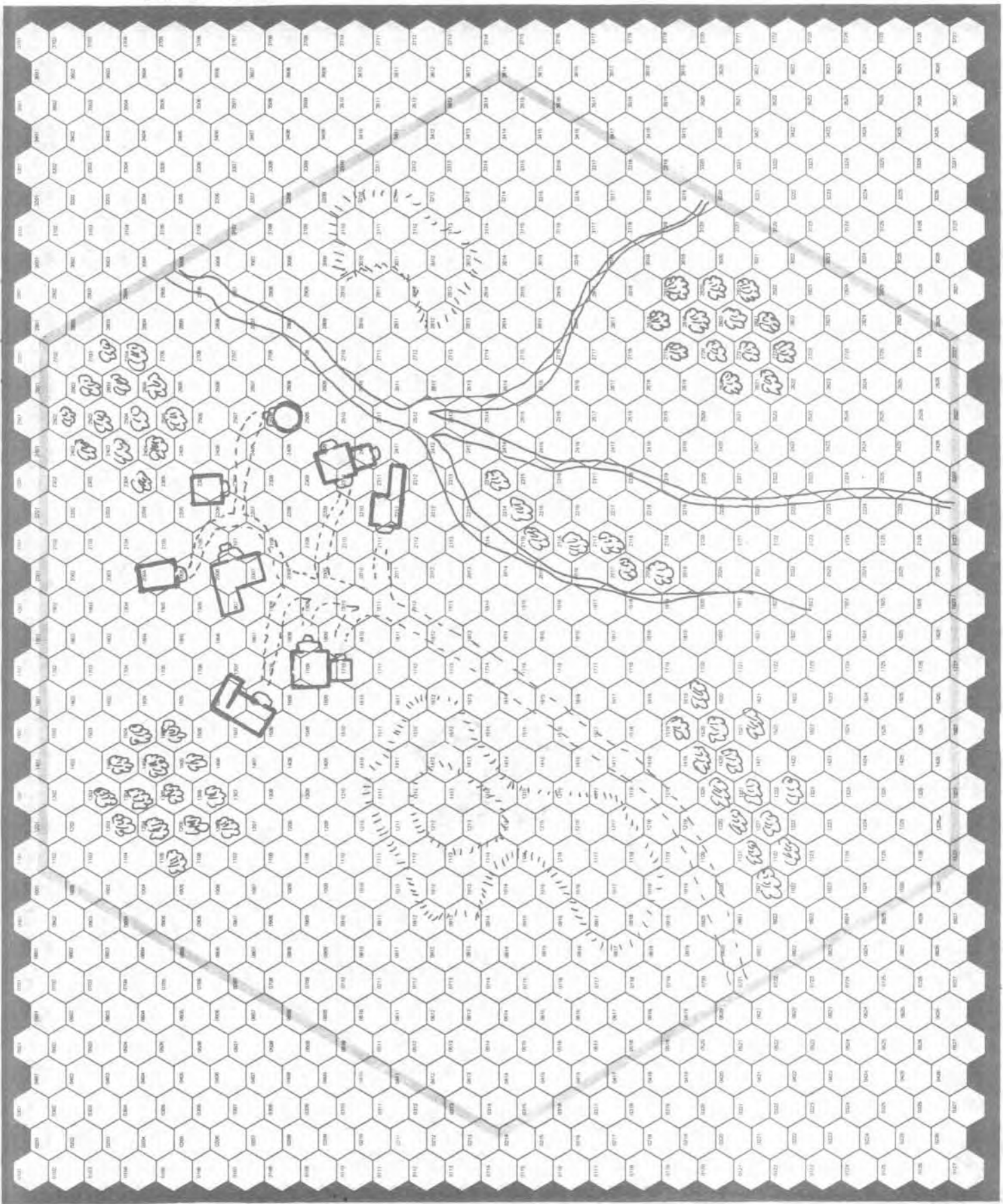


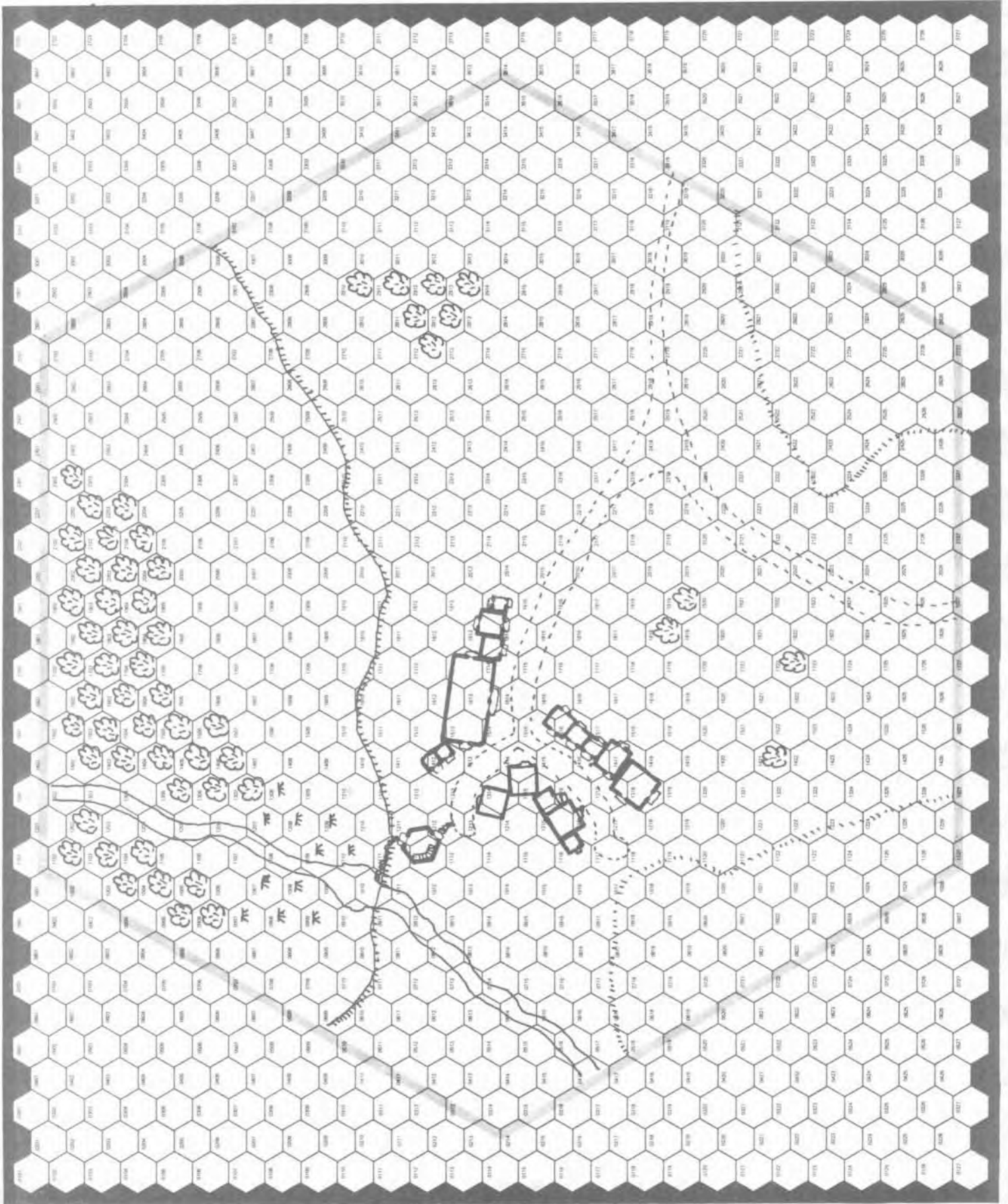




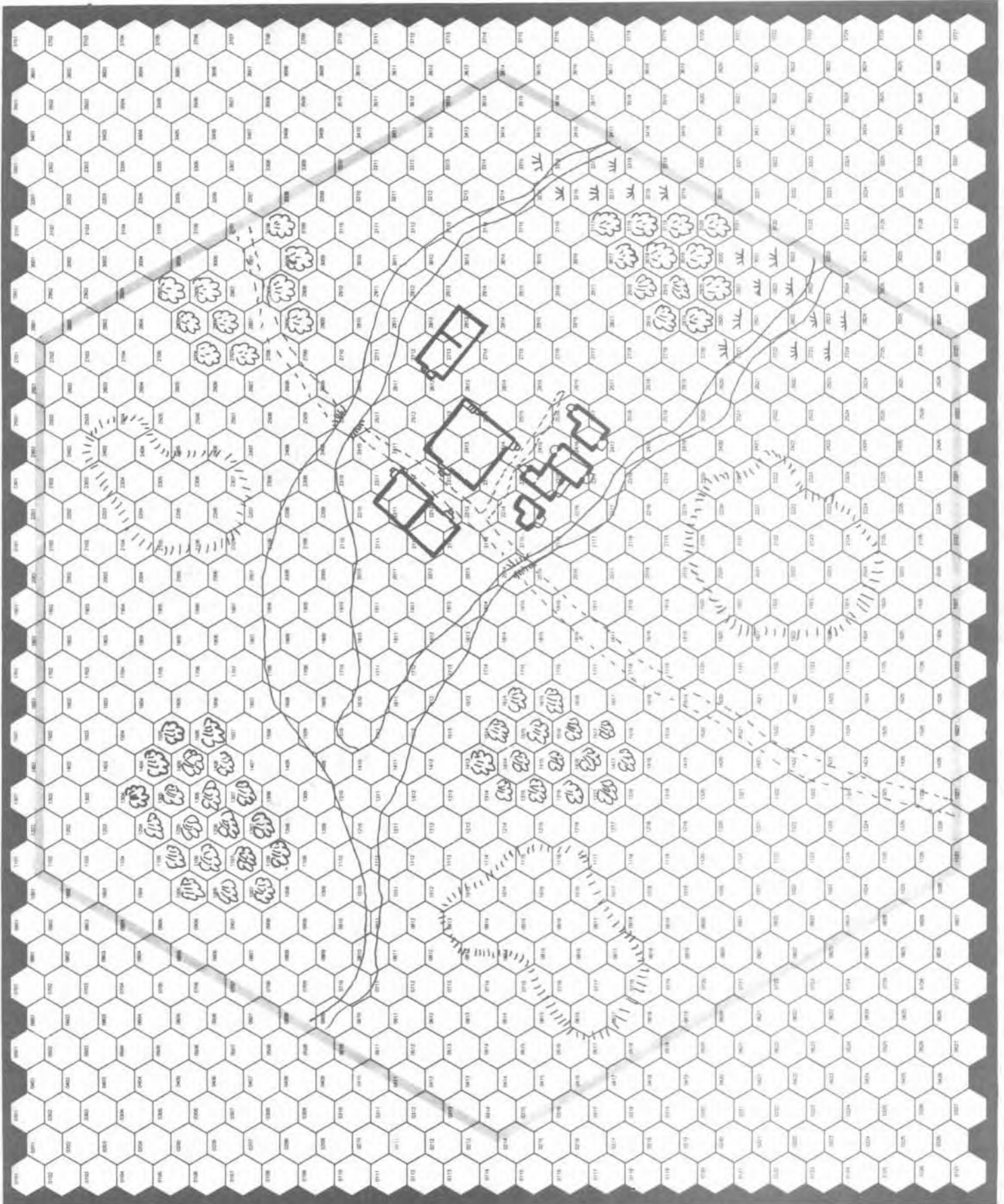


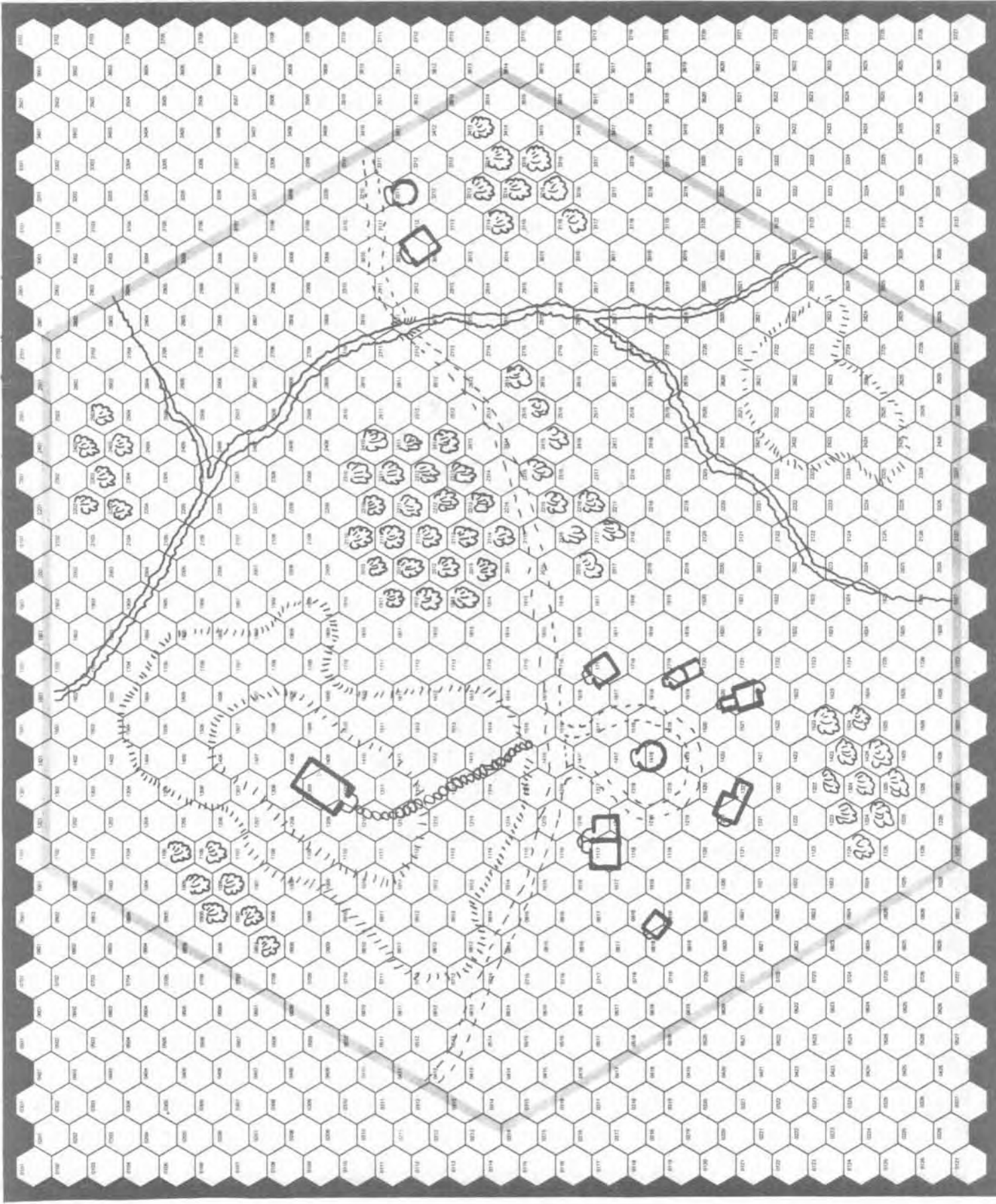


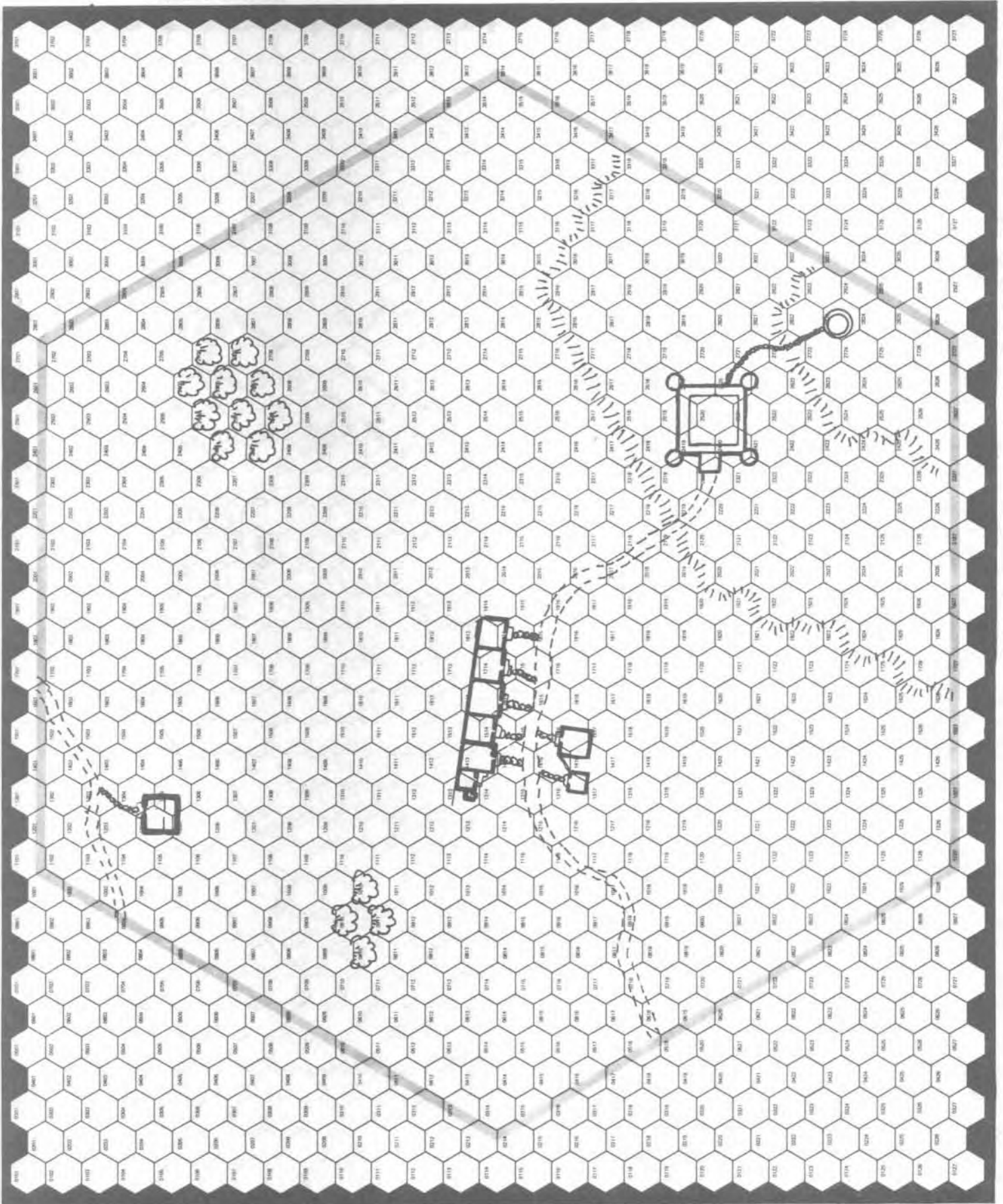


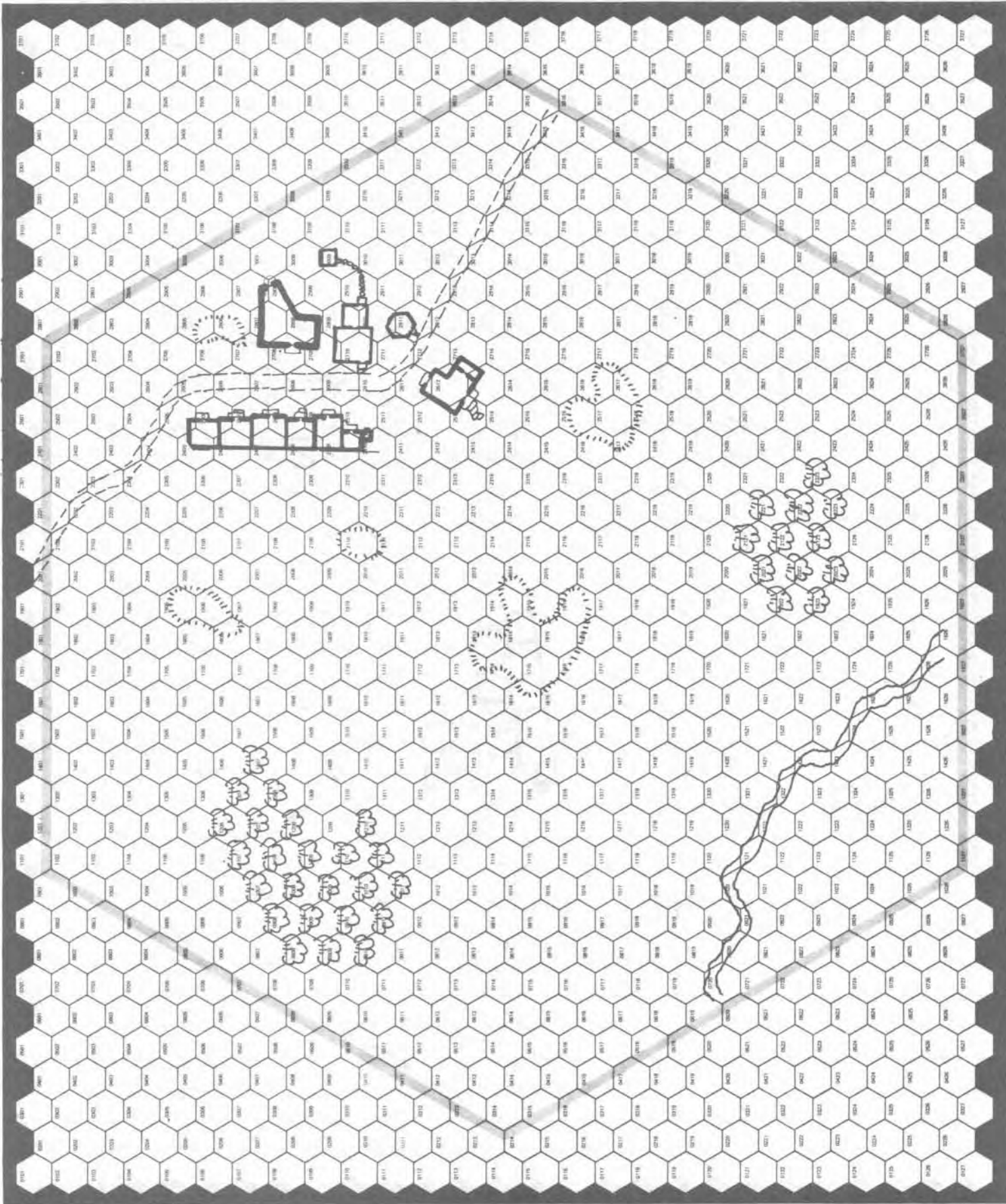


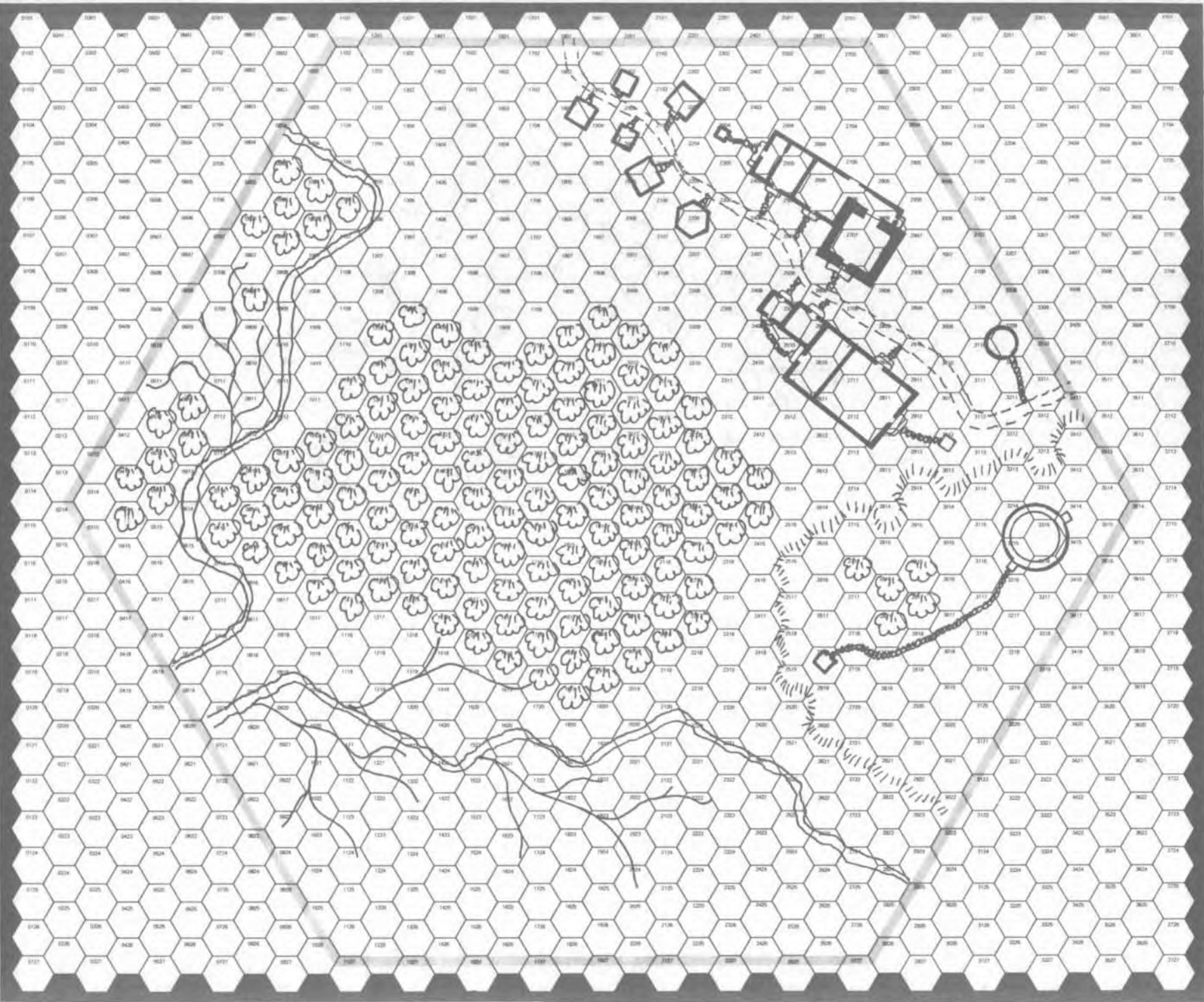


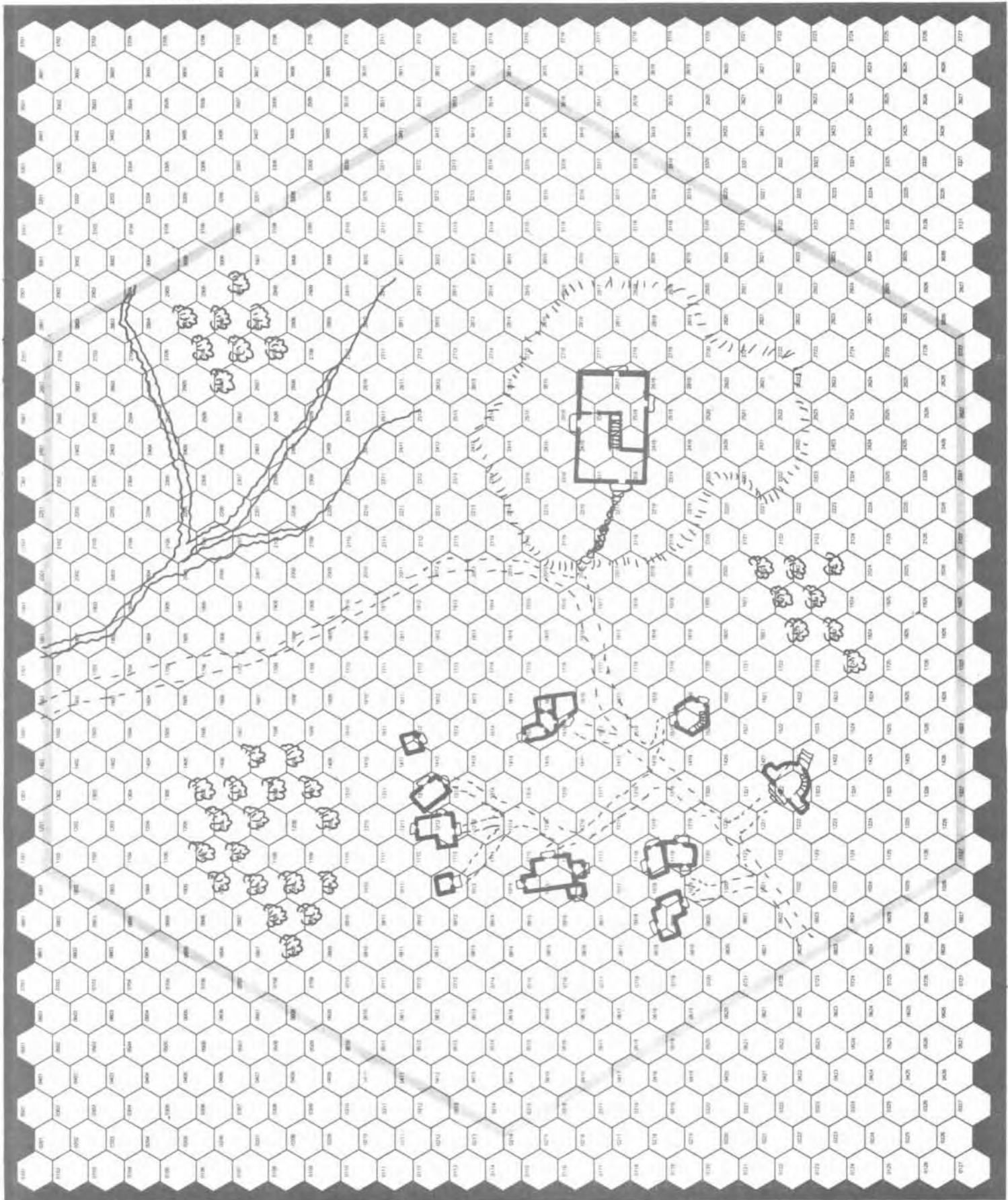


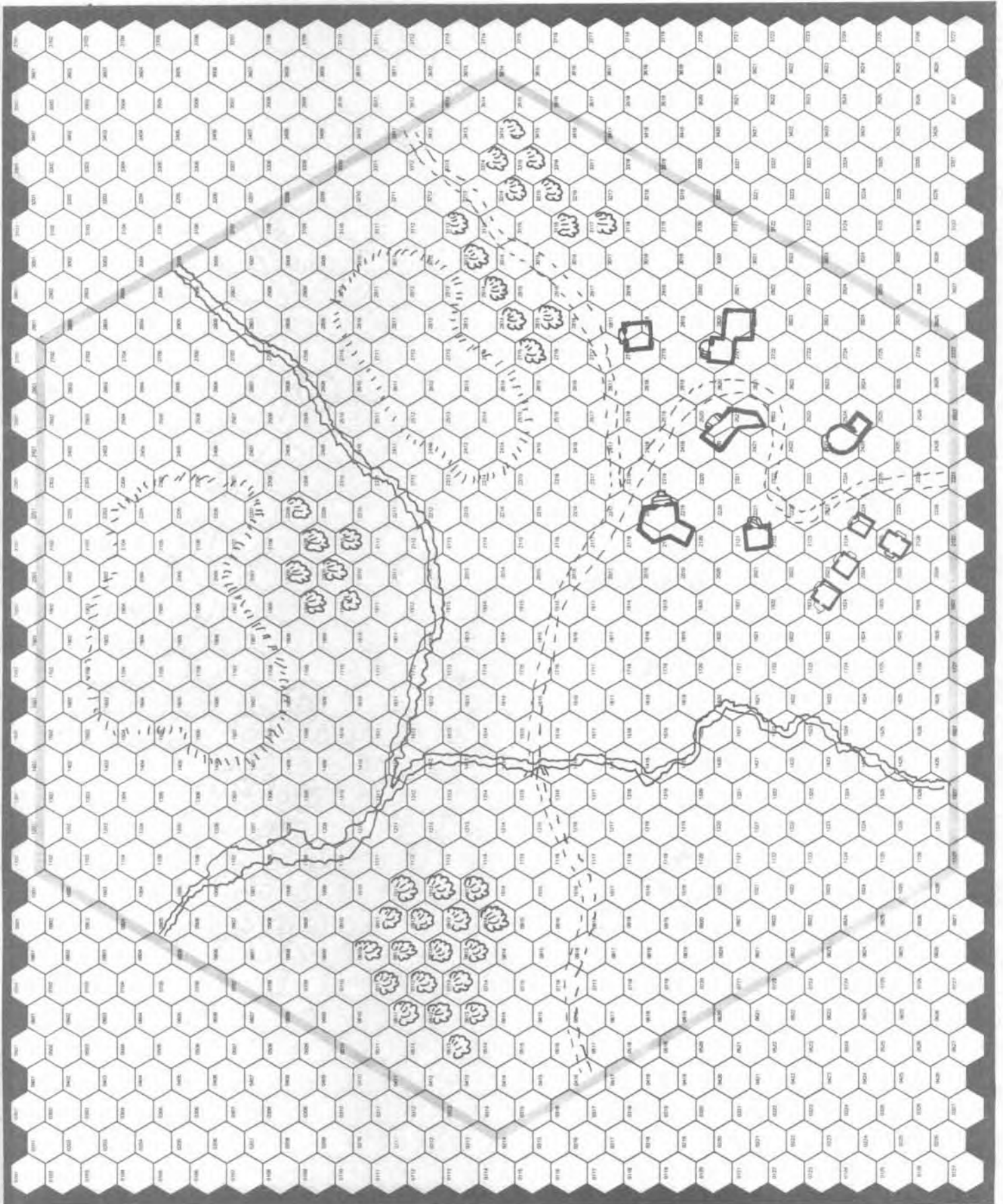


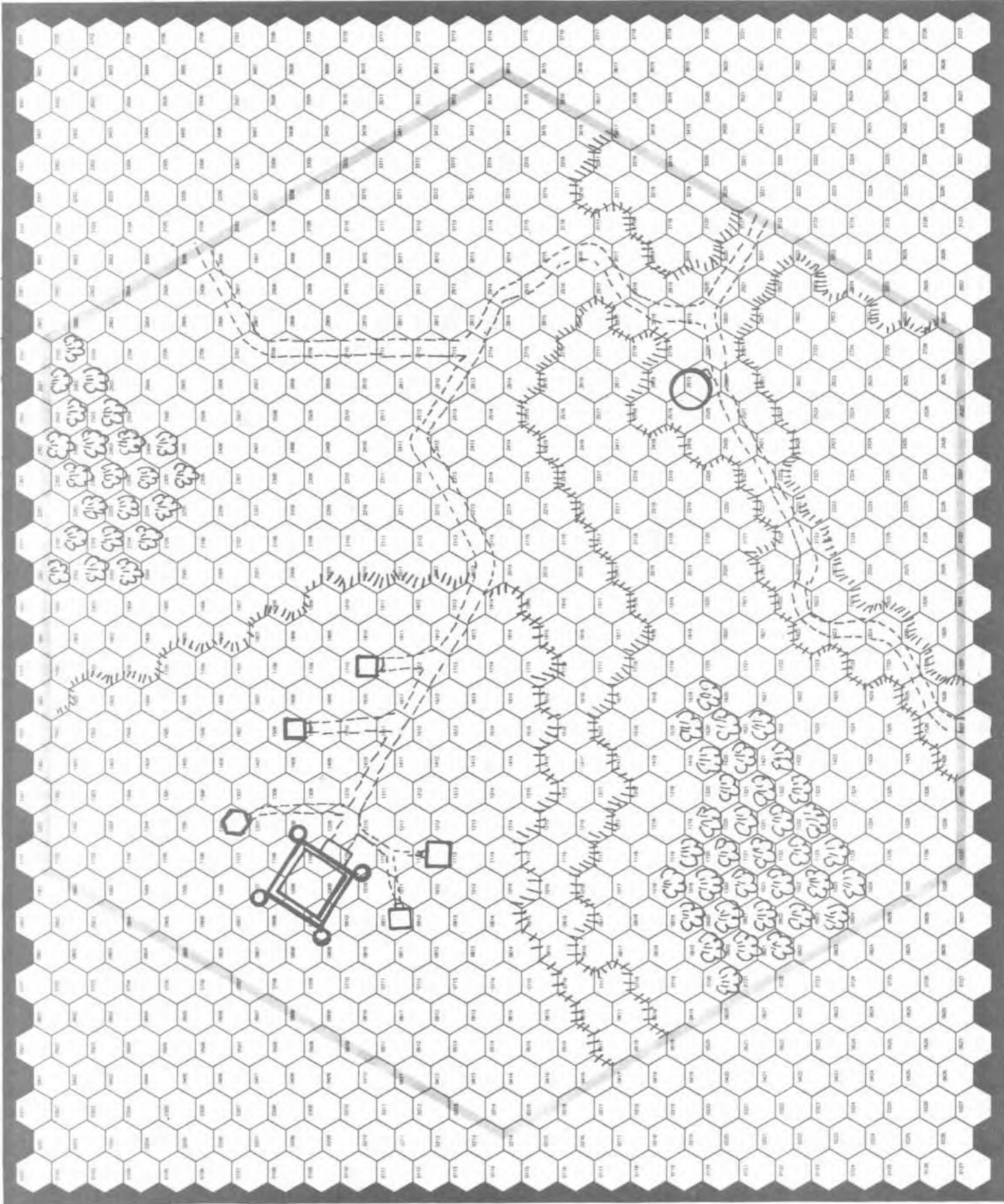




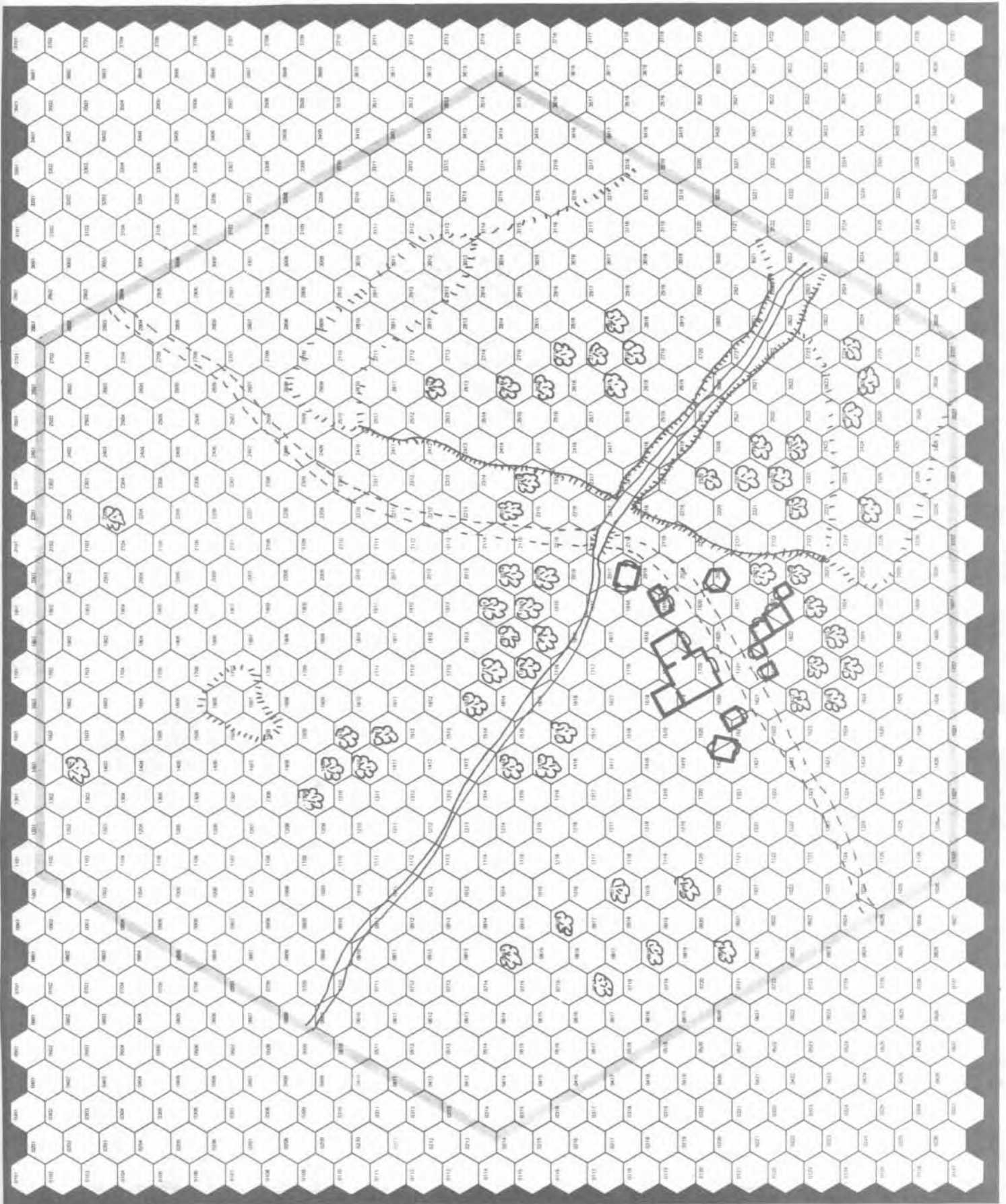


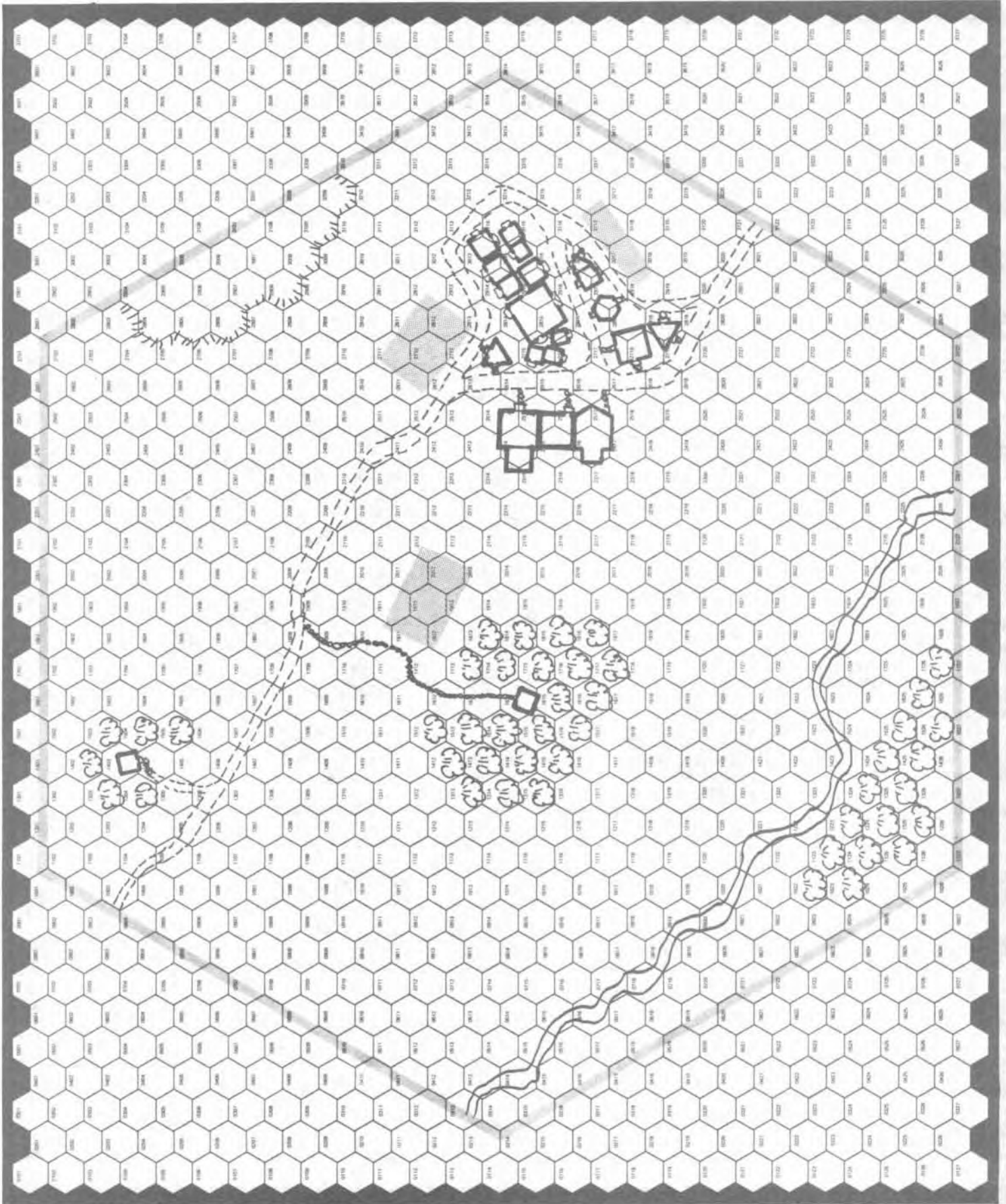


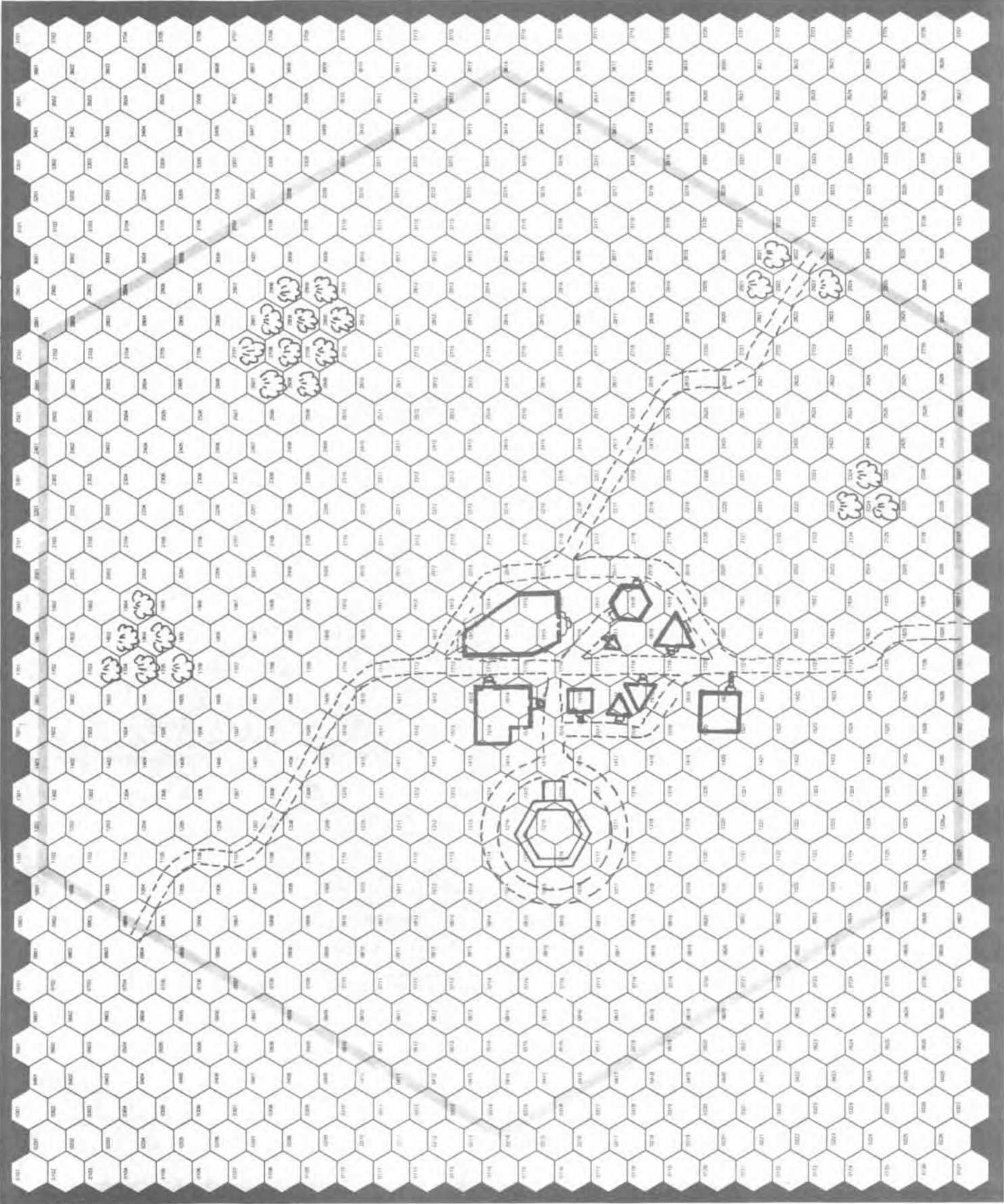


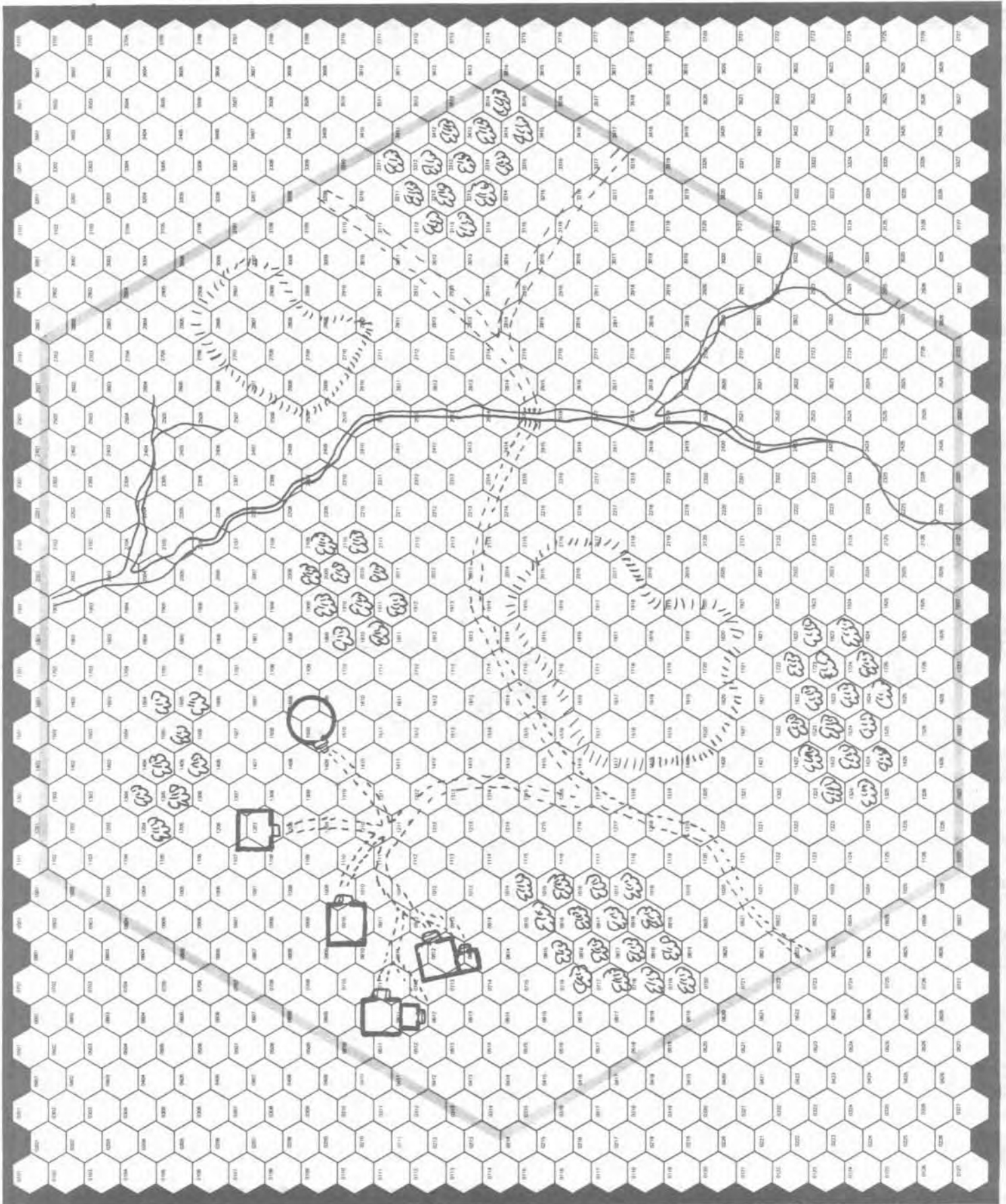












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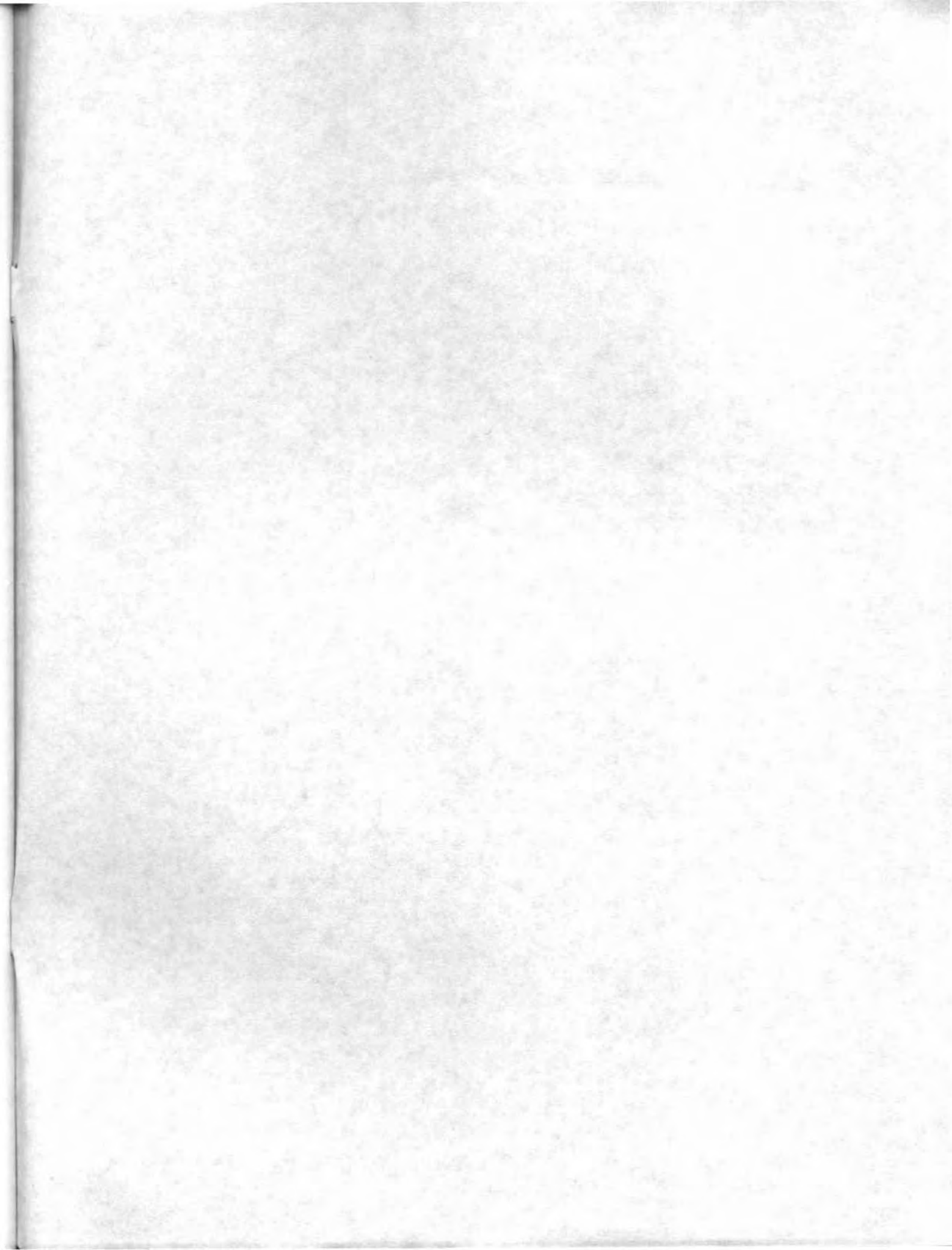
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