



d30 Abridged Castle/Stronghold Generator

CP1: RESIDENT

Roll	Class	Level
1	fighter	9
2	fighter	10
3	fighter	11
4	fighter	12
5	fighter	13
6	fighter	14
7	fighter	15
8	fighter	16
9	magic-user	11
10	magic-user	12
11	magic-user	13
12	magic-user	14
13	magic-user	15
14	magic-user	16
15	cleric	7
16	cleric	8
17	cleric	9
18	cleric	10
19	cleric	11
20	cleric	12
21	cleric	13
22	cleric	14
23	cleric	15
24	cleric	16
25	dwarf (fighter)	9
26	dwarf (fighter)	10
27	elf (fighter/MU)	9
28	elf (fighter/MU)	10
29	halfling (fighter)	9
30	halfling (fighter)	10

CKS1: CONSTRUCTION

	Main/Older Area	Secondary/Newer Area
1	partially constructed	—
2	newly completed	—
3	good condition, some age	—
4	well-worn	—
5	in need of minor repair	—
6	in need of major repair	—
7	partially inoperational/destroyed	—
8	newly completed	partially constructed
9	newly completed	newly completed
10	good condition, some age	partially constructed
11	good condition, some age	newly completed
12	good condition, some age	good condition, some age
13	well-worn	partially constructed
14	well-worn	newly completed
15	well-worn	good condition, some age
16	in need of minor repair	partially constructed
17	in need of minor repair	newly completed
18	in need of minor repair	good condition, some age
19	in need of minor repair	well-worn
20	in need of major repair	partially constructed
21	in need of major repair	newly completed
22	in need of major repair	good condition, some age
23	in need of major repair	well-worn
24	in need of major repair	in need of minor repair
25	partially inoperational/destroyed	partially constructed
26	partially inoperational/destroyed	newly completed
27	partially inoperational/destroyed	good condition, some age
28	partially inoperational/destroyed	well-worn
29	partially inoperational/destroyed	in need of minor repair
30	partially inoperational/destroyed	in need of major repair

CKS2: TYPE/SIZE

	Type	Size
1	I	A
2	II	A
3	III	A
4	IV	A
5	V	A
6	VI	A
7	I	B
8	II	B
9	III	B
10	IV	B
11	V	B
12	VI	B
13	I	C
14	II	C
15	III	C
16	IV	C
17	V	C
18	VI	C
19	I	D
20	II	D
21	III	D
22	IV	D
23	V	D
24	VI	D
25	I	E
26	II	E
27	III	E
28	IV	E
29	V	E
30	VI	E

FIGHTER/CLERIC: CASTLE

Type	Size	levels/towers	rings/castles
I keep/square	(size = # of levels)	A 1d2+1 (per type)	1d2+1 (per type)
II keep/round	(size = # of levels)	B 1d3+2 (per type)	1d2+2 (per type)
III keep/shell	(size = # of rings)	C 1d3+4 (per type)	1d2+3 (per type)
IV towers/square	(size = # of towers)	D 1d5+6 (per type)	1d2+4 (per type)
V towers/round	(size = # of towers)	E 1d6+10 (per type)	1d2+5 (per type)
VI concentric	(size = # of "castles")		

MAGIC-USER: TOWER

Type	Size
I round/sloped	A 1d2+1 levels
II round/straight	B 1d3+2 levels
III round/stepped	C 1d3+4 levels
IV square/sloped	D 1d5+6 levels
V square/straight	E 1d6+10 levels
VI square/stepped	

ELF: TREE STRONGHOLD

Type	Size
I 1 level/tree	A 1d2 trees
II 1d2 levels/tree	B 1d2+1 trees
III 1d3 levels/tree	C 1d3+3 trees
IV 1d5 levels/tree	D 1d5+6 trees
V 1d6 levels/tree	E 1d6+10 trees
VI 1d10 levels/tree	

DWARF: MOUNTAIN STRONGHOLD

Type	Size
I centralized/flat	A 1d2 levels
II spread/concave	B 1d2+1 levels
III spread/convex	C 1d3+3 levels
IV modular/towered	D 1d5+6 levels
V hidden/disguised*	E 1d6+10 levels
VI roll d2 [1=underground, 2=freestanding]	

* by/as mountains



HALFLING: SHIRE

Type	Size
I mounds/walled	(size x 2 = # of mounds) A 1d2+1 (per type)
II mounds/hidden*	(size x 2 = # of mounds) B 1d3+2 (per type)
III mounds & trees/walled	(size = # of mounds & trees†) C 1d3+4 (per type)
IV mounds & trees/hidden*	(size = # of mounds & trees†) D 1d5+6 (per type)
V castle/walled	(size = # of towers) E 1d6+10 (per type)
VI castle/hidden*	(size = # of towers)

* usually by magical means (e.g., through the aid of a high-level magic-user employing the use of a *mass invisibility* or *hallucinatory terrain* spell)

† roll separately for specific number of each type

