



d30 Castle Encounters

CST1: CASTLE OWNER DETAILS

Roll Detail

- 1 altruistic patron (beloved by all)
- 2 blackmailed king/queen into title
- 3 conspirator in plan to kill king/queen
- 4 diplomat who travels frequently (rarely home)
- 5 doppelganger who saw opportunity and took it
- 6 doppelganger working at behest of other
- 7 drunk
- 8 former adventurer who earned what he/she has
- 9 former adventurer who got lucky ("monty haul")
- 10 former hero (awarded title)
- 11 haunted by ghost(s) of ancestor(s)
- 12 nearing death, actively seeking to cheat it
- 13 nearing death, children squabbling over estate
- 14 nearing death, has no heirs
- 15 nearing death, seeking long lost heir
- 16 pathological killer
- 17 pathological liar
- 18 pathological procreator (has 15+1d15 children)
- 19 pathologically cruel (taunts/tortures any/all)
- 20 pathologically indulgent (sex, alcohol, food, etc.)
- 21 pathologically lazy
- 22 pathologically suspicious of everyone
- 23 pennypincher
- 24 personality swings wildly from lawful to chaotic
- 25 possessed by extraplanar spirit
- 26 retired MU, acquired title through wish spell
- 27 spendthrift (quickly wasting family fortune)
- 28 successful merchant who bought his/her title
- 29 twin who is passing for true title-owner
- 30 twin who killed other twin, passing off as both

CST2: STAFF QUIRKS

Roll Quirk

- 1 addicted to opiates
- 2 all female
- 3 all incredibly old
- 4 all male
- 5 all noticeably young
- 6 all of exotic origin
- 7 being killed one-by-one
- 8 branded, covered
- 9 doppelgangers
- 10 drugged into service
- 11 fearful of outsiders
- 12 have all been castrated
- 13 humanoid*
- 14 in service to demon
- 15 lycanthropes
- 16 magically *charmed*
- 17 magically deaf
- 18 magically mute
- 19 members of religious cult
- 20 patronizing to visitors
- 21 plagued by disease
- 22 *polymorphed* monsters
- 23 regularly beaten
- 24 scarred, obvious
- 25 secretly cabalists
- 26 speak many languages
- 27 *telepathic*
- 28 took vow of silence
- 29 undead, not obvious
- 30 undead, obvious

* specific type at DM's discretion

CST3: CASTLE FEATURES

Roll Feature

- 1 1d30+15 prisoners held in dungeon
- 2 acoustically dead (weirdly quiet)
- 3 acoustically vibrant (whispers travel)
- 4 being used as secret brothel
- 5 creepy/gloomy portraits throughout
- 6 decorated with disturbing tapestries
- 7 eclectic art collection from near and far
- 8 eclectic furnishings from near and far
- 9 elaborate stained glass throughout
- 10 elaborate stonework (*stone shaped*)
- 11 expansive terrarium
- 12 extensively trapped
- 13 false features (e.g., false doors)
- 14 fully-stocked torture chamber
- 15 furnished generously (difficult to pass)
- 16 furnished sparingly
- 17 hall of mirrors
- 18 haunted by previous tenants
- 19 heavily armed and fortified
- 20 magical lights follow visitors
- 21 majority of stores lost to rot/disease
- 22 monster heads mounted on walls
- 23 recently suffered fire, localized
- 24 recently suffered fire, widespread
- 25 riddled with wards and glyphs
- 26 secret library*
- 27 secret passages throughout*
- 28 secret treasure caches throughout*
- 29 smell of exotic foods fill the air
- 30 smell of human waste fills the air

* 2-in-3 chance presence of feature is known by castle owner

CST4: IMPENDING EVENTS

Roll Event

Aware?*

- | | |
|--------------------------------|---------|
| 1 attack, dragon | 1-in-30 |
| 2 attack, humanoid tribe | 1-in-6 |
| 3 attack, monster | 1-in-30 |
| 4 attack, rival | 2-in-3 |
| 5 bandit raid | 1-in-15 |
| 6 battle, kingdom-wide | 1-in-1 |
| 7 birth, animal | 1-in-1 |
| 8 birth, family | 1-in-1 |
| 9 birth, staff | 1-in-1 |
| 10 birthday | 1-in-1 |
| 11 death, family | 1-in-3 |
| 12 death, staff | 1-in-3 |
| 13 extraplanar event | 0-in-30 |
| 14 funeral | 1-in-1 |
| 15 geological event | 0-in-30 |
| 16 holy day | 1-in-1 |
| 17 proclamation, higher title | 1-in-3 |
| 18 proclamation, loss of title | 1-in-6 |
| 19 return of deserter | 1-in-10 |
| 20 return of hero | 2-in-3 |
| 21 secret ceremony | 1-in-1 |
| 22 serf uprising | 3-in-5 |
| 23 tournament | 1-in-1 |
| 24 traveling merchant | 1-in-5 |
| 25 visit, adventurers | 1-in-15 |
| 26 visit, dignitary(s) | 1-in-2 |
| 27 visit, relative(s) | 1-in-2 |
| 28 visit, religious figure(s) | 1-in-2 |
| 29 weather event | 1-in-15 |
| 30 wedding | 1-in-1 |

* chance of castle owner being aware of the impending event