



d30 Mechanics: Settlement Background

SBG1: GOVERNMENT

| Type | Government by |
|------------------|--|
| 1 anarchy | none (lawless society) |
| 2 argentocracy | money (all decisions made by financial prudence) |
| 3 aristarchy | the best (e.g., through contest) |
| 4 aristocracy | nobility |
| 5 autocracy | individual w/ absolute power (e.g., emperor/dictator) |
| 6 cryptarchy | secret rulership |
| 7 democracy | the people |
| 8 demonocracy | demons (or representatives of demons) |
| 9 ecclesiarchy | clerics |
| 10 ethnocracy | a particular race (among mixed races) |
| 11 gerontocracy | eldest citizens (age-based) |
| 12 gynocracy | women |
| 13 heroarchy | heroes |
| 14 heterarchy | foreign ruler |
| 15 matriarchy | eldest females |
| 16 militocracy | military rulers |
| 17 monarchy | individual, usually hereditary (e.g., queen/king) |
| 18 oligarchy | the few (usually co-equal; roll 1d30 for number) |
| 19 patriarchy | eldest males |
| 20 pedantocracy | strict rule-bound scholars |
| 21 pedocracy | learned, savants, and scholars |
| 22 phallocracy | government by men |
| 23 plutocracy | the wealthy |
| 24 prophetocracy | government by a prophet |
| 25 quangocracy | quasi-autonomous non-governmental organizations |
| 26 statocracy | the state alone, without ecclesiastical influence |
| 27 thearchy | a god or gods (or through one or more representatives) |
| 28 theocracy | priests or religious law |
| 29 tritheocracy | three gods (or representatives thereof) |
| 30 xenocracy | a body of foreigners |

SBG2: REACTION TO OUTSIDERS

| |
|-------------------------|
| 1 accepting of |
| 2 aggravated by |
| 3 amused by |
| 4 annoyed with |
| 5 anxious around |
| 6 apathetic toward |
| 7 bored by |
| 8 curious about |
| 9 cynical of |
| 10 enraged by |
| 11 enthralled with |
| 12 envious of |
| 13 excited by |
| 14 frustrated with |
| 15 grumpy around |
| 16 impressed by |
| 17 indifferent to |
| 18 infuriated by |
| 19 irritated by |
| 20 melancholy about |
| 21 peaceful around |
| 22 pissed off with |
| 23 predatory of |
| 24 rejecting of |
| 25 restless around |
| 26 sympathetic toward |
| 27 tired of |
| 28 uncomfortable around |
| 29 unimpressed by |
| 30 weird around |

SBG3: NEARBY THREATS

| |
|----------------------|
| 1 bandits (thieves) |
| 2 barbarians (horde) |
| 3 beetles, giant |
| 4 bugbears |
| 5 chimera |
| 6 clerics (evil) |
| 7 dragon |
| 8 elves (evil) |
| 9 ettin |
| 10 gargoyles |
| 11 ghouls* |
| 12 giant(s) |
| 13 gnolls |
| 14 goblins |
| 15 harpie(s) |
| 16 hobgoblins |
| 17 kobolds |
| 18 lizard men |
| 19 mage |
| 20 manticore |
| 21 ogre(s) |
| 22 ogre mage |
| 23 pterodactyl |
| 24 roc |
| 25 skeletons* |
| 26 troglodytes |
| 27 trolls |
| 28 witch |
| 29 wolves |
| 30 zombies* |

SCG4: SETTLEMENT ISSUES

| 1s: Type | 10s Digit: Degree |
|-----------------------|---|
| 1 beggars/vagrancy | 1-10 minor/contained [†] |
| 2 drunkards* | 11-20 moderate/widespread [†] |
| 3 corruption | 21-30 major/pervasive |
| 4 disease | |
| 5 feuding | * 1 in 3 chance of additional issues with beggars |
| 6 fire | ** 2 in 3 chance of accompanying disease (roll add. 1d3 for degree) |
| 7 prostitution | ** 2 in 3 chance of accompanying disease (roll add. 1d3 for degree) |
| 8 theft (pickpockets) | † 2 in 3 chance that fire or disease will spread |
| 9 unrest (general) | † 2 in 3 chance that fire or disease will spread |
| 0 waste issues* | |



* roll additional d30 for origin of undead: 1-10=roaming; 11-20=lich; 21-30=vampire