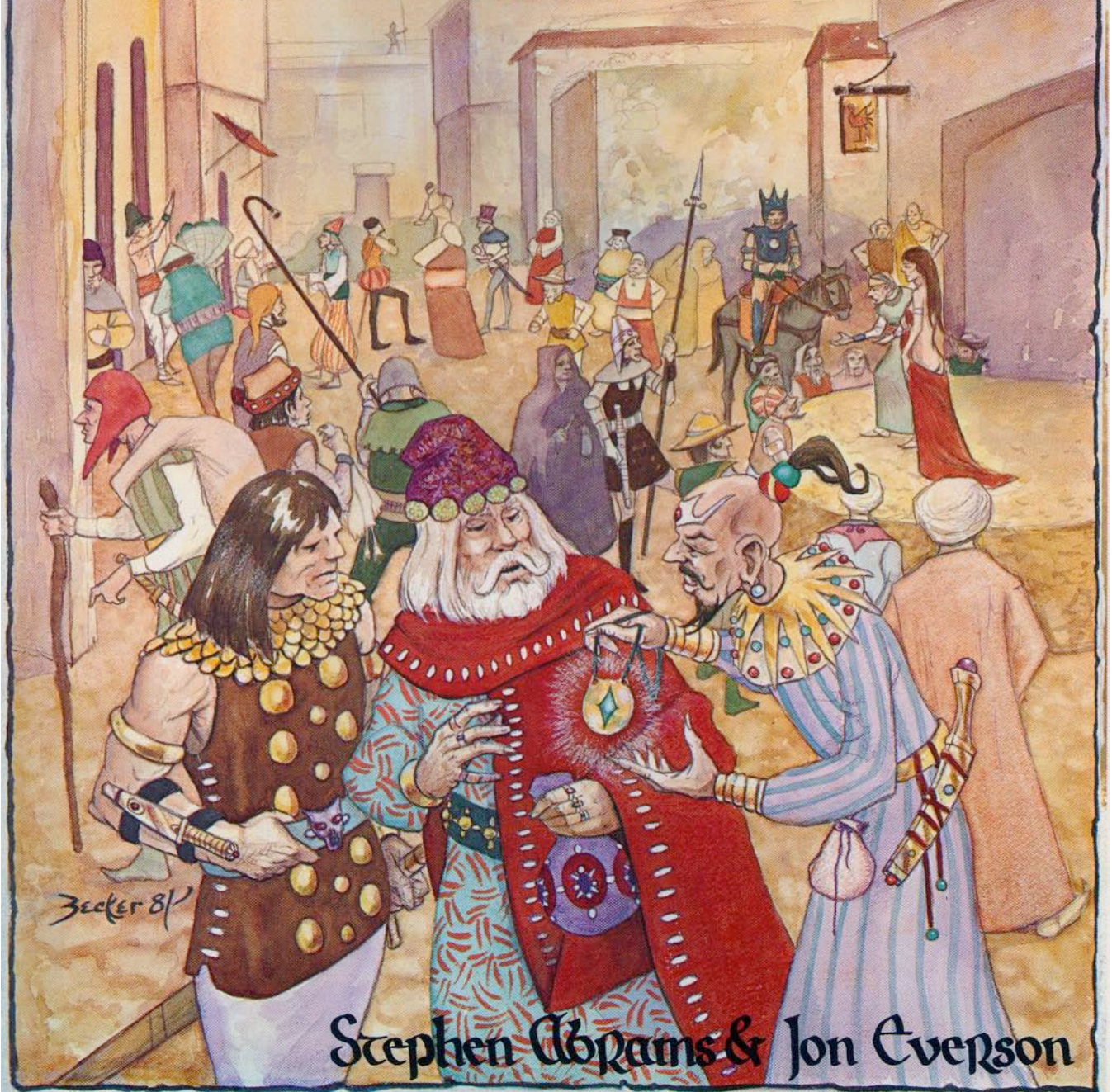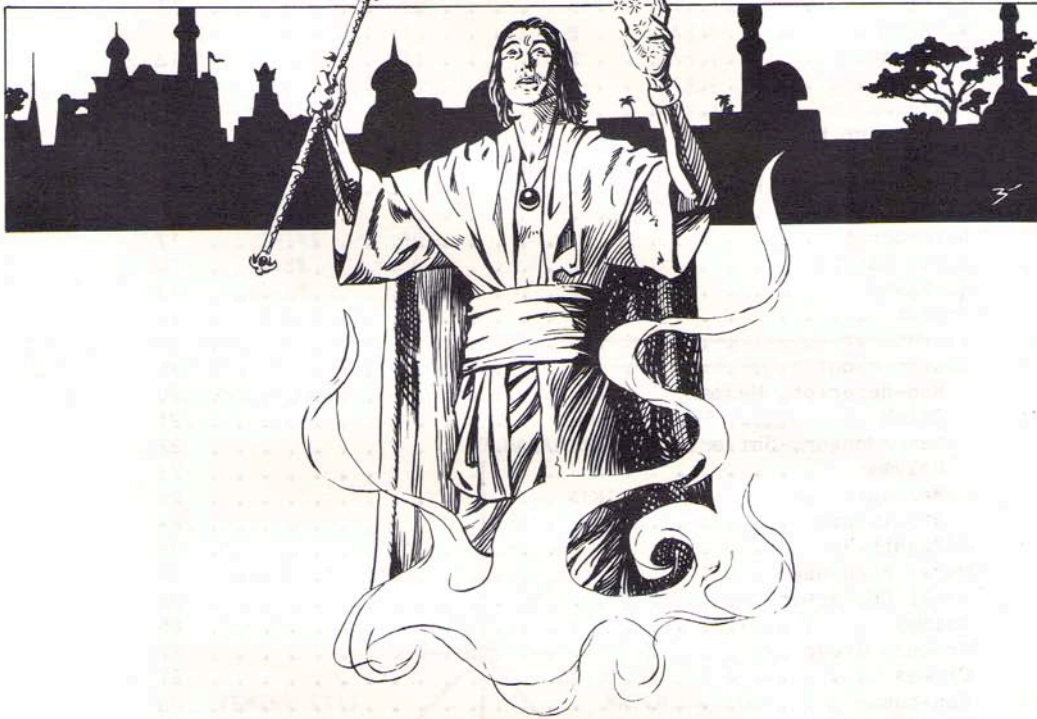# Midkemia Press'
Cities

4th Edition

A guide for all role-playing games
City encounters ∴ City populating ∴ Character catch-up

Stephen Abrams & Jon Everson

Cities

Second Edition

Stephen Abrams &

Jon Everson

CITY ENCOUNTER TABLES

INTRODUCTION TO THE THIRD EDITION

This third edition is the first time this book has appeared in digital form. This came about when we ran out of printed stock and continued to receive orders for the book. Our choices seemed to be to let it go out of print, physically publish a new edition or go digital. Since the first option seemed unreasonable and clearly the economics of our sales didn't support a new print run we are left with publishing digitally. No material from the 2nd or 1st editions has been deleted and some material has been added to enhance the experience. We are very concerned about the potential loss of control over a digital manuscript so please do not distribute this via the web or gamer sites. All the material here has been under copyright since the first edition was published in 1979 and all rights are reserved. Thanks for continuing to acknowledge that this remains a useful addition to the library of modern Gamesmasters and good gaming!

INTRODUCTION TO SECOND EDITION

When CITIES was first published in 1979, little did anyone involved with the project dream where it would lead. Now there is a company, Midkemia Press, where once a group of friends thought they might 'break even' with a new gaming aid. Now there are two cities (CARSE by Abrams and Apperson, and JONRIL by April Apperson and Ray Feist), a large town (TULAN OF THE ISLES by Ray Feist and S. Abrams) and its companion underground adventure (THE BLACK TOWER by Guinasso and S. Abrams), a collection of small towns (TOWNS OF THE OUTLANDS by Edwards, Divin & Young), and a host of other new products coming soon. All these are complements to CITIES, the first publication. As with any first product from a new company, comments from users and further experience on our part has pointed out possible improvements. Therefore, in this second edition, we have expanded existing tables, increased the ease of use, vastly improved the art, and included an entirely new section designed to aid in populating each Gamesmaster's own villages, towns and cities. Nothing from the first edition has been deleted. As always, we at Midkemia Press hope that this improved gaming aid will encourage more Gamesmasters to try their hand in running our favorite type of adventure--the city.

INTRODUCTION TO THE FIRST EDITION

Several years ago two of the more adventuresome members of our fantasy role-playing game group (Jon Everson and Conan LaMotte) embarked upon a momentous undertaking -- the design of a city that was more than a place just to get supplies, but an adventure in its own right. Soon, we all discovered that a well-run city was excellent fun in its own right; in fact, many times it was more entertaining than a dungeon or wilderness for the battle-weary. Gradually, we all built cities, towns, and countries, and began modifying existing rules. Now we have the world of Midkemia, and our rules set, the "Tome of Midkemia", of which this book is a part. We did discover that, with cities, the key phrase was "well-run". The Gamesmaster couldn't allow the players to get bored, fewer players could be run (and be kept interested), and most importantly, the Gamesmaster had to stay on top of everything, as well as be highly imaginative. The number of possible situations and interactions in a city could be staggering. One problem that kept cropping up was the reoccurrence of the same encounters. Unless the Gamesmaster had done an enormous amount of preparation, or

was really "hot" on a given night, the pressures of running the game kept him or her from creating new encounters to fit the game situation. So... we sat down and tried to think of everything that could happen in a city and put it into table form, so that with a few rolls the Gamesmaster could have an outline of a situation or encounter to flesh out. The rules you hold are the result of this idea and three years of play testing and work. We feel these tables spice up the game for the players, and help the Gamesmaster keep his or her sanity (assuming he or she ever had any).

INSTRUCTIONS

Right off the top, we recommend the Gamesmaster run no more than three, and preferably one or two, players at a time in cities. With three or more players, someone is always growing bored while the Gamesmaster and some other player are haggling prices, gambling, looking for work, etc. The Gamesmaster should keep in mind that other large parties, fresh from the dangers of adventuring and armed to the teeth, may wander the streets as a small army with the city constabulary viewing them with concern. These tables are designed to be used **every** ten to fifteen minutes of real time (or more often if things are lagging). "No Encounter" is built into the table to reflect the likely frequency of nothing of note occurring near or to the players' Characters in a particular area of the city. On busy streets something is always going on, wagons rumbling by , hawkers shouting out there wares, street musicans drawing small crowds but a randomly rolled encounter stands out from the rest. A larger number of encounters will be visual, not directly involving the Characters, unless they decide to join in. We recommend that if the players are involved in something, the Gamesmaster shouldn't interfere (too much) by throwing encounters at them. A significant number of encounters read, "...accidental bump...". This represents the jostling a Character would receive in a crowded street. This teaches players not to attack everyone on sight and keeps thieves from being quite so conspicuous. Another frequent encounter is "...recognizes Character...mistakenly...correctly." This is where a non-player Character (NPC) either thinks he or she knows the Character or did in fact knows him previously (even if the player doesn't "remember"). It could be an old buddy, sweetheart, rival, employer, slave, sidekick, or anyone else the Gamesmaster can think of, from somewhere in the Character's past. Or, the NPC could be mistaken, but convince the player they once knew each other. Or... As you can see, the possibilities are many. Sometimes the "random" events can be linked together into a coherent story and help flesh out the GM's city (e.g., in the first encounter the players saw a botched assassin attempt and now in the second encounter soldiers are getting ready to break into a building).

To use the Tables, the Gamesmaster should:
- 1.) For each encounter to be rolled, note the time of day, area of town (poor, merchant or wealthy) in which the Characters find themselves, and whether they're on a main or lesser street.
- 2.) Using this information, find the appropriate column on ENCOUNTER MATRIX TABLES I., II., III., or IV. Roll percentile dice (two tens, one for the 10's digit and one for the l's digit--hereafter referred to as d%)
- 3.) Find the d% result in the appropriate column, then read horizontally across to the list of ENCOUNTER types given on the far left of the page. These ENCOUNTER types are the headings of the ENCOUNTER tables listed on the following pages (in the order found on the ENCOUNTER MATRIX TABLE).

4.)   Each ENCOUNTER table requires as initial d20 roll (except Table 1, which requires a d% roll). The result of this roll may require further rolls listed in the table to flesh out the encounter. The final result will be an outline of the encounter the players may get involved in. It is then up to the Gamesmaster to tailor the encounter to his or her city and keep the encounter moving.

NOTES:

DICE NOTATION: Two types of notation will be found in this book.
1. Used for indicating a number of a certain type of dice to be rolled, this notation will be in the form of #d(type), such as 2d20 (2 20-sided dice are separately rolled and summed (not one d20 multiplied by 2)) or 4d4 (giving results from 4-16 by rolling 4 four-sided die (or equivalent)).
2. Used when simpler numbers are desired, this notation will be in the form of d(type)x #, such as dl0x4 (a 10-sided die roll then multiplied by 4) or d20+20 (a 20-sided die roll plus 20). Either type of notation may require an extra step, such as (d6-1)xl0 (subtract 1 from the six-sided die roll result, then multiply this number by 10 – generating 0, 10, 20, 30, 40 or 50).

Terms Used Throughout This Book:
Plebian – a skill or person commonly found and requiring minimal formal education (e.g. cook, fisherman, etc.)
Artesan – a skill or person that has been trained at some level but typically not requiring an advanced education (e.g. Ship Captain, Read/Write, Horator (the guy that beats the drums on a galley, etc.)
Noble -   a skill or person with that skill that requires some amount of formal education (e.g. physician, biologist, etc.)

CHARACTER STATISTICS:
If a Prime Requisite is mentioned (e.g. Charisma, Intelligence, etc.) the first number following is for a Character developed on a d% system, and the parenthetical number (e.g. (11)) is for a Character developed on a 3d6 system. A conversion table from one system to the other, as well as from 2d6 to d% is provided in Appendix III.   In general the attributes are:

Strength
Intelligence
Wisdom
Cunning
Stamina / Constitution
Agility (often sub-divided into Quickness and Coordination)
Perception
Charisma (often sub-divided into Appearance and Demenor)

COVER ART: Richard Becker
INTERIOR ART: Richard Becker and April Apperson
CALLIGRAPHY: Anita Everson
ADDITIONAL MATERIAL: April Apperson, David Dunham (Catch-Up Table additions)

ACKNOWLEDGEMENT

Thanks to these other builders of Midkemia: April Apperson, Steve Barrett, Anita Everson, Ray Feist, Dave Guinasso, Conan LaMotte, Tim LaSelle, Ethan Munson, Bob Potter, Doug Schreffler, Alan Springer, and Jeff Velten, whose imaginative play testing (together and singly) on numerous occasions almost got the whole project scrapped.

Questions about these rules should include a self-addressed, stamped envelope and be addressed to:

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7022 Regner Rd
San Diego, CA 92119

or just drop us a line at Midkemia@cox.net

ENCOUNTER TABLES

Encounter Matrix Table I
Towns

Roll d% Encounter Table to reference	Generic Town			Your Town		
	Day	Evening	Night	Day	Evening	Night
1. Already Occurring	01-02	01	01			
2. Barbarian	03-08	02-04	02			
3. Warrior	09-13	05-06	03			
4. Town Watch	14-17	07-11	04-10			
5. Slaver	18	12	11			
6. Magician	19	13	12			
7. Government Worker	20	-	-			
8. Pilgrim	21-22	14	-			
9. Beggar / Thief / Urchin	23-27	15-17	13-14			
10. Soldier	28-29	18	15			
11. Aristocrat	30	-	-			
12. Slave Coffle	31	19	-			
13. Workgang	32	20	-			
14. Priest	33-34	21	16			
15. Adventurer	35	22	17			
16. Townsperson	36-56	23-42	18-31			
17. Prostitute	57-58	43-45	32			
18. Assassin / Spy	59	46	33			
19. Major Personage	60	-	-			
20. Local Character	61-71	47-55	34-41			
21. Animal	72-73	56-57	42-46			
22. Protest Group	74	58	-			
23. Circus	75	59	-			
24. Non-human	76	60	-			
25. God / Goddess	77	61	47			
26. No Encounter	78-96	62-92	48-90			
27. Event	97-99	93-99	91-99			
28. Special	100	100	100			

Encounter Matrix Table II
Poor Quarter

Roll d%	Main Streets			Lesser Streets		
Encounter Table to reference	Day	Evening	Night	Day	Evening	Night
1. Already Occurring	01-04	01-06	01-06	01-02	01-02	01
2. Barbarian	05-08	07-08	07	03-06	03-06	02
3. Warrior	09-12	09-11	08-10	07-08	07-08	03
4. Town Watch	13	12-14	11-16	-	-	-
5. Slaver	14-15	15-16	17-24	09-13	09-16	04-15
6. Magician	16-17	17	25	14	-	-
7. Government Worker	18	18	-	15	-	-
8. Pilgrim	19-20	19	-	16	-	-
9. Beggar / Thief / Urchin	21-27	20-28	26-33	17-25	17-22	16-20
10. Soldier	28	29	-	26	-	-
11. Aristocrat	29	-	-	-	-	-
12. Slave Coffle	30-31	30	34	27	-	-
13. Workgang	32-35	31-32	35	28	-	-
14. Priest	36	33	36	-	-	-
15. Adventurer	37-41	34-38	37-39	29-30	23-24	21
16. Townsperson	42-60	39-51	40-46	31-48	25-37	22-31
17. Prostitute	61-62	522-56	47-50	49-50	38-40	32
18. Assassin / Spy	64-65	57-59	51-55	51-56	41-47	33-41
19. Major Personage	66	-	-	-	-	-
20. Local Character	67-71	60-66	56-61	57-66	48-53	42-46
21. Animal	72-75	67-69	62-66	67-69	54-55	47-50
22. Protest Group	76-78	70-72	67	70-71	56	51
23. Circus	79	73	68	72	57	52
24. Non-human	80-85	74-76	69-70	73-74	58	53
25. God / Goddess	86	77	71	75	59	54
26. No Encounter	87-93	78-94	72-96	76-90	60-91	55-95
27. Event	94-98	95-98	97-98	91-98	92-99	96-99
28. Special	99-100	99-100	99-100	99-100	100	100

Encounter Matrix Table III
Wealthy Quarter

Roll d%	Main Streets			Lesser Streets		
Encounter Table to reference	Day	Evening	Night	Day	Evening	Night
1. Already Occurring	01-02	01	01	01-03	01-02	01
2. Barbarian	03	02	02	04	03	-
3. Warrior	04-06	03-04	03	05-06	04	-
4. Town Watch	07-12	05-12	04-15	07-11	05-11	02-16
5. Slaver	13	-	-	12	12	-
6. Magician	14-19	13-17	16	13-18	13-19	17-19
7. Government Worker	20-24	18-21	17	19-22	20-22	20
8. Pilgrim	25	-	-	23	-	-
9. Beggar / Thief / Urchin	26-28	22	18	24-25	23-25	21
10. Soldier	29-34	23-28	19-24	26-30	26-30	22-25
11. Aristocrat	35-42	29-35	25-29	31-35	31-34	26-27
12. Slave Coffle	43-53	36-39	30	36-40	35	28
13. Workgang	54-56	40-41	-	41-44	36	-
14. Priest	57-62	42-46	31-33	45-46	37	29
15. Adventurer	63-64	47	-	47	38	-
16. Townsperson	65-75	48-56	34-37	48-62	39-50	30
17. Prostitute	76	57-58	38	63-64	51-52	31-35
18. Assassin / Spy	77-84	59-67	39-45	65-69	53-58	31-35
19. Major Personage	85-87	68-69	46	70-73	59-60	36
20. Local Character	88	70	47	74	61-62	37
21. Animal	89	71-72	48-49	75-76	63-64	38-39
22. Protest Group	90	73	50	77	65	40
23. Circus	91-96	74-77	-	78	-	-
24. Non-human	97	78	-	79	-	-
25. God / Goddess	98	79	51	80	66	41
26. No Encounter	-	80-97	52-97	82-97	67-97	42-96
27. Event	99	98-99	98-99	98-99	98-99	97-99
28. Special	100	100	100	100	100	100

Encounter Matrix Table IV
Merchant Quarter

Roll d%	Main Streets			Lesser Streets		
Encounter Table to reference	Day	Evening	Night	Day	Evening	Night
1. Already Occurring	01-07	01-05	01-02	01-03	01-03	01-03
2. Barbarian	08-09	06-07	03-05	04-06	04-06	04-06
3. Warrior	10-14	08-13	06-10	07-11	07-08	07-08
4. Town Watch	15-22	14-21	11-26	12-17	09-12	09-11
5. Slaver	23-26	22-26	27-30	18-22	13-18	12-20
6. Magician	27-30	27-30	31-33	23-26	19-20	21-23
7. Government Worker	31-35	31-35	34	27-29	21	24
8. Pilgrim	36-38	36-38	35	30-32	22-23	25-26
9. Beggar / Thief / Urchin	39-45	39-45	36-49	33-39	24-32	27-38
10. Soldier	46-48	46-48	50	40-44	33-35	39-40
11. Aristocrat	49-51	49-50	51	45	36	-
12. Slave Coffle	52-55	51-54	52	46-47	37	41-42
13. Workgang	56-59	55-58	53-57	48-53	38-40	43
14. Priest	60-61	59-60	58	54	41	44
15. Adventurer	62-66	61-62	59-60	55-59	42-44	45-46
16. Townsperson	67-77	63-72	61-65	60-68	45-50	47-51
17. Prostitute	78-80	73-77	66-67	69-71	51-54	52
18. Assassin / Spy	81-82	78-80	68-76	72-75	55-58	53-59
19. Major Personage	83-84	81	77	766	59	60
20. Local Character	85-86	82-83	78	77-80	60-63	61-62
21. Animal	87-88	84-85	79-81	81-83	64-65	64-66
22. Protest Group	89-90	86	82	84-85	66-67	67-68
23. Circus	91-92	87	-	86-87	68	-
24. Non-human	93-94	88-89	83-85	88-91	69-71	69
25. God / Goddess	95	90	86	92	72	70
26. No Encounter	-	91-94	87-96	93-94	73-93	71-94
27. Event	96-98	95-98	97-98	95-98	94-98	95-98
28. Special	99-100	99-100	99-100	99-100	99-100	99-100

1. ALREADY OCCURRING SCENES

The characters **witness** the following scenes, though they may not necessarily become involved. Modify or omit to suit conditions in each city.	
ROLL	**SCENE**

1-10	Fire.
11-12	Wizard duel.
13-14	Street fight between religious or political factions.
15-22	Caravan progressing up street impedes progress.
23-25	Public trial.
26-28	Public execution.
29	Attempted overthrow of local government.
30-34	Traffic snarl impedes movement 1d10 minutes.
35-37	Road/Gate blocked. Guards are questioning people as they pass. If players' Characters pass, the guards question them about something they have knowledge of.
38-41	Raid on merchant by rival.
42-47	Police raid on underworld hangout/legitimate front.
48-56	Warriors dueling.
57-58	Rabble-rouser attempting to incite crowd to riot.
59-61	Assassination attempt.
62-63	Two nobles racing horses down the street; knocking commoners aside.
64-66	Abduction attempt.
67	Army called out for alert.
68-76	Players' characters witness theft.
77-79	Dead noble/rich merchant/high priest being conveyed in state.
80-81	Wild mob/rampaging political faction rushing down street.
82	Players' characters witness mugging.
83-85	Monster/wild animal carried into city in cage by hunters.
86=88	Prostitutes being rounded up by town watch.
89-91	Two drunks fighting.
92-93	Dead body poorly hidden behind wagon/under garbage/in alley.
94-95	Slave trying to escape from slavers.
96-97	Wild animal/rampaging ox, horse, mule, loose in the streets/trampling handler.
98	Physician working in street on accident victim.
99-100	Secret society/religious sect/spy ring/assassins (1d20): 1-5= players' characters stumble into meeting; 6-10 = accidentally gives player's character secret message, thinking him/her a member; 11-17 = think players' characters are members of the opposition and follow them secretly; 18-20 = try to recruit players' characters.

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2. BARBARIAN

Number of Barbarians:
Roll (1d20) : 1-10 = 1 ; 11-14 = 2; 15-16 = 3; 17 -18 = 6; 19 = 11-20 * (1d10+10); 20 = 21-40*
(1d20+20); * = includes women and children plus one shaman/magician (Lesser
Path)/priest of level 1d20.

50% of the time an escort of 11-20 (1d10+10) Town watch will be watching over them.

TYPE OF BARBARIAN (1d20) 1-5 = mountain; 6-9 = forest; 10-13 = steppes; 14-18 = swamp; 19-
20 = desert (re-roll if inappropriate to area)

ROLL	RESULT
1-4	Barbarian bumps into Character and (1d20): 1-4 = ignores him; 5-10 is angry and wants an apology; 11-15 = accuses Character of being a thief; 16-19 is lonely and offers to buy Character a drink; 20 = attacks Character.
5	Characters see a barbarian being laughed at, insulted, mocked, etc. by street urchins/townsfolk.
6-7	Characters see a barbarian accosting women in streets, bar, etc.
8-10	Barbarian is insulting (1d20): 1-5 a nobleman/town official; 6-10 = a magician; 11-12 = another tribesman; 13-18 = the town watch; 19-20 = a Character.
11-12	Barbarian is brawling with (1d20): 1-6 = another tribe; 7-10 = slavers; 11-15 = town watch; 16-20 = anyone convenient.
13-14	Barbarian is lost and lonely; tries to befriend Character.
15-16	Barbarian is hunting an enemy for vengeance, he (1d20): 1-6 = needs help; 7-15 = needs information; 16-20 = is seen attacking an enemy.
17	Barbarian is hiring for an expedition (see Expeditions in Appendix I).
18	Barbarian is selling trade goods: furs, meat, trinkets, shrunken heads, worthless stones, etc.
19-20	Barbarian is advanced scout (1d20): 1-8 = looking for new land; 9-12 = seeking jobs; 13-14 = on sacred quest; 15-16 = seeking vengeance on (see Mission People in Appendix I); 17-18 = preparing raid on city/town; 19 = looking for food supply; 20 = seeking a savior for their tribe.

3. WARRIOR

ROLL (d20)	RESULT	NUMBER	On Foot	Foot & Horse	HORSE ONLY
			WARRIOR'S STATUS (1d20)		
1-3	Accidentally bumps Character	1d4	1-15	16-18	19-20
4-6	Warriors are drunk	1d6	1-18	19	20
7	Warriors are looking for a fight	1d6	1-14	15-16	17-20
8	Warrior is lonely and wants a friend	1	1-18	-	19-20
9	Warrior is on a Quest	1-2	1-10	-	11-20
10	Warrior is looking for vengeance	1	1-10	-	11-20
11-12	Warriors are really muscle men for a political/religious faction.	1d20	1-10	11-15	16-20
13-14	Warriors are recruiting for an expedition.	1d4	1-15	-	16-20
15	Warriors are being robbed	1-3	1-19	-	20
16	Warriors are part of a merchant's guard	1d4	1-5	6-10	11-20
17	Holy crusader leads 1-16 above.	+1	1-8	-	9-20
18	Ranger leads 1-16 above	+1	1-18	-	19-20
19	Lord and retainers, roll on Table 11	-	-	-	-
20	1-19 above recognizes character (1d20): 1-10 mistakenly; 11-20 = correctly				

Leader's level (1d20): 1-4 = 1st level; 5-10 = 2nd level; 11-15 = 3rd level; 16-18 = 4th level; 19 = 5th level; 20 = 4+1d8th level

4. TOWN WATCH

50% PROB. it's the regular patrol of 2d6; if not, number present = 1d12, and see table below.

ROLL	RESULT
1-10	Guards are off duty (1d20): 1-5 = drunk and disorderly; 6-10 = trying to start a fight; 11-15 = looking for a bribe/extorting "protection"; 16-19 = accidentally bumps Character; 20 = recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly.
11-12	Guards are chasing 1d6 street urchins (1d20): 1-12 = urchins have stolen something; 13-17 = urchins are being taken in for questioning on crime; 18-20 = off duty town watch are working for slavers.
13-16	Character witnesses what appears to be a normal patrol but is in reality a secret mission (1d20): 1-15 = town watch ignores him; 16-19 = town watch marks his appearance and will pick him up later for questioning; 20 = town watch calls other watchmen/dispatches some members to hold Character for questioning.
17-18	Character witnesses raid on building by 2d10 guardsmen.
19-20	Patrol recognizes Character (1d20) 1-10 = mistakenly; 11-20 = correctly as old friend, enemy, wanted criminal, etc.

5. SLAVER

If your city's culture does not have slaves, these encounters could involve convicted criminals, indentured servants, war prisoners or captured raiders.

Subtable 5A: **Busy or patrolled stree**t; number present=1d10 of which 85% will be guards	
ROLL	**RESULT**
1-4	Slaver accidentally bumps into Character.
5-7	Slaver intentionally bumps into Character to ascertain if any of the Character's Prime Characteristics are above 90% (16+). If they are, the slaver will (1d20): 1-8 = follow the Character, looking for an opportunity to capture him; 9-18 = the slaver will try to con the Character into entering an alley or other deserted place in order to capture him; 19 = slaver will offer the Character a job as his assistant; 20 = slaver will try to hire the Character for an expedition (see page 59 for Mission).
8	Slaver is being harassed by a band of street urchins (1d6): 1-5 = for the general principle of it; 6 = to distract the slaver and his men while one of their number tries to free a captured member of his family/band/gang.
9-15	Slaver is looking for an escaped slave (20% chance he thinks Character is the slave).
16-17	Characters see slaver beating a slave.
18-20	Slaver recognizes Character (1d20): 1-12 = mistakenly; 13-20 = correctly, as friend, business partner, ex-slave, etc.
Subtable 5B: **Quiet/un-patrolled street**: number present=4d6 of which 85% are guards	
ROLL	**RESULT**
1-6	Slaver is looking for escaped slaves (35% probability that slaver thinks Character is an escaped slave).
7-10	Slaver tries to lure a Character into a dark alley or tavern in order to capture him.
11-13	Characters are trapped by slavers during sweep of the area and are herded along with unresisting people.
14-15	Slavers are chasing street urchins in a roundup of children.
16-17	Slavers encounter resistance from intended victim (1d20): 1-15 = they offer Characters 1d4x20 gold to help them subdue victim; 16-20 = they turn their attention to "easier" prey, the Characters.
18-19	Slavers encounter Characters in the street; if they outnumber the Characters by 3 to 1 or better, they will attempt to overcome them by force.
20	Slaver recognizes Character (1d20): 1-15 = mistakenly: 16-20 = correctly

6. MAGICIAN

roll ld20 and match the time of day.

DAYTIME: 1-12 = Greater Path (normal type magician) SUBTABLE 6A. 13-20 = Lesser Path (druid, witch, shaman, etc.) SUBTABLE 6B.
NIGHTTIME: 1-5 = Greater Path, see SUBTABLE 6A. 6-20 = Lesser Path, see SUBTABLE 6B.

Subtable 6A: **Greater Path** plus 0-5 guards (ld6-1); level = ld20; 30% probability she's female.

ROLL	RESULT
1-4	Magician accidentally bumps into Character.
5-6	Magician is trying to hire an assassin to use against a rival.
7-8	Magician is trying to hire a warrior to regain a magical item (see Appendix I for Place).
9-10	Magician is hiring for an expedition. (See Appendix I)
11-13	Characters see magician taunting and hounding a Lesser Path magician in the street, bar, etc.
14-15	Character witnesses magician involved in confrontation with the town watch.
16-17	Character sees magician cast a spell.
18	Magician needs help; he just had a magic item stolen.
19	Character witnesses a teleport (ld20): 1-6 = disappears in front of Character; 7-20 = appears in front of Characters and he is clutching < (ld20): 1-4= nothing; 5-9 = 1,000-20,000 gold (ld20 x 1,000); 10-16 = a Magic Item; 17-20 = another person>.
20	Magician recognizes a Character (ld20): 1-15 = mistakenly; 16-20 = correctly, as a friend, previous subject, competitor's agent, etc.

Subtable 6B: **Lesser Path**: plus (ld6)-3 of his or her totem (see below). 50% probability she's female. Usually in brown or grey robes, slouch hat and walking staff.

ROLL	RESULT
1-4	Magician accidentally bumps Character.
5-6	Magician is begging; if Character gives him nothing, he will curse the Character (20% probability it's a real curse).
7	Character sees magician being hounded by a gang of street urchins.
8-11	Magician offers Character his services.
12-13	Magician insults Character, provoking an argument (ld20): 1-10 = merely for the joy of arguing; 11-17 = because he's mad at the world; 18-20 = since the Character looks and acts like someone he hates.
14-15	Magician is trying to form an expedition and will offer shares as an enticement to hire on (see Expeditions in Appendix I).
16-18	Characters see magician being pursued by the town watch.
19	Magician bumps into Character and slips him an item (see Mission Goods in Appendix I), then flees pursuers.
20	Magician recognizes Character (ld20): 1-6 = mistakenly; 7-20 = correctly.

.*Totem List (ld20): 1-2 = insect; 3-4 = reptile; 5-14 = small mammal; 15-20 = bird.

7. GOVERNMENT WORKER

Number: (ld20): 1-10 = alone; 11-20 = accompanied by 1d8 guards.	
ROLL	**RESULT**
1-4	Government Worker accidentally bumps into Character.
5-10	Government Worker is reading a Proclamation announcing (ld20): 1-5 = reward for apprehension of a criminal; 6-8 = new law/tax; 9-12 = a public execution; 13-17 = that the government is hiring for an expedition (see Expeditions In Appendix I); 18-19 = that the government is recruiting for the military (see A Military Career); 20 = an official event (feast day, state marriage, state funeral, etc.).
11-14	Character witnesses a government worker shadowing an enemy agent.
15-16	Character sees a government worker being assassinated.
17	The Government worker is being pestered by street urchins (ld6): 1-4 = begging for money; 5-6 = as a distraction so they can steal his purse.
18	Characters see a government worker having problems with his official papers (ld20): 1-6 = the papers are being blown around by the wind; 7-15 = the papers are being stolen; 16-20 = the papers have been stolen and government worker enlists Characters' aid in recovering them.
19	Government worker enlists Characters' aid in tracking a spy or thief.
20	Government worker recognizes Character (ld20): 1-10 = mistakenly; 11-20 = correctly, as well-known figure, friend, enemy, etc.

8. PILGRIMS

number = 1d20.	
ROLL	**RESULT**
1-4	Pilgrim accidentally bumps Character.
5-11	Pilgrims are hiring an escort for a holy quest (see Expeditions for Places).
12-14	Characters see pilgrim being hounded/mocked by street urchins.
15-16	Characters see pilgrim being mugged by 1d10 muggers/thugs.
17	Pilgrim is seeking other pilgrims to accompany him on pilgrimage.
18-19	Pilgrims are lost and ask Character for directions.
20	Pilgrim recognizes Character (ld20): 1-10 = mistakenly; 11-20 = correctly, as friend, enemy, etc.

9. BEGGAR/THIEF/URCHIN

see Subtable A for Busy Street, B for Quiet Street, or C for Night on **any** street. Encounter may be with any of the Character types indicated in the encounter rolled. Type of person: Beggar (B), Street Urchin (U), Thief (T). Numbers in parentheses, "(1)", indicate more may be around but they're unseen.

Subtable 9A: BUSY STREET

ROLL	NUMBER	RESULT
1-2	1	Character is accidentally bumped by B/T/U.
3-4	1d4	B/T/U is begging; if no money is given, he will (1d6): 1-2 = attempt to trip Character; 3-6 = insult Character.
5	1	Urchin offers his services as a guide. He will steer the party to family businesses usually in the poor quarter.
6-8	1d4	B/T/U bumps and attempts to rob Character.
9	1	Thief bumps and tries to hide stolen goods on the player to retrieve later.
10-11	(1)	B/T tries to lure Characters into an alley to be mugged by 1d10 accomplices.
12-14	1	B/T/U tries to con Characters, roll random encounter for disguise.
15	1	B/T/U tries to sell a Character stolen goods at 1/10 normal price.
16-17	1d4	B/T is in trouble with the Thieves Guild and needs help.
18-19	2d6	B/T/U is hiring all Character types for missions (see Expeditions in Appendix I).
20	1	B/T/U recognizes Character (1d20): 1-12=mistakenly; 13-20=correctly.

Subtable 9B: QUIET STREET

ROLL	NUMBER	RESULT
1-5	1d4	B/T/U is begging only.
6-9	1d4	B/T/U bumps and attempts to rob Character.
10-13	(1)	B/T/U tries luring Character into alley to be mugged by accomplices.
14-17	(1)	B/T/ tries to con Character, roll random encounter for disguise.
18-19	1d4	B/T is in trouble with his Guild, asks Character for help.
20	1	B/T/U recognizes Character (1d20): 1-12 = correctly; 13-20=mistakenly.

Subtable 9C: NIGHT on any street type

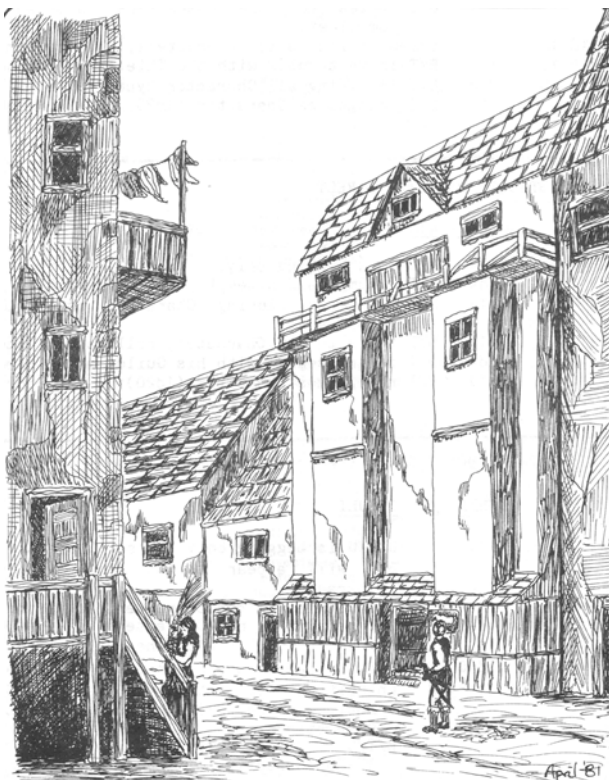| ROLL	NUMBER	RESULT
1	1d4	B/T/U is begging only, curses Character if nothing is given.
2-4	1d4	B/T will appear to be drunk and will bump and attempt to rob Character.
5	(1)	T/U is seen by a character making his way over the rooftops.
6-7	(1)	B/T/U tries to con Character, roll random encounter for disguise.
8-12	4d4	B/T attempt to mug Characters.
13	1d4	T/U is seen sneaking up through a grating in an side alley. It leads to the sewers/ hidden tunnels.
14	(1)	B/T/U is seen entering/leaving a house/business through a window. (1d20): 1-6 = Thief it's a snatch and grab job; 7-8 = Thief is a cat burglar; 9-13 = Townsperson is trying to sneak in/leave without waking his spouse;

		14-16 = Urchin is trying to avoid curfew; 17-20 = Townsperson is going to a romantic tryst.
15-16	1d4	B/T is in trouble with the Guild and asks Character for help.
17-18	1d10	B/T approaches Character to go on a special mission (p. 59).
19	(1d10)+10	Characters accidentally witness a Guild ceremony. If they are noticed (base 30%), the Guild will attempt to kill or capture the Characters.
20	1	B/T/U recognizes Character (ld20): 1-14=mistakenly; 15-20=correctly.

10. SOLDIERS

Roll (1d20): 1-5 = private soldiers; 6-16 = city guard; 17-20 = national or regional army. Number appearing = 3d8

ROLL	RESULT
1	Soldier accidentally bumps into Character.
2-5	Character sees soldiers escorting (1d20): 1-5 = goods; 6-18 = person; 19 = documents; 20 = as 1-19 above but they are under attack.
6-7	Soldiers are trying to stop a civil disturbance.
8-9	Characters witness a raid on a business/residence/underground hideout.
10-11	Soldiers are hiring civilians for an expedition (see Expeditions Appendix I).
12	Soldiers are being taunted by/chasing street urchins.
13	Soldiers are putting on a show of power (1d20):1-14 = very visual but soldiers are acting with restraint; 15-20 = soldiers are rude and obnoxious.
14-15	Soldiers insult Characters by making lewd comments to any women present and/or berating the men.
16	Soldiers are off duty, sightseeing.
17	Soldiers are off duty, drinking and carousing.
18	Soldiers are off duty, fighting with 1d10 warriors.
19	Soldiers are off duty, fighting with other soldiers from (1d20): 1-10 = different unit of same army; 11-15 = different army; 16-20 = same unit
20	Soldier recognizes Character (1d20): 1-15 mistakenly; 16-20 = correctly; as an old friend, enemy, etc.

11. ARISTOCRAT

Roll d% first for the event then if necessary on sub-tables for further information

ROLL	RESULT (roll d%)
01-20	Characters witness a spectacle: banners, trumpets, knights, warhorses, hunting birds, etc.
21-25	Aristocrat is on a quest with only his guards. Re-roll on this table to see why the Characters noticed.
26-35	Aristocrat is hiring retainers.
36-45	Aristocrat is announcing a deed he needs performed. He is offering (1d20): 1-5 = his daughter's hand; 6-10 = wealth; 11-15 = glory; 16-20 = a position of power. Roll on Missions Table (Appendix I).
46-55	Aristocrat is hiring for an expedition (see Missions Appendix I).
56-60	Aristocrat is soliciting information about (1d20): 1-8 = goods; 9-16 = people; 17-20 = places (see appropriate sub-table in Appendix I.).
61-65	Characters witness an assassination attempt on an Aristocrat's life.
66-70	Aristocrat is hiring Characters to fight in a war, feud, range war, etc.
71-75	Characters see a Noble and 1d10 guards (1d20): 1-10 = relaxing in town; 11-13 = beset by bandits attracted to wealth; 14 = arranging an abduction; 15-17 = searching for an abducted relative; 18-19 = about to be abducted; 20 = about to be assassinated.
76-80	Characters encounter a deposed Noble and 1/10th the normal retainers. They are (1d20): 1-5 = drinking to forget; 6-10 = forming a mercenary band; 11-15 = plotting to regain lost lands; 16-17 = plotting vengeance; 18-19 = mad and ready to attack someone; 20 = in a fight with other guards, town watch, etc.
81-85	Characters encounter a Noble and 1d10 retainers plus 1d10 guards fighting in the street because they had intruded on a Secret Brotherhood ceremony.
86-90	Characters encounter a Nobleman's son or daughter who is lost and needs help finding his/her father. 20% chance it's a set-up by thieves.
91-95	Characters encounter a Nobleman. He has just escaped from his captors who are hot on his heels. He needs your help. 15% chance it's a set-up by Slavers.
96-00	Characters encounter an Aristocrat on secret government business.

Subtable 11A: **RANK**		Subtable 11B: **ARISTOCRAT'S HOME**	
ROLL (d%)	RESULT	ROLL (d%)	RESULT
01-25	Merchant	01-75	Local
26-50	Gentleman, Lord	76-90	Non-local
51-75	Knight	91-97	Foreign
76-86	Baron	98-00	Independent
87-92	Count, Earl		
93-97	Marquis		
98-99	Duke		
100	Prince		

Subtable llc: **RETAINERS** (nl = non-local)

ARISTOCRAT'S RANK	PERSONAL GUARDS	SQUIRES	KNIGHTS	MEN AT ARMS	RETAINERS
Knight	0	0-1	-	-	(1d4)-1
Knight – nl	0	1	(1d4)-1	(1d4)-1	(1d6)-1

Baron	1	0-1	(1d6)/2	1d4	1d10
Baron – nl	1d4	1	1d4	1d4	2+2#
Count	1d4	1	1d6	-	1d10
Count – nl	1d6	1	2d4	1d8 + 2/knight	4 + #
Marquis	1d6	1	2d4	1d4	2d6
Marquis – nl	1d8	1	2d8	2d6 + 2/knight	2#
Duke	2d6	3	<(1d6)/2> x 10	3/knight	2#
Duke – nl	3d4	4	(1d6)x10	5/knight	3#
Prince	as appropriate for the location				

= number in the party; therefore, 2# = twice the number in the party. Foreign Aristocrats-- multiply all numbers from table by 2.

12. SLAVE COFFLE

If your city's culture does not have slaves, these encounters could involve convicted criminals, indentured servants, war prisoners or captured raiders.

Number: including 1-2 overseers; 3d10 slaves; 1 guard per 5 valuable slaves or 1 guard per 10 common slaves (see Slaves' Identity below).
COFFLE COMPOSITION (1d20): 1-5 = mixed plebians, artisans and nobles; 6-10 = common laborers; 11-15 = galley slaves; 16-19 = pleasure slaves; 20 = masons going to their death after building a secret passage.
SLAVE'S IDENTITY, if needed (1d20): 1-8 = ordinary slave (80% chance any offer is valid); 9-13 = enslaved noble; 14-15 = high level priest; 16-17 = high level Magi; 18-19 = high-level fighter; 20 = secret society member or non-human.

ROLL	RESULT

1-3	Characters observe slaves being transported.
4-5	Characters see slaver beating slave.
6-8	Slavers are exhibiting slaves as an incentive for a future sale.
9-10	Characters witness an escape attempt by a slave.
11-12	Slave bumps into Character and attempts to slip him a message offering (1d20): 1-5 = wealth; 6-10 = power; 11-13 = rank and prestige; 14-16 = a warning; 17-18 = a message to a friend; 19-20 = nonsense.
13	Character is accidentally bumped into by (1d20): 1-2 = overseer; 3-14 = guard; 15-20 = slave.
14	Characters see urchins jeering slaves.
15-16	Characters recognize slave as (1d20): 1 = relative; 2-4 = friend; 5-7 = enemy; 8-9 = close friend; 10 = noble personage; 11-13 = fellow countryman; 14-15 = government employee; 16-17 = secret society member; 18 = recognize overseer as 1-17 above; 19 = recognize guard as 1-17 above; 20 = mistaken identity as 1-19 above.
17-18	Slave mistakes Character as 15-16 above.
19	Overseer mistakes Character as 15-16 above.
20	It isn't a slave coffle, it is a disguised party of (1d20): 1-3 = assassins; 4-9 = thieves; 10-13 = merchants transporting expensive goods; 14-17 = faction going to meeting or rumble; 18-19 = government officials on a secret mission; 20 = noble and retainers.

13. WORKGANG

1 foreman and 4d6 workers.

ROLL	RESULT
1-3	Character is accidentally bumped by (ld20): 1-18 = worker; 19-20 = foreman.
4-6	Characters encounter work gang cleaning the streets and sewers--terrible smells, chance of disease, etc. Urchins are harassing them.
7-8	Work gang is repairing a building damaged by (ld20): 1-4 = Magi's duel; 5-10 = thieves' tunnel; 11-15 = street fight between rival political factions; 16-19 = fire; 20 = police raid.
9-12	Characters notice workers being paid and (ld20): 1-4 = Character notices stupider workers are being cheated; 5-12 = Character sees thieves shaking down paid workers; 13-19 = Character mistakenly sees 1-12 above; 20 = Character sees foreman paying non-worker (laundering funds)--50% chance foreman notices observation.
13-16	Workmen are rude and insulting to Characters.
17-19	Characters are forced to detour because of road repairs ahead.
20	Worker <identity (ld20): 1-18 = work gang member; 19-20 = foreman> recognizes Character (ld20): 1-15 = mistakenly; 16-20 = correctly.

14. PRIEST

In most instances they will be armed and armored.

ROLL	NUMBER	RESULT
1-4	1d4	Priest accidentally bumps into Character.
5-6	1d4	Characters see Priest preaching about (1d20): 1-4 = damnation; 5-10 = salvation; 11-18 = conversion to a new religion; 19 = a secret message sounding like nonsense; 20 = nonsense.
7-11	1d10	Priest attempts to hire Characters for an expedition (see Missions Appendix I).
12-14	1d20	Characters witness Priests performing a religious rite.
15-17	1d20	Characters see Priests escorting (1d20): 1-8 = a Holy Relic; 9-14 = (1d20)x1,000 gold coins; 15-16 = a magical item; 17-20 = a high level or important Priest.
18	1d20	Characters come across Priests fighting with Priests of another faith.
19	1d4	They are not Priests, but disguised (1d20): 1-5 = Noblemen; 6-12 = thieves; 13-20 = assassins.
20	1	Priest recognizes Character (1d20): 1-8 = mistakenly; 9-20 = correctly

15. BAND OF ADVENTURERS

Number = 2d8; of which 1d10 will be warriors; 1 or 2 will be Mages; 1 or 2 will be Priests, and any remainder will be thieves, assassins, etc.

ROLL	RESULT
1-4	Band is looking for adventure, 75% chance they will approach the Characters for suggestions.
5-8	Band will try to enlist Characters for Expedition (see Missions Appendix I).
9-10	Band is looking for a leader; they will approach any Character with a Charisma of 60%+ (11+) and try to recruit them.
11-12	Band is just back from an adventure; they are spreading wild stories (50% they are true).
13-15	Band is just back from an adventure; they are close-mouthed. Characters note their passage.
16-18	Drunken adventurers insult Characters.
19-20	Band recognizes Characters (1d20): 1-15 = mistakenly; 16-20 = correctly.

16. TOWNSPERSON

This category is divided into several sub-categories. Roll on the following table to determine the type of townsperson encountered, then consult the indicated sub-table for further details of the encounter.

ROLL	RESULT: refer to appropriate sub-table.
1-4	Non-descript townsperson, TABLE 16A
5	Madman, TABLE 16B
6-7	Drunk or drugged, TABLE 16C
8-11	Peasant, TABLE 16D
12-13	Hag, TABLE 16E
14-15	Rumormonger, TABLE 16F
16-17	Sailor, TABLE 16G
18	Prophet, TABLE 16H
19	Holyman, TABLE 16I
20	Merchant, TABLE 16J

16a.	**Non-descript TOWNSPERSON**: number = (1d4); Background (1d6): 1-3 = plebian; 4-5 = artisan; 6 = noble--for specifics, roll on Appendix III, p. 70.

ROLL	RESULT
1-4	Townsperson accidentally bumps or insults Character.
6-8	Townsperson's Guild is hiring for an expedition (see Missions Appendix I)
9-11	Townsperson approaches Character to recover goods that have been stolen from him or his guild.
12-13	Townsperson tries to start a fight with Character.
14-15	Characters see Townsperson being drunk and rowdy.
16-17	Townsperson was just mugged, approaches Characters for help.
18	Characters see Townsperson being harassed by urchins.
19	Townsperson is lost, asks for aid.
20	Townsperson recognizes Character (1d20): 1-16 = mistakenly; 17-20 = correctly.

16b.	**MADMAN**
ROLL	RESULT
1-3	Characters see Madman running down the street screaming (1d20): 1-6 = he is being pursued by City Guardsmen; 7-10 = he is being pursued by dogs; 11-20 = he is not being pursued but acts as if he were.
4-7	Madman was the subject of a Magi's experiments. Characters see him being (1d20): 1-6 = pursued by the Magi; 7-12 = pursued by a large bat; 13-20 = he is not being pursued and approaches the Characters for help.
8-12	Madman seems to recognize Character and warns him vaguely of some impending doom (25% it's a real premonition).
13-16	Madman gives out any information the Gamesmaster would like the players to have. It should be in an obscure form.
17-18	Madman falls frothing at the Characters' feet.
19	It is not a Madman but a drugged and kidnapped Aristocrat who needs help.
20	Madman appears almost normal with only a twitch and some drooling. He recognizes the Character (1d20): 1-14 = mistakenly; 15-20 = correctly.

16c.	**DRUNK OR DRUGGED**: number present = 1 or 2.
ROLL	RESULT
1-10	Drunk accidentally bumps Character and (1d20): 1-8 = is belligerent; 9-12 = is apologetic; 13-15 = ignores Character; 16-20 = accuses Character of robbing him.
11-13	Drunk tries to start a fight with Character.
14	Drug dealer approaches Character and offers to sell him a black-market narcotic (1d20): 1-7 = it is a real drug, although 20% chance of illness if the Character uses it due to contamination; 8-10 = it is very pure - he is getting rid of a shipment that should have been delivered to a powerful noble. 10% chance the Characters may get pursued by the noble's forces; 11-20 = it is really cow dung and straw.
15-17	Character sees Drunk being (1d20): 1-5 = mugged; 6-12 = simply robbed (no violence); 13-20 = harassed by urchins.
18	Drunk approaches Character and babbles useless information.
19	It isn't a Drunk; it is a (1d20): 1-5 = Underground recruiter who will try to enlist the Character into a political faction; 6-9 = assassin on a mission (10% chance the Character is the target); 10-15 = townsperson who is being pursued and needs help; 16-19 = townsperson who is dying; 20 = police agent.
20	Character encounters a drugged noble who has just managed to escape his captors and needs help.

16d.	**PEASANT**: number present = 1d20
ROLL	**RESULT**
1-4	Peasant accidentally bumps into Character.
5-10	Peasant needs help (1d20): 1-3 = from monsters that are attacking his home; 4-6 = from bandits that are attacking his home; 7-9 = to overcome an evil Noble that has taken over his land; 10-15 = they're lost; 16-18 = a thief has stolen all their goods; 19 = they need a job; 20 = they have information that will be of interest to the Character.
11-14	Peasant is drunk or on drugs, see Table 16C above.
15-16	Characters see Peasants chasing a conman who has taken them for their life savings.
17-18	Peasants approach Characters asking for information about their relatives.
19-20	Peasant recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly.

16e.	**HAG**: number present = (1d6)/2; 20% chance it's a high level Magi in disguise.
ROLL	**RESULT**
1-5	Hag is begging, if nothing is given, she will curse Characters (20% chance it is a real curse).
6-9	Hag offers advice to Characters.
10-12	Hag offers to tell Character's fortune for a small amount of silver (20% chance it's true).
13-14	Hag offers warning to Characters.
15-16	Hag spits on Character.
17-18	Hag accidentally bumps into Character.
19	Hag gives a prophecy involving Character (60% chance it is true).
20	Hag recognizes Character (1d20): 1-15 = mistakenly; 16-20 = correctly.

16f.	**RUMORMONGER**
ROLL	**RESULT**
1-10	Rumormonger offers to sell Characters common gossip.
11-13	Rumormonger offers to sell Characters reliable information about the whereabouts of a treasure.
14-15	Rumormonger gives Characters information about an assassination or theft.
16-17	If one of the characters appears to be noble, particularly wealthy or has high charisma, the rumormonger will try to befriend the character and interest him in a marriage arrangement with a client.
18-19	Rumormonger offers to pay Characters for information about treasure, news from abroad, political gossip, etc.
20	Rumormonger tries to sell Characters information about a business deal (get rich quick!) (ld20): 1-10 = reliable information; 11-17 = bad information; 18-20 = common information Characters could obtain anywhere. Characters can try to sell the information to a competitor. If the information was good, he will pay 1d6 times what the Characters paid. But, if the information was bad, the Characters could be accused of being conmen.

16g.	**SAILOR**: number present = 1d6 (this could be militia in a non-port city).
ROLL	**RESULT**
1-3	Sailor accidentally bumps into Character.
4-6	Sailor insults Character.
7-9	Sailors are drunk, see TABLE 16C Drunk or Drugged.
10-11	Sailors are blowing off steam after a long voyage; they're being rowdy and insulting as well as drunk.
12-14	Characters hear Sailors spreading tales of treasure (1d20): 1-10 = it's true, a treasure exists; 11-20 = tales were made up, but a treasure may still exist.
15-17	Characters are stopped by sailors hiring for a sea voyage.
18-19	Sailors are attempting to set up Characters to be shanghaied.
20	Sailor recognizes Character (1d20): 1-12 = mistakenly; 13-20 = correctly.

16h.	**PROPHET**
ROLL	**RESULT**
1-3	Prophet bumps into Character and (1d20): 1-2 = predicts evil will befall Character; 3-5 = acts offended; 6-8 = asks for a donation; 9-11 = offers a prophecy for a donation; 12-13 = gives Character a free prophecy; 14-16 = apologizes; 17-18 = blesses Character; 19 = slips Character a secret note; 20 = recognizes Character (75% chance it is correct).
4-10	Characters see prophet telling crowd about impending (1d20): 1-10 = doom; 11-15 = salvation; 16-20 = some obscure future.
11-12	Characters see prophet being harassed by urchins.
13-15	Prophet offers to hire himself as leader of a party seeking a treasure that was revealed to him in a dream.
16	Prophet falls into a trance at the Characters' feet (awakens 1d10 minutes later).
17-18	Characters see Prophet being carried off by guards for prophesizing (1d20): 1-5 = treason; 6-10 = heresy; 11-15 = a major personage's death; 16-19 = civil insurrection; 20 = natural disaster.
19	Prophet recognizes Character from a future vision.
20	Prophet recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly.

161.	**HOLYMAN**: with a breechclout and staff; 50% chance he has 1 acolyte with a begging~ bowl.

ROLL	RESULT
1	Characters hear Holyman prophesizing about impending (1d20): 1-10 = doom; 11-15 = salvation; 16-20 = some obscure future.
2-5	Characters hear Holyman trying to convert crowd to some local deity.
6-11	Characters hear Holyman predicting that the world will end in 1d20 days.
12-14	Holyman tries to invoke QUEST on Character (ld20): 1-15 = non-magical, Characters can ignore it; 16-20 = Characters must Save vs. Magic or be QUESTED (see Missions Appendix I).
15-16	Holyman is preaching for a Jihad (Holy War) (ld20): 1-10 = crowd is ignoring him; 11-19 = guards are hauling him off for inciting a riot; 20 = the crowd is roaring for blood, ready to follow him anywhere.
17-19	Holyman is preaching an "odd" religion (ld20): 1-10 = crowd ignores him; 11-19 = city/temple guards are hauling him away for heresy; 20 = small group of converts attack Characters for being unbelievers.
20	Holyman BLESSES or CURSES Characters depending on how the Gamesmaster is feeling.

16j.	**MERCHANT**: accompanied by (1d6)-2 retainers.
ROLL	**RESULT**
1	Merchant accidentally bumps into Character.
2-4	Merchant tries to buy something from a Character.
5-7	Merchant is recruiting guards for a caravan, ship, warehouse, display, etc.
8	Characters see a City Guardsman dragging a merchant towards them. The merchant is protesting the indignity loudly (1d20): 1-6 = a crowd of urchins and others are laughing and pointing; 7-10 = the crowd is muttering and growing angry; 11-20 = the incident is being ignored.
9-10	An urchin being chased by a merchant tosses a sack to character (1d20): 1-8 = the merchant notices and accuses the character of conspiracy; 9-15 merchant notices and assumes the character is trying to help; 16-20 merchant doesn't notice and the bag is found to contain goods (money, gems, jewelry, etc.) worth (1d20)x100 gold pieces.
11-12	Character sees merchant try to grab an urchin who darts toward the Characters. The merchant will claim the urchin has been stealing, but the urchin will protest his/her innocence.
13-17	Merchant tries to sell goods to party (1d20): 1-6 = at a bargain; 7-14 = at market price; 15-20 = at an inflated price.
18-19	Merchant needs cash quick, tries to sell goods to Characters at a (1d6)x10 (10-60%) discount. He may have a special or magical item he isn't aware of that he will sell as a normal item.
20	Merchant accuses Character of shoplifting (1d20): 1-10 = he just wants to be mollified; 11-12 = he is angry and takes a swing at the Character; 13-16 = the guards come to investigate, dismiss accusation; 17-20 = guards hold Character for questioning for 1d10 hours.

17. PROSTITUTE

ROLL	**RESULT**
1-8	Prostitute approaches Character (1d20): 1-7 = she asks for help--she is being harassed by a bouncer from a brothel because she is a street-walker; 8-14 = she is a street-walker plying her trade; 15-18 = she works in a brothel and is trying to make a little on the side (20% chance she will be caught by the guard trailing her); 19-20 = she is trying to drum up business for one of the brothels in town that cater to exotic tastes.
9-13	A young, pre-adolescent girl approaches Character, advertising (but not soliciting herself) a brothel; a large guard accompanies her discreetly.
14-16	Characters see a fight between two prostitutes from (1d20): 1-6 = the same brothel, over alleged favoritism; 7-11 = different brothels, over insults; 12-20 = they are streetwalkers fighting over an invasion of territory.
17-19	Guard from a brothel recognizes Character (20% chance correctly) and accuses him of (1d20): 1-7 = abusing one of the girls; 8-14 = stealing one of the girls; 15-20 = trying to steal a girl from the brothel.
20	A girl runs out of a brothel and up to a character, claiming she is being held prisoner and asking for help. She is (1d20): 1-10 = being chased by (1d4) guards; 11-16 = not being chased, but is frightened to the point of hysteria; 17-20 = being chased and slips a note to Character giving a name and offering a reward for help (40% it is true).

18. ASSASSIN OR SPY

(ld6): 1-4 = assassin, SUBTABLE 18A; 5-6 = spy, SUBTABLE 18B.

Subtable 18A. ASSASSIN: 15% chance it's two assassins working together.

ROLL	RESULT
1-6	Assassin tries to join Characters' party to (ld20): 1-4 = find information about a potential victim; 5-8 = recruit Characters to aid in "hit"; 9-12 = gain cover to allow him to get close to his victim; 13-16 = hide from searching guardsmen; 17-20 = incriminate Character in past assassination and draw heat off of himself.
7-10	Assassin is seen by Character setting up an assassination attempt (ld20): 1-5 = he's on an upper roof with a heavy crossbow; 6-10 = he's seen pacing off distances; 11-15 = he's seen preparing a trap; 16-20 = he's using the Character as a dry run for the real thing.
11-12	Assassin is being pursued by guardsmen, bowls over Character coming around a corner.
13-17	Characters witness an assassination attempt on (ld20): 1-3 = a City Guardsman; 4-5 = a noble's personal retainer/guardsman; 6-11 = a noble; 12-20 = a townsperson.
18-19	Characters overhear Assassin talking to his employer; if Assassin notices them listening, there is an 85% chance he will try to silence them.
20	Assassin recognizes Character (ld20): 1-4 = correctly; 5-20 = mistakenly; as (ld20): 1-5 = fellow assassin; 6-10 = his employer; 11-15 = his victim; 16-20 = a miscellaneous townsperson.

Subtable 18B. SPY: 40% chance it is two spies working together.

ROLL	RESULT
1	Spy is startled by Character and hurries off but sends an operative to trail Character.
2-4	Spy recognizes Character (1d20): 1-15 = correctly; 16-20 = mistakenly.
5-7	Spy tries to recruit Character for an undercover operation (ld20): 1-10 = as an agent for the city they're in, to be sent to another city; 11-20 = as an agent for another city, for an operation in this city.
8-11	Spy tries to recruit Character for an overt operation (trade mission, delegation, information office, etc.) in another city; it's a (1d20): 1-10 = real job; 11-20 = cover for a spy ring.
12-17	As 8-11 above, but agent is from another city and wants Character to set up operation in this city.
18-19	Spy tries to pass Character a stolen document (1d20): 1-10 = he thinks Character is a fellow agent; 11-20 = enemy agents are in hot pursuit and he's trying to unload it.
20	City counter-intelligence agents try to entrap Characters (ld20): 1-10 = they think Character is an enemy agent; 11-20 = they're willing to frame anyone to look good for the Boss.

19. MAJOR PERSONAGE

This encounter must be tailored to the individual city or town, and represents the Character having an encounter with some important individual, such as a local Noble, or wealthy merchant.

20. LOCAL "CHARACTER"

This encounter must be tailored to the specific city or town, and represents an encounter with some unusual character in town, such as Big Bill, the local hit man; Jake the barfly; or Conrad, the laborer who is convinced he is a prince from a far land.

21. ANIMALS

Subtable 21A. **EVENT** (Roll for animal involved on Subtable 21B. below, if indicated).	
ROLL	**RESULT**
1-3	Escaped animals are running down the street toward Character--roll type on Sub-table 21B. Roll(1d20): 1-10 = it is avoiding people where it is able to; 11-14 = it is stampeding, going through obstacles and people in its path; 15-19 = it is being chased by 2d6 urchins; 20 = it is mad--people are screaming and running from it.
4-5	Guards have surrounded an angry animal and are trying to capture it--roll type on Sub-table 21B. Roll(1d20): 1-10 = they have cornered it against a wall; 11-15 = they are driving it toward an alley near the Characters; 16-17 = guards are recruiting townspeople to help capture the animal, and ask the Characters to help; 18-20 = the animal is about to attack a woman near the Characters.
6-9	Animals wandering down the street, loose--roll type on Sub-table 21B. Roll (1d20): 1-7 = people are looking, but not doing anything; 8-16 = a group of 2d6 urchins are following it; 17-20 = two blocks away, the owner is waving and shouting, running toward the animal.
10-11	Animal recognizes Character as its master (20% chance he was or is)--roll type on Sub-table 21B.
12-16	A small pack (1d6) of thin, scroungy dogs (1d20): 1-7 = are fighting over scraps in the Characters' path; 8-11 = They harass any animals in Characters' party; 12-17 = They trail the Character's party, begging for food; 18-19 = One dog runs up and wets on Character; 20 = They are starving and attack Character's party.
17	A swarm of bees (1d20): 1-8 = are driving nearby caravan animals and drivers crazy and blocking traffic; 9-15 = are swarming on the wall of a nearby shop; the shopkeeper is frantic; 16-20 = are passing Character's party, scaring any animals into stampeding, 20% chance per Character of stings.
18	The animal is actually a magician trapped in animal form and trying to get help.
19-20	Traveling gypsy/peddler tries to sell Character an unusual pet (1d20): 1-5 = trained giant rats; 6-7 = hawk/eagle; 8-11 = snake; 12-15 = monkey; 16-17 = trained ferret; 18-19 = parrot/exotic bird; 20 = something exotic (mini-dragon, spitting cobra, etc.)

Subtable 21B. **TYPE OF ANIMAL**	
ROLL	**RESULT**
1-6	Horse (30% chance it is a war horse)
7-11	Bull/ox
12-14	Donkey/mule
15-17	Billy goat/ram
18-19	Boar
20	Exotic (big cat, monster ,wolf, etc.)

22. PROTEST GROUP/STRIKE

ROLL	RESULT
1-5	Characters see single a Merchant standing outside his shop arguing with striking workers; they (1d20): 1-10 = ignore Characters; 11-19 = ask Character's opinion on merits of each argument; 20 = strikers attack Characters, thinking they are working for Merchant.
6-10	Characters notice strike against a particular industry, guild, etc. Certain goods will be difficult to get and have inflated prices for the next two weeks.
11-13	Characters see guards breaking up a strike (1d20): 1-10 = peacefully; 11-19 = with force, people being beaten up and dragged off; 20 = guards attack Characters, mistaking them for strikers.
14-17	Characters pass through a protest outside a Government Building/Temple (1d20): 1-10 = peaceful demonstration; 11-19 = agents are taking down everyone's will be rounded up later; 20 = riot descriptions, including Characters'; they erupts around Characters.
18-19	Agents of management and strikers attack Characters, each side thinking they are part of the other side.
20	Characters come upon guards besieging a house/business, where workers/slaves are holding their boss/master hostage (1d20): 1-10 = guards tell Characters to move on; 11-19 = Characters are pressed into service for crowd control while guards storm building; 20 = guards hold back the crowd while Characters are ordered to go in after hostage(s).

23. CIRCUS/CARNIVAL/GYPSIES

ROLL	RESULT
1	Show member accuses Character of stealing from them during their last show.
2-4	Characters see show members putting on a lewd/ribald act (1d20): 1-10 = crowd appreciative; 11-20 = crowd offended, throwing things, booing, etc.
5-8	Characters see quality show presented.
9-11	It's a terrible show, with old animals, poor dancers, stale jokes, etc. (1d20): 1-10 = the crowd is indifferent; 11-19 = crowd is booing, throwing garbage; 20 = near riot, guards are on the way.
12-14	Circus is a front for a band of pickpockets, and there are 1d10 of these working the crowd. (Thieves will be 1d10th level.) There is a 5% chance per each thief in the crowd that the Character will be a target (e.g. if there are 4 thieves, there is a 20% chance).
15-17	Characters happen onto a fortuneteller (1d20): 1-15 = any fortune will be false; 16-20 = fortune will be true.
18-19	Circus/Carnival/Gypsies ask Character to act as a guard to next city.
20	Circus etc. is really a front for a group of spies. They mistake Character for a contact and pass him a message (1d20): 1-10 = it's in code; 11-20 = it's in a random language. The Gamesmaster should recognize the possibility of the opposition observing the exchange, trying to recover the message, etc.

24. NON-HUMAN

ROLL	RESULT
1-3	Elf (number = 1d6); (1d20): 1-5 = looking for lost comrade; 6-10 = delivering a message (see p. 59 MISSIONS); 11-15 = hiring for an expedition (see Missions Appendix I); 16-18 = seeking wisdom; 19 = on Quest (see Missions Appendix I); 20 = recognizes Character (1d20): 1-12 = mistakenly; 13-20 = correctly.
4-9	Dwarf (number = 1d4); (1d20): 1-3 = looking for a lost comrade; 4-8 = they are looking for the thieves who stole their treasure; 9-10 = tracking murderer of their comrade; 11-13 = hiring for an expedition; 14 = buying supplies; 15 = blowing off steam; 16-17 = just robbed; 18 = he's a local smith/armorer; 19 = recognizes Character<(1d20): 1-12 = mistakenly; 13-20 = correctly>; 20 = drunk and <(1d20): 1-5 = gives real information about a treasure; 6-15 = gives false information about a treasure; 16-20 = he's not talking>
10	Gnomes--same as Dwarf (3-8 above); number = 1d6/2.
11-14	Goblins (number present = 1d10) (1d20): 1-12 = triumphal procession of goblin captives by 2d10 guards; 13-15 = on their way to be questioned at Government Headquarters; 16-17 = minions of a Magi, accompanied by 1d10 guards; 18 = work gang; 19 = escape attempt disguised as 1-18 above; 20 = Characters witness raid on local shop.
15	Were-animal--roll on TABLE 21. ANIMALS.
16	Mage in animal form.
17-19	Undead, determine type as appropriate to your game.
20	Attack on city by (1d20): 1-10 = 1 or 2 dragons; 11-20 = Orc/goblin army.

25. GOD/GODDESS IN CITY

ROLL	RESULT
1-6	Characters hear report of a deity being in the city or at the temple to see a VIP (1d20): 1-10 = it's an unsubstantiated rumor; 11-20 = report comes from a reputable eyewitness.
7-12	Characters witness a procession of honor, with a god in attendance. The procession is traveling down a major street, plaza, etc.
13-15	A god is "slumming" in a tavern/inn/bath/gambling house, etc. (1d20): 1-10 = no admittance allowed, Characters hear about it only; 11-19 = open attendance, but with guards, temple priests, etc. in attendance; 20 = it's a free-for-all, deity is trying to identify with the "little people".
16-18	A god is hearing petitions at the Temple for a limited time (1d20): 1-14 = Character can't get there in time, or isn't admitted; 15-20 = admitted to Presence, and (1d20): 1-12 = petition turned down; 13-19 = petition granted; 20 = God grants Character a Wish or kills him, depending on the nature of the petition.>
19-20	Characters encounter a God/Goddess who is incognito, disguised as a random encounter. He/She is looking for a good time without the hassle of being recognized. He/She may reward those Characters that show him/her a good time, but may be very hard on those he/she doesn't like.

26. NO ENCOUNTER

Self-Explanatory

27. EVENT

ROLL	RESULT
1-3	Dishwater falls onto Character from an upper story.
4	A chamber pot is emptied onto Character.
5	Loose bricks and stones fall onto Character(s) from roof (30% chance Character is damaged). There is a 5% chance the house collapses after the bricks fall.
6-9	Character steps into a chuckhole, 20% chance he sprains his ankle.
10-11	Character finds an item in the street (1d20): 1-3 = it's a map to a < (1d6): 1-5 = place; 6 = treasure>; 4-10 = moderate amount of money; 11-15 = an article of clothing; 16-20 = an obscure message.
12-13	Character loses a random item.
14-16	Character is splashed by mud and water from a passing wagon.
17-18	Severe Weather. As an encounter it best affects either a small area (a couple of blocks) or for a short period of time (an hour). Choose from the following types sudden severe weather that best fits your city's climate and time of year (or if you decide instead that the weather has an un-natural/magical/elemental origin choose any). Hail storm, lightning storm, pea-soup-fog, blizzard, sand storm/dust devil, tidal surge.
19-20	Character hears a scream from a nearby alley or building. If he investigates, he finds (1d20): 1-10 = a man with a torch in one hand and a bottle of whiskey in the other, bending over a man strapped to a table. In the shadows are two armed warriors. The man on the table had a wound cauterized and the warriors will not appreciate interference; 11-20 = a rather beefy woman on her knees being struck by a large, drunk, angry man with 1d4 children crying in the corner <If the Characters distract the man, the woman will (1d20): 1-7 = remain on her knees crying; 8-10 = run crying to the children and hug them; 11-14 = run to the children and hustle them from the room; 15-18 = grab a broom and start beating the man; 19-20 = grab a broom and start beating the Characters for interfering.>

28. SPECIAL

This should be an encounter especially designed for the particular city or town. Some examples are listed below, ranging from an unusual happening in a building, to major political upheaval.

The Characters are taken in for questioning by the Secret Police on suspicion of involvement in a political coup, or are arrested by them on trumped-up charges.
The Characters mistakenly end up in the middle of a secret society ritual/meeting with no obvious way out.
The Characters notice partially painted horses and pots of dye in an abandoned warehouse. One of the horses obviously belongs to a local noble. The warehouse is used by a powerful group of thieves.
The Characters are caught up in a political coup.

Cities, Towns, & Villages
Building your own

April Apperson and Stephen Abrams

CITIES, TOWNS AND VILLAGES:

POPULATING YOUR OWN

INTRODUCTION:

This section was added to the second edition of CITIES for those who wish to populate their own communities. One of the best parts of FRP gaming is world building. Any world needs cities, which are fun, but time-consuming, to build. After the fun of developing the cultural environment from which the city grew, comes the work of deciding what is in each building. The following set of tables was designed to make that task easier.

These tables are designed to populate a city, town or village with cultures similar to those of late medieval or early Renaissance period on Earth. Each Gamesmaster will probably find that his or her own culture will differ in some aspects. With little effort the tables can be modified to fit any fantasy culture.

This section of CITIES is divided into two major parts--tables for populating villages of up to 400 people, and tables for populating larger towns and cities.

The **VILLAGES** tables will aid the Gamesmaster In determining what is found in each community, from the smallest hamlet, to larger villages. As village size increases the chance of taverns, blacksmiths, open markets, and other basic services also Increases. Due to the small number of buildings in villages, it is left to the Gamesmaster to determine the location of each business or residence within each village.

When a community reaches town or city size, however, the actual placement of each business or residence becomes significant, due to business type (needing water, strong odors, loud noises, animals, etc.), City/Town/Guild laws, geography, etc. This adds a significant amount of time to populating. Therefore, the city populating

tables include information for determining what businesses and how many of each will be found in a city or town of a given size. They also include tables for determining where each business will be located.

For those Gamesmasters who haven't built a city or town before, the next few paragraphs are included to aid in the Initial design of your community. Those familiar with city building may wish to skip to the actual INSTRUCTIONS section below, for details on how to use these tables.

In the initial design of a city, town or village, the Gamesmaster must consider why the community grew where it did and what culture(s) populate it. Most, if not all, cities were trading centers even if they also began as manufacturing centers. All cities need a source of fresh water. Many began near a river or on the coast as water is also a prime route of travel and commerce. Many Gamesmasters underestimate the amount of farmed land needed to feed city inhabitants. Based on medieval or Renaissance farming methods, 3-5 acres of farmed land are needed for each person. Usually one third of the farming land was left fallow each season, so a square mile of farming land (640 acres) could support 80-130 people. If the Gamesmaster is using a map with "5-mlle hexes" (hexagons measuring Smiles across from side to side; one hex = 22 square miles), each hex will feed 17S0-2800 people, depending on soil quality and farming techniques.

The culture(s) living in a city will determine political, judicial, social and religious structures, as well as create guilds, factions, secret societies, etc., which can be used for fleshing out the encounters in the first section of this booklet. Culture will also determine the population density, that is, the average number of people per building. This

number can then be used to decide the population of a community once the initial map has been drawn.

We suggest about 6-8 people per building (this includes **every** building in the average) for a culture similar to an un-crowded western or northern European type of culture on Earth. A denser population, or a culture with a Middle Eastern flavor will be probably 8-10 per building, and a Far Eastern type culture will house extended families or multiple families in many buildings, giving an even higher density of 10-15 or more people per building. Remember, these tables were designed to be useful over as wide a range of cultures, although the bias is towards a European type of culture.

INSTRUCTIONS:

NOTE: Read the instruction set completely, Including the SUGGESTIONS section at the end, before beginning to populate your community. Remember that building a city can be a relatively long task, and even with the help of the tables the job will take a while. These tables will allow the Gamesmaster to populate his or her community easily, yet create a reasonable distribution for businesses. Because businesses and shops were not placed randomly in medieval cities, the tables involve more than simply choosing one business after another and placing them on the map. Use of these tables involves multiple rolls. In addition, parenthesized code letters next to some of the businesses may be used to provide even more realism for your community. To begin:

1. Draw out a bird's-eye-view map of your city/town/village. This involves deciding where it grew up and why, since the culture(s) there will affect the layout of the city (see above).
2. If the community has 70 or fewer buildings, it is considered a village in these tables; Instructions and tables follow immediately. If the community

has more than 70 buildings, proceed to Paragraph 3, p. 35.

VILLAGES:

2A. Count the number of buildings in your village, then proceed to the proper column in Table la, (Composition of Buildings, p. 33). Roll percentile dice for each occupation on Table la. If the roll made is under the listed percent for each occupation, the occupation will be found in your village as a shop. Place it in a village building now. NOTE: Do not assume all buildings not rolled up on Table la are residences; it is possible other permanent businesses can result from rolls on Tables Id and Ie (which occupations appear at market, see paragraphs 2O and 2E of instructions below).

2B. Determine how often a farmers' market or open fair is held in your village on Table Ib (Frequency of Open Market).

2C. Tables Ic, Id, and Ie are used to determine who is at the fair; the Gamesmaster can re-roll the fair each time, or can assume the same businesses will be there each market day. In either case the Gamesmaster can use Table Ic (Contents of Open Market) to determine the number of booths representing each occupation found at the fair.

2D. After the above rolls are made, Table I d (Chance of occupations appearing at market) is used to determine other craft types at the market. Roll for each occupation in the appropriate column (# of buildings) to determine if the craft is present at the fair. If the craft is present, two further rolls may be made.

i) The first, listed in parentheses, is the NBS (Next Business is the Same) roll. This is the PROB. that a second booth of the same type is located somewhere in the market. If a second booth is present, the NBS roll is

halved and repeated; this halving and repeating is repeated until the roll is not successful. (See EXAMPLE below).

ii) The second roll needed is to determine if there is a **permanent** shop representing this craft in town. This "Chance is perm." roll is given in brackets for each craft or occupation to which it applies. If the roll made by the Gamesmaster is below the listed PROB. a shop of the given type should be located among the buildings in town.

2E. To add interest to each village, there is also a chance of one or more businesses from City Business Tables V, VI, or VII (Lists of businesses appearing in cities, p. 40-42) appearing at the market. Table Ie (Chance of occupations from City Business Tables appearing at market) is used to determine:

i) if a roll on a City Business Table is to be made;
ii) if so, how many such rolls should be made, and;
iii) if a craft or occupation from a City Business Table does appear at market, whether one of the business types rolled is also among the permanent shops in town.

NOTE: Although the contents of the market booths can be re-rolled every market-day if desired, the permanence rolls are not repeated. The businesses in the town are only determined once (unless the Gamesmaster wants to modify things as the village grows at a later date).

2F. After populating the village buildings with all permanent crafts or occupations from Tables la-Ie, add any special buildings not included on the tables (those particular to each culture or world). The remaining buildings may be considered residences of the remaining villagers-- laborers, farmers, fishermen, etc.

EXAMPLE:
Gamesmaster Joe wishes to populate a village of 32 buildings (about 200 people). Locating the column listing 31-40 buildings, the Gamesmaster proceeds to roll d% for each occupation in Table la (Composition of Buildings).

Joe rolls a 45% for "communal bldg/equip" (over the 40% PROB.) indicating that there are none in this village.

A roll of 80% indicates that there is a temple. Since this occupation has an NBS roll, another d% roll is made. The Gamesmaster rolls a 75%, indicating that there no second temple (since the chance was 20%).

Joe's next three rolls indicate the presence of a healer, a blacksmith and a tavern/stable. The NBS roll is made (under 50%) for the tavern. Joe rolls 32%, so a second tavern is located in the village. Since the NBS roll was successful, the number is halved (originally 50%, the new NBS roll will be 25%) and the Gamesmaster rolls again. Joe rolls a 31%, so there is no third tavern in town. Table la should be finished out in this manner.

After finishing Table la, Joe rolls a 10-sided die for Table Ib (Frequency of Open Market), getting a 6, and notes that the farmers' market/bazaar will be held once a week. To determine what booths will be at the market, Joe goes through Tables Ic-Ie. Beginning with Table Ic (Contents of Open Market), Joe rolls a 4-sided die (or an 8-slded divided by 2, rounded up) to determine how many of each of the booth types listed in Table Ie appear at the market. For example, Joe finds that there will be 5 (2+3) agri. products booths (animal fodder, produce, crops, etc.); 3 (2+1) dairy/cheese booths; etc.

Joe rolls once per occupation on Table I d (Chance of occupations occurring at market) to find if the craft is at the fair. A Roll of 76% indicates that at least one coppersmith will be at the fair. Joe rolls to see if there is another coppersmith also present. He rolls 78%, over the 40% NBS number, so there is no second coppersmith. Next, Joe rolls to

determine if the coppersmith is permanently located in the village. He rolls an 11%, indicating that one of the buildings in the village houses a coppersmith. Joe rolls for the other four occupations on Table Id and none are at the fair. Joe then proceeds to Table Ie (Chance of occupations from City Business Tables appearing at market) to determine if any businesses from the City Business Tables V., VI ., or VII. (lists of businesses that may appear In cities) are found in booths at the market. He rolls 35%, indicating that 1 to 4 rolls will be made on City Business Table VII.

Joe rolls a 2 on a 4-sided die, Indicating that two rolls will be made on Table VII (p. 42). Joe rolls a candle maker (1st roll) and a potter as two of the booths at the market. Joe then rolls the "Chance 1st is perm" roll, and gets an 18%. This determines that one candle maker (1st roll made on City Business Table VI I.) Is located as a shop in the village. He rolls on City Business Table V. and City Business Table VI. in the same manner. Joe can now finish populating the village as in 2F.

1a Composition of Village Buildings:

Number of buildings:	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Occupation / Building type	**Chance of occurrence**							
Communal Building or equipment [1]	95%	95%	90%	85%	60%	40%	20%	10%
Temple / Shrine (NBS roll[2])	80%	85%	90%	95%	95%	95% (20%)	95% (40%)	95% (60%)
Healer[3] (NBS roll)	50%	65%	75%	90%	95%	95%	95% (30%)	95% (60%)
Blacksmith (NBS roll)	25%	50%	80%	90%	95%	95%	95%	95% (40%)
Tavern / Stable (NBS Roll)	25%	40%	75%	85%	95% (20%)	99% (50%)	100% (80%)	100% (120%)
Mill	5%	5%	10%	20%	30%	60%	75%	85%
Carpenter / Boatwright[4]	2%	2%	5%	10%	20%	45%	70%	85%
Mason / Stoneworker	2%	2%	3%	5%	10%	35%	50%	60%
Government Official[5]	20%	35%	50%	75%	85%	90%	95%	95%

1. Most small villages owned some equipment / buildings in common, such as fishermen sharing boats and nets or farmers sharing work horses, oxen or plows
2. NBS = Next Business is the Same. This is the chance that a second building with the same business type is next door. See Paragraph 2D for instructions.
3. Healer might include a village shaman, priest, cleric, old woman, etc.
4. If this is a river or seacoast village, this will be a Boatwright. If it is a mining/farming/lumbering community it will be a carpenter.
5. Government Official can be the local Baron or knight living in a nearby castle, the local mayor or a tax collector. Anyone representing the local government.

1b Frequency of Open Market (Bazaar) – roll a d10, then read down by the number of buildings

Number of buildings:	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Market Frequency								
No market	1-8	1-7	1-3	1-3	1-2	1	1	-
once per week	9-10	8-10	4-9	4-9	3-8	2-7	2-6	1-5
twice per week	-	-	10	10	9-10	8-10	7-9	6-8
three times per week	-	-	-	-	-	-	10	9-10

1c Contents of Open Market / Bazaar – roll for each booth type

Number of buildings:	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Booth Type								
Agricultural Products[1]	d4	d4	d4+1	d4+2	d4+2	d4+3	d4+4	d4+5
Dairy / Cheese	d4-2	d4-2	d4-1	d4	d4	d4+1	d4+2	d4+2
Livestock	d4	d4	d4+1	d4+1	d4+2	d4+2	d4+3	d4+3
Prepared Food	d4	d4	d4+1	d4+2	d4+3	d4+4	d4+5	d4+6
Wine / Ale Seller	d4	d4	d4	d4+1	d4+2	d4+3	d4+4	d4+5

    1.   Agricultural Products include hay or other animal fodder, crops, fruit, etc.

1d Chance of the following occupations being at market – roll for each booth type

Number of buildings:	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Occupation								
Tinker / Coppersmith (NBS Roll)[1] <Chance Permanent>[2]	35%	50%	65%	75%	85%	95% (40%) <20%>	95% (60%) <50%>	95% (80%) <80%>
Potter (NBS Roll) <Chance Permanent>	25%	40%	50%	65%	80%	90% (40%) <20%>	95% (60%) <40%>	95% (80%) <75%>
Horse trader (NBS Roll) < Chance Permanent>	25%	40%	50%	65%	80%	90% (60%)	95% (80%) <25%>	95% (80%) <50%>
Sharpener (NBS Roll) < Chance Permanent>	10%	25%	35%	50%	75%	85%	95% (40%) <20%>	95% (80%) <40%>
Leatherworker / Cobbler (NBS Roll) <Chance Permanent>	10%	25%	35%	50%	75%	85% <20%>	95% (40%) <40%>	95% (80%) <75%>

    1. NBS = Chance the next business rolled is the same type. See 2d for instructions.

    2. Chance Permanent = the chance that **ONE** of this occupation is located at a shop within the village. See paragraph 2E for instructions.

    3. Chance 1st in permanent = the chance that the first business of this type generated is permanent and has a shop within the village. If this is primarily a trading town, make this roll for EACH business rolled on tables 5-7 on the following pages, not just the first.

1e Chance of Occupations from the City Business Tables Appearing at Market

Number of buildings:	3-10	11-15	16-20	21-25	26-30	31-40	41-50	51-70
Business Type								
Chance of roll on Table 7 (number of rolls) <Chance 1st is permanent>[1]	5% (1)	5% (1)	10% (1)	20% (1)	50% (1)	80% (d4) <20%>	95% (d4+1) <50%>	99% (d4+2) <75%>
Chance of roll on Table 6	2% (1)	2% (1)	10% (1)	20% (1)	50% (1)	80% (d4) <20%>	95% (d4+2) <35%>	99% (d4+3) <60%>
Chance of roll on Table 5	2% (1)	2% (1)	2% (1)	10% (1)	20% (1)	35% (1)	50% (1)	75% (d4) <35%>

1. Chance 1st in permanent = the chance that the first business of this type generated is permanent and has a shop within the village. If this is primarily a trading town, make this roll for EACH business rolled on tables 5-7 on the following pages. not just the first.

TOWNS AND CITIES:

In the following sections, Businesses refer to shops, places of trade, and "Professional Residences" as listed on Table Va. Residence refers to a building not specifically rolled up on the City Business Tables--examples are listed in Table III <The Other Buildings).

DETERMINING HOW MANY BUSINESSES ARE IN A CITY -For towns between 70 and 130 buildings, take note of paragraph 4, below. If your town or city has more than 130 buildings, approximately 50% of the buildings are businesses. If your town or city is a manufacturing center rather than a trading center, certain types of businesses will be more common than indicated on the City Business Tables. Assume about 40% of the buildings are businesses calculated in the usual manner on the tables. An additional 10% of buildings should be distributed among businesses related to the dominant manufacturing industry of the town or city. This emphasis of certain business types should always be taken into account if your city or town is not a standard trading town on a large river or seacoast. If the numbers of each type of business don't add up to what you feel the total of all businesses in your city should be, or the total you derived from Table IIa (Small Town Buildings), modify them until they look right. 4. If your town has between 70 and 130 buildings, using the City Business Tables as for a city will generate too many businesses for towns of this size. In such cases, use Table II a (Small Town Buildings) to calculate the number of businesses in your town. Assume there are actually 50 businesses in your town, and use Table lib (Totals For. Each Business Type) to calculate how many of each type of business will appear. Then delete individual businesses until the total number of businesses matches the number generated on Table II a (Small Town Buildings). This provides for individuality in each small town.

NOTES ON TERMS: "Rate of Appearance" (RA) gives the number of each type of business found per total number of businesses in the city. For Alchemist, this column lists the figure 1/50. This means that within each fifty businesses in the city over the "lower Limit", one alchemist appears. "lower Limit" (LL) indicates the fewest

number of businesses that must appear in a city before that particular business type will be found. For example, an Alchemist has a lower limit of 50, so if your town/city has 50 or less businesses, none will be alchemists. The exception (a small town) is explained in paragraph 4 above.

DETERMINING WHAT TYPES OF BUSINESSES ARE IN A CITY -- (For determining which types of businesses appear in a town or city, no die rolls are used on the tables consulted). Note the total number of "businesses" determined as above. Tables II b <Totals For Each Business Type), and Business Tables V, VI, and VII (Lists of businesses which may appear in cities) are then used to determine what types of businesses and how many of each are in a city. Table II b shows four "Rate of Appearance" groups (RA), 1/50, 1/100, 1/150, and 6/50, and each group has from 1 to 4 "lower Limits" (LL> given. To use this information, the Gamesmaster first goes to the top of BUSINESS TABLE V (a list of businesses likely to appear in the wealthier section of the city), sees that the first business, Alchemists, has a Rate of Appearance of 1/50, and a Lower Limit of 50. He then
consults Table II b, first locating the 1/50 Rate of Appearance group, then finding the line for Lower Limit of 50. By cross indexing this line with the total number of Businesses in his city, he finds the number of that type of business in his city_ He marks that number in the column marked "Totals for your cities" on 'Table V, and starts over with the second business on table V, Artist. He continues .in this way until Business Table V (wealthy quarter businesses), Business Table VI (merchant quarter businesses), and Business Table VI I (poor quarter businesses) are filled. Note that certain business types are unlikely to show up in small cities or towns and others may be very common.

quarter businesses) and VI I (poor quarter businesses), to determine how many of each business type will appear, assuming there are 50 businesses. Using the same examples as above, this gives:

1. **Animal trainer**-none appears, LL = 100
2. **Armorer**-l appears
3. **Coppersmith/tinker**-2 appear, LL = 50(+1) Since this will generate a total of 58 businesses for the town, Joe then goes through the list of businesses and deletes individual businesses until only 36 are left. This allows Joe to individualize his small towns, and as the town is small, this process is quick.

4. Joe's city has 780 buildings, therefore about 390 businesses. Using the same tables, he will find:

Animal trainer-3 appear
Cabinet maker-2 appear
Coppersmith/tinker-5 appear (4 plus 1)

5. PLACING EACH BUSINESS -- Decide which area(s) are poor, which are primarily merchant (middle or artisan) class, and which are wealthy. Also decide if there are any "special" areas--a farmers' market or country fair; a "red-light" district emphasizing brothels and gambling houses; a shantytown; a fisherman's area; etc. Note which area of the city you are populating (special, poor, wealthy, etc.), select which building you are populating, and roll d%. Then consult the Initial Roll Table IV (a-e) appropriate to the area of the city in which the building is found. For reasons made clear in step 6 (below), it is recommended that populating start in the richest quarter of the city, followed by merchant and special areas, with poor last. I f the Initial Roll <Tables I Va-e) result is anything except "Table V", "Table VI ", or "Table VII", record the result and repeat the process for the next building. An Initial Roll (Tables IV a-e) result of "Table V", "Table VI", or "Table VII" indicates that

a d% roll is required on Business Tables V (wealthy-class businesses), VI (merchant-class businesses), or VII (poor-class businesses) and that an actual business occupies the building. (Most shopkeepers live above or behind their shops with their families, although wealthy merchants might maintain a separate residence.) Roll d% on the appropriate Business Table (V, VI, or VI!). The -result indicates the business type that occupies the building being populated. If the first roll calls for a business that doesn't exist in the city, or, if all of that particular business have been used up, (as indicated by no number or a zero in the "Totals for your City" column), re-roll on the same table. Continue this procedure until all businesses are placed and all buildings in the town or city are populated.

6. SPECIAL CONSIDERATIONS -- Some businesses are likely to only be found in special sections of a city, due to smell, noise, needing water, etc. These are noted on Business Tables V-VII by letter codes A, 0, P, and W (explanations of the codes are on each table). The Gamesmaster may desire to move such businesses to a particular section of town. If so, move the business to the nearest appropriate building which conforms to the code letters. If the business is moved to a new area, repeat step 7. below as needed in the new neighborhood. Once done with step 7. for that type of business, the Gamesmaster then returns to the original neighborhood and continues populating until that neighborhood Is completed.

7. BUSINESSES WHICH GROUP TOGETHER -- After each business type in Business Tables V-VII, the first column is marked "NBS". This is the "Next Business is the Same" roll. An NBS roll is made immediately after each business is placed, and decreases by half each time a business actually reoccurs. (See the example following step 8.) If the Gamesmaster makes the NBS roll for a business by rolling d% under the indicated number, he should note this result. He then returns to the Initial Roll Table

appropriate to the area he is populating. He records as usual any results other than "Table V", "Table VI ", or "Table VII ". As soon as a result of "Table V", "Table VI ", or "Table VI I " occurs, the Gamesmaster does not roll on the indicated table, but populates the building with the same business type for which he made the successful NBS roll. He then repeats the NBS Roll for the business type (now halved). I f the NBS roll is made successfully, he repeats the above procedure; if not, he returns to populating as before (see step 5).

8. KEEPING TRACK OF BUSINESSES --
As each business is located on your map, decrease by one the number recorded in the "Totals for your cities" column filled out for that particular city. Once this number of businesses reaches zero, further rolls calling for that business type should be re-rolled on the same table (V, VI, or VII). The Initial Roll (Tables IV a-e) should not be repeated for that building—this will prevent an unlikely string of random numbers from badly skewing the distribution of businesses. Some businesses appear on more than one City Business Table--this is intentional. Just treat them as usual on each table.

EXAMPLE:
 Joe is populating the Rich Quarter of his city. He makes the Initial Roll (Table IVa) for the first four buildings to determine if each is a business. The first three buildings are residences, then the first business is rolled: it is a tanner. A tanner (from Business Table VII) has a code of (0), Indicating it is particularly offensive, and often found near other nasty-smelling businesses In the worst part of town. Joe places the tanner In the appropriate part of town, marks off one tanner on the "Totals for you City" column on Business Table VII, and then rolls the NBS roll. The roll is 72%. Since this is less than the 80% for tanners, the next business will also be a tanner, and the new NBS is 1/2 of 80%, or 40%. Since Joe has decided to place the tanner in the poor quarter, he

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continues populating this poor area of town, making initial rolls on Initial Roll Table IVc. When the Initial Roll calls for a new roll on one of the City Business Tab les V, VI, or VII, Joe, instead of making the indicated roll, places a tanner in the building. After marking off the second tanner in the "Totals for your cities" column on Business Table VII, Joe repeats the NBS roll (now 40%--80%/2). He rolls a 28%, and the next business will also be a tanner. He proceeds with Initial Rolls on Table IVc as above until the tanner is placed, checking a third tanner off from the "Total" column. The NBS is halved once more, giving an NBS of 20%; Joe rolls a 34%, meaning the next business Is not a tanner. So, Joe returns to populating the original section of town he was working on--the Rich Quarter--making his Initial Rolls on Table IVa. Joe also decides, since the first tanner was rolled up in the Rich Quarter, that the first tanner is a rich merchant, and places his residence in the building in the Rich Quarter where he first rolled up a tanner, and notes this on his map. He can finish populating the poor quarter when it comes up in his overall pattern of populating.

SUGGESTIONS:
As a city gets larger, many of the same type of businesses will appear. For example, in a city typical of a Northern European culture with about 4,500 (say 600 buildings--a good-sized city by medieval standards>, one might expect 4 leatherworkers. Not all of these would necessarily produce the same goods. One might be a saddle maker, another a harness-maker, etc. In a city with only one or two leatherworkers, they would probably be more generalized and both be able to do a variety of work, although each would still have his specialties. Note that if this same city of 600 buildings existed in a culture with a more Middle Eastern population density, it could house 6000 people. Each Gamesmaster should decide on a rough idea of population density for the city being built--this density may vary within a kingdom, and almost

certainly will vary between cultures on a continent or world.

In some cultures, all businesses of a certain trade will appear on a single street; this is usually enforced for ease of taxation. To replicate this using these tables, simply change the NBS rolls on any appropriate business types to 100% and don't halve it each time. The businesses treated in this fashion will cluster without exception.

An entire city need not be populated before it is run. A few major streets may suffice, with the others to be added later. In a pinch, a quick-thinking Gamesmaster could roll up a street during a game in a five-minute break. If you need a particular business where it hasn't been before, then put it in an empty building, for people start and lose businesses all the time. Because the contents of buildings in a city can change over time, we suggest you code your map with letter/number combinations, then record the codes, business types and associated notes on the business in a loose-leaf binder.

These tables can make a tedious task relatively quick and easy, yet realistic. But they are only an aid. If a business does not seem reasonable in a location, move It. If the random numbers create a ridiculous area, re-roll it, but let the tables do the majority of your work. Your most interesting areas or businesses may come from rationalizing why a certain business Is where it was placed by the table, even if it seems unlikely. Use your Imagination and have fun!

II. Towns and Cities:

IIa. **Small Town**s (70-130 buildings)

Number of Buildings	Number of Businesses
71-90	2d10 + 15
91-110	2d10 + 30
111-130	2d10 + 40
> 130	40-50% businesses

IIb . **Totals for Each Business Type:** You may wish to print this page for each reference while populating your town or city.

Rate of Appearance	Lower Limit	51-100	101 - 150	151 – 200	201 – 250	251 – 300	301 – 350	351 – 400	401 – 450	451 – 500
1/50	50	1	2	3	4	5	6	7	8	9
	100	0	1	2	3	4	5	6	7	8
	150	0	0	1	2	3	4	5	6	7
1/100	50	1	1	2	2	3	3	4	4	5
	100	0	1	1	2	2	3	3	4	4
	150	0	0	1	1	2	2	3	3	4
	200	0	0	0	1	1	2	2	3	3
1/150	150	0	0	1	1	1	2	2	2	3
6/50	100 (+4)	0	4	10	16	22	28	34	40	46

Note: For those businesses with a Lower Limit of 50 (+1), locate the proper column assuming a Lower Limit of 50, then add 1 to the result from the table.

III. **Other Buildings:** These are suggestions for who or what occupies the buildings not included on the tables. They include residences and building that vary too much from culture to culture to include in the City Business Tables.

Administrative Buildings	Temples
City Guard Offices / Jail/ Barracks	Orphanages
Guild buildings	warehouses
Schools/ Universities	Hospital / Infirmary
Specialty Shops (disguises, poisons, etc.)	Caravanserai (outside town)
Farmers	Fishermen
Miners	Firewood Sellers
Charcoal Burners	Hired Help
Laborers	etc

Table IV Town / City Initial Rolls

IVa. Wealthy Quarter		IVb. Merchant Quarter		IVc. Poor Quarter	
d%	**Building Type**	**d%**	**Building Type**	**d%**	**Building Type**
01-02	Empty	01-03	Empty	01-05	Empty
03-50	Residence[1]	04-40	Residence[1]	06-50	Residence[1]
51-85	Table V	41-80	Table VI	51-60	Tenement[2]
86-95	Table VI	81-95	Table VII	61-84	Table VII
96-00	Table VII	96-00	Table V	85-97	Table VI
				98-00	Table V

1. Other than the professional residences on Table V
2. Larger, multifamily buildings owned b y a landlord

Special Areas: These are all considered "poor" areas when using the Encounter Tables. Use only those special areas that apply to your town/city.

IVd. Red Light District		IVe. Open Market / Bazaar. Roll each market day for booths that don't also have shops in town		IVf. Shanty Town / Fisherman's village	
d%	**Building Type**	**d%**	**Building Type**	**d%**	**Building Type**
01-05	Empty	01-05	Empty today	01-20	Empty
06-25	Pawnshop / Moneylender	06-16	Wine or Ale	21-50	Residence[1]
26-55	Brothel	17-30	Prepared Food	51-85	Tenement[2]
56-75	Gambling Hall	31-50	Agricultural Products	86-95	Table VII
76-90	Table VII	51-72	Table VI	96-98	Table VI
91-97	Table VI	72-92	Table VII	99-00	Table V
98-00	Table V	93-00	Table V		

Table V Businesses

d%	Business Type (see notes)	NBS Roll	Rate of Appearance	Lower Limit
01-05	Alchemist	-	1/50	50
06-07	Artist	-	1/100	150
08-09	Bird Trainer	-	1/100	200
10-14	Chandler (ship outfitter) [P]	80%	1/100	50
15-16	Clockmaker / Locksmith	80%	1/100	150
17-21	Exotic Animals / pets	-	1/100	100
22-23	Furrier	80%	1/100	150
24-28	Gold/Silversmith	90%	1/100	50
29-33	Jeweler	90%	1/100	50
34-38	Miller [W] or [A]	-	1/100	50
39-40	Music Shop	-	1/100	150
41-45	Physician	-	1/100	50
46-48	Public Bath	-	1/100	50
50-89	Professional Residence (see table Va for type)	-	6/50	100 (+4)
90-92	Stable [0] [A]	-	1/100	100
93-100	Tavern / Inn / Pub / Hotel	-	1/50	50

[A] = requires extra space

[O] = particularly nasty smelling

[P] = only found in a port or town/city on a large river

[W] = Requires large amounts of water, preferable access to a stream or river.

NBS Roll = Chance the next business is of the same type

Rate of Appearance = The number of business of a specific type appearing per number of business (see Table IIb)

Lower Limit – the number of businesses that this town/city must have before ANY of the indicated type of businesses appear. (see table IIb)

Table Va Professional Residences

d%	Resident Type[1]
01-04	Architect
05-18	Astronomer / Navigator
19-26	Biologist
27-30	Botanist
31-40	Engineer
41-44	Geologist
45-56	Interpreter
57-64	Lawyer
65-76	Linguist (specialist in written languages)
77-80	Mathematician
81-100	Scholar

1. These are often nobles and/or their families that have some additional means of support.

Table VI. Businesses

d%	Business Type (see notes)	NBS Roll	Rate of Appearance	Lower Limit
01-02	Animal / Horse Trainer [A][O]	-	1/100	100
03-06	Armorer	80%	1/100	50
07-11	Baker	-	1/50	50
12-13	Boatwright [A]	80%	1/100	50
14-16	Bowyer / Fletcher	80%	1/100	50
17-21	Brothel	40%	1/50	50(+1)
22	Cabinet Maker	40%	1/100	200
23-25	Carpet / Tapestry Maker	80%	1/100	50
26-27	Cartographer	-	1/100	100
28—30	Coppersmith / Tinker	80%	1/100	50(+1)
31-32	Engraver	80%	1/100	100
33-36	Freight Shipper	-	1/100	50
37-41	General merchant	-	1/50	50 (+1)
42	Glassblower	40%	1/100	150
43-45	Horse /Camel Trader [A][O]	40%	1/100	50 (+1)
46-47	Illuminator	-	1/100	100
48-52	Leatherworker	80%	1/100	50(+1)
53-56	Outfitter	-	1/100	50(+1)
57	Perfumer [O]	-	1/100	150
58-61	Produce / Dairy	-	1/50	50(+1)
62	Public Bath	-	1/150	150
63-66	Scribe / Scriptorium	-	1/100	50
67-68	Ship Builder's office	-	1/100	50
69-73	Metal Smith [A]	-	1/100	50(+1)
74	Spice Merchant	-	1/100	150
75-78	Stable [A][O]	-	1/100	50
79-81	Tailor	80%	1/100	50
82-89	Tavern	-	1/50	50
90-91	Veterinarian	-	1/100	100
92-94	Weapons maker	80%	1/100	100
95-97	Wheel / Cartwright	60%	1/100	50
98-	Wine shop	-	1/150	150
99-100	Woodcarver	80%	1/100	100

[A] = requires extra space
[O] = particularly nasty smelling
NBS Roll = Chance the next business is of the same type
Rate of Appearance = The number of business of a specific type appearing per number of business (see Table IIb)
Lower Limit – the number of businesses that this town/city must have before ANY of the indicated type of businesses appear. (see table IIb)

Table VII. Businesses

d%	Business Type (see notes)	NBS Roll	Rate of Appearance	Lower Limit
01-02	Baker	-	1/100	50
03-04	Barber	-	1/100	150
05-07	Barrelmaker / Cooper	40%	1/100	50
08-13	Butcher [O]	-	1/50	50 (+1)
14-15	Brewery [O]	-	1/100	100
16-20	Brothel	-	1/50	50
21-23	Candle/Lamp maker	40%	1/100	50
24-28	Carpenter	40%	1/50	50
29-31	Cheese maker	40%	1/100	50
32-36	Cobbler	80%	1/50	50
37-38	Distiller [O]	40%	1/100	100
39-41	Dyer	80%	1/100	100
42-45	Fishmonger [O]	-	1/50	50
46-47	Fortuneteller	-	1/100	100
48-49	Fuller (fabric finishing) [O][W]	40%	1/100	100
50-52	Gambling Hall	-	1/100	100
53-54	Laundry [O]	40%	1/100	100
55-57	Mason / Brick maker	40%	1/50	50
58-60	Moneylender	60%	1/100	100
61-63	Pawnshop	60%	1/100	50
64	Building and Marine painter	-	1/100	150
65	Paper/Ink maker	-	1/100	150
66-71	Potter	80%	1/50	50 (+1)
72-74	Produce / Dairy	-	1/100	50
75-77	Rope/Net maker [A]	-	1/100	50
78-79	Sail maker [A]	-	1/100	100
80-82	Sharpener	-	1/100	50
83-84	Sign painter	-	1/100	150
85-86	Stable [A][O]	40%	1/100	50
87-88	Stonecutter [A]	-	1/100	100
89-91	Tanner [O]	80%	1/100	50
92-95	Tavern	-	1/50	50
96-98	Weaver / Spinner	40%	1/100	50
99-00	Undertaker	-	1/100	50

[A] = requires extra space
[O] = particularly nasty smelling
 [W] = Requires large amounts of water, preferable access to a stream or river.
NBS Roll = Chance the next business is of the same type
Rate of Appearance = The number of business of a specific type appearing per number of
    business (see Table IIb)
Lower Limit – the number of businesses that this town/city must have before ANY of the
    indicated type of businesses appear. (see table IIb)

City Catch-Up

A player's guide to his character's activities between adventures

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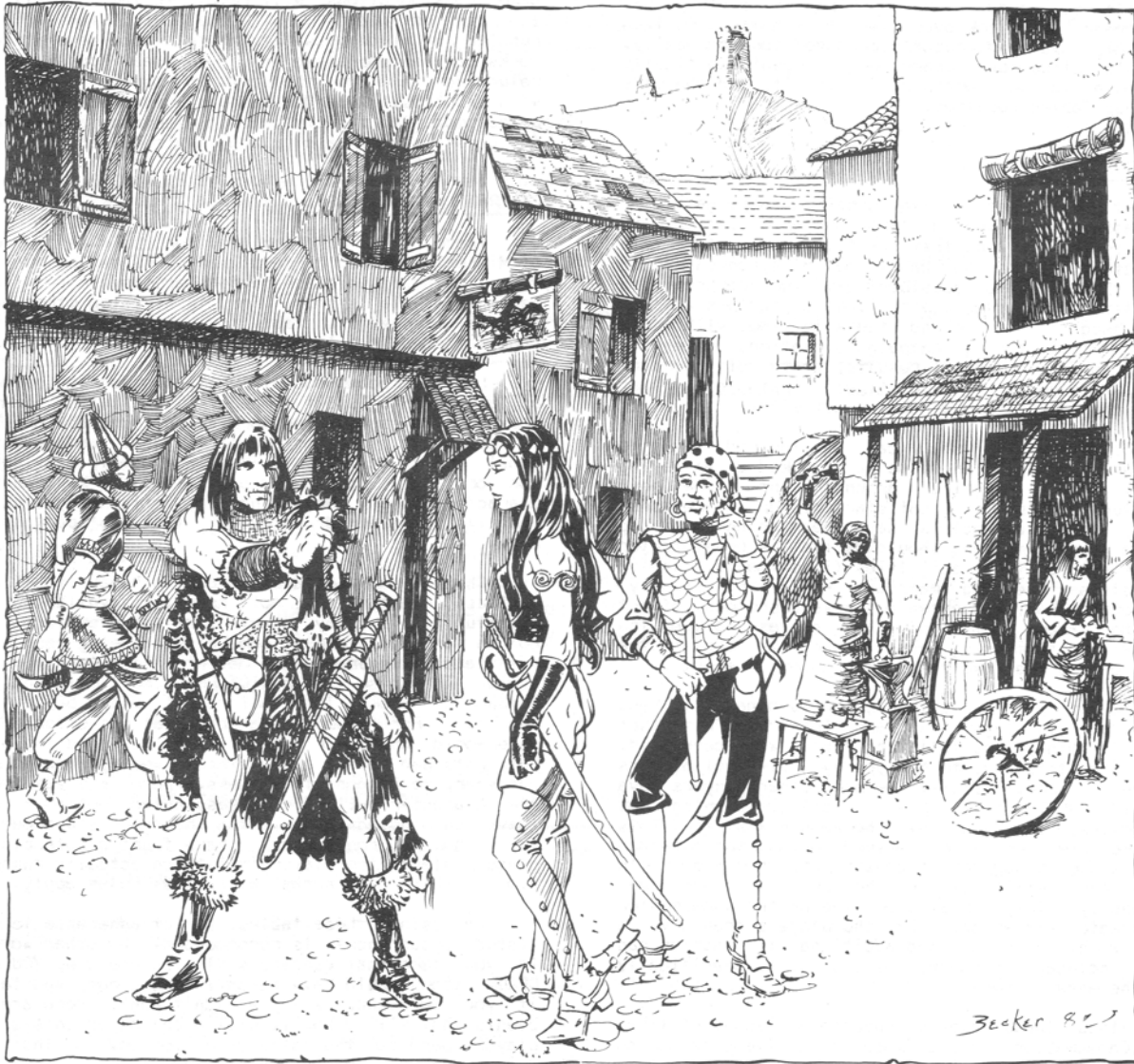
Stephen Abrams

CITY CATCH-UP TABLES

PREFACE

The tables in the following section are the result of one night's inspiration and several months of play testing. The need for these tables became apparent in our own fantasy role-playing game, the Tome of Midkemia, when characters that had run with different Gamesmasters and were in different time frames wanted to run together. Normally, this presented no problem, but in some cases several of the characters had profoundly influenced events and couldn't be moved back in time, while others had investments to look over, important matters to take care of, etc. and couldn't be moved forward easily. As this situation became more frequent, we finally sat down to do something about it, and the City Catch-up Tables resulted.

INTRODUCTION

At some point in their campaigns, all gamesmasters who run a large number of players and characters will find that the time-frames of certain characters become so badly out of synchronization that there is no possible way they can run with specific other characters. Some characters will be far ahead or far behind others in time, with those behind still facing campaign situations and events (wars, rebel lions, quest results, deaths of important NPC's, changes in the political climate, etc.) that other characters have already dealt with.

Occasionally this can be ignored, as the characters "back" in time are looked at as having simply "been sitting around" until the next adventure. This is unsatisfactory for two reasons: first, those characters have been doing something during that time, and should derive the benefits (or penalties) of their activities (investments, running a business, getting married, etc.), and secondly, characters can, and often do, have a profound effect on the larger campaign. This serves to keep the Gamesmaster from being the only creative

force in the campaign and adds excitement and color to events.

So it is clearly to everyone's benefit to keep characters in roughly the same time frame. With that goal in mind, the following tables were developed. They are intended to be used by individual players before a game, usually before other players have arrived, while other players are developing new characters, or during lulls between games, etc. This way characters that have remained dormant for extended periods due to neglect or constraints upon a player's time, can remain within the current time frame. Optionally, they can also be used by the Gamesmaster to create situations that the players then have to deal with. To this end additional information has been included in several of the tables specifically for the Gamesmaster.

Since these rules presuppose a passage of time, the Gamesmaster should keep an active calendar so that time passes at a constant rate. Whether time passes at a ratio of one-to-one with "real" earth time, or passes only as quickly as the time frame occupied by that character furthest advanced in game time, all characters should be kept current with one another. (In our own game we have found that a passage of two real days for each campaign day keeps characters from falling too far behind, and still allows for the passage of seasons, major events, wars, etc.) If you don't have a calendar of your own, the Midkemian calendar is included as Appendix VI

The following tables are designed primarily for use in a large city. For this reason, it is recommended the Gamesmaster leave characters in a large city whenever possible at the end of a distinct game within a campaign. This does not imply that the rules cannot be used in a smaller town, only that more care must be taken in interpreting the results. The Gamesmaster has the further responsibility of informing the players of the current game date at the beginning and end of each game session,

so their characters may remain current. Characters left in the wilderness, underground, or in small hamlets due to game considerations will remain in their local time and can only catch up with the rest of the world by running a wilderness adventure (where several game weeks can be compressed into a few real hours), or by returning them to the city in "safety" (traveling with a heavily guarded caravan; being teleported by an accommodating magician; being picked up by soldiers for questioning in a city and then released, etc.)

GENERAL INSTRUCTIONS

These rules were designed for use with the Tome of Midkemia, Midkemia Press' set of rules for fantasy role-playing in which characters are developed with a percentile die system. For those using other game systems, a conversion table for 2d6 and 3d6 to d% has been included (see Appendix V, page 63). It is recommended that all bookkeeping be done on a separate sheet of paper (a convenient form is provided on page 57 and permission is hereby granted to photocopy for non-commercial use), and only the final money tallies and important events (influence won or lost, enemies made, etc.) be kept on the character sheet. Note that any influence gained or lost is considered permanent for that particular city.

Characters that are forced to "leave town" for various reasons are not normally available for adventuring. They may, however, return prematurely to go on an adventure at some risk of being caught in town and triggering the event they left town to avoid. The risk is a 10% PROB. multiplied by the number of weeks left before it would be safe to return. For example, a character has offended an underworld character and left town to avoid trouble, but returned after only three weeks, when it was necessary to be gone five weeks. There is a 20% PROB. the character will be assassinated before he can leave on the adventure. If a character stays out of town, he is considered to have found a safe hiding place unless the player insists on actually running

him, in which case normal wilderness rules apply. When using these tables, strict adherence to the listed occurrences is recommended. In other words, if your character takes that dangerous mission and die, He or She IS DEAD. (You would have taken the gold and experience if you were successful, wouldn't you?) There are no events that will directly kill a character unless the player permits the situation to develop that far (e.g. going on a Dangerous Mission).

Preceding some tables are lists of modifiers. Those modifiers dependent on the character's background (i.e. plebian, artisan, or noble) may be affected by Living Conditions if the character has been in the city for more than a week. See **WEEKLY COSTS** <Table VI p. 51) for further information. If your system doesn't supply you with a background, roll1d6: on a 1-3 you are of Plebian Background; a 4-5 means an Artisan Background; and a 6 indicates you are of Noble birth. Roll 1d8 to find your family rank: 7-8 mean you were a Bastard Child, other numbers indicate your family position. Nobles have 25% chance of knowing how to Read and Write and an additional 50% chance of knowing how to Ride Horse. Other possible skills are listed in Appendix III, p. 62.

For various reasons, it may be advisable for characters to take some of their money out of circulation. Characters may use as much of their cash as they choose to buy "goods". These "goods" cannot be stolen and can be cashed in for 100% of value (never more or less), but it requires a full week to get cash back. While money is in "goods" it cannot be used on ANY of the tables.

It is also recommended that a maximum of twenty weeks of catch-up be run between adventures, assuming any events beyond that point had no effect, either good or bad. If a gaming system employing experience points is used, it is recommended that twenty-five experience points per week be awarded each character, excluding weeks the

character was sick or in jail. In our own game we often have new 1st level characters run the Catch-up tables until they have reached 2nd level. This gives them a little more survivability and some background.

SPECIFIC INSTRUCTIONS

In all the following sections, the character being caught-up will be referred to as "you".

1. For each character planning to use the CATCH-UP TABLES, calculate the number of campaign days (or real days if the ratio of game time to real time is one to one) that have elapsed since the character was last run. Divide this number by six (6) and round up. This result is the number of weeks that must be accounted for during catch-up (Midkemian weeks are 6 days).
2. For EACH WEEK to be caught up use the following turn sequence. This is a rigid turn order (e.g. you can't make money on a new investment and use that money to gamble in the same week).
    a. Roll once on the RANDOM EVENTS TABLE (Table I p. 46), and proceed as Indicated.
    b. If unemployed calculate this week's expenditures on **WEEKLY COSTS TABLE** <Table VI>, p. 51, or proceed to i. ii. or iii below.
        i.   If you want a job roll on SEEKING EMPLOYMENT p. 49) and SAVINGS.
        ii. If you already have a job, roll for your SAVINGS (Table II p. 48)
        iii. If you are jobless and broke, roll on LIVING WITH NO MONEY (Table VII p. 51.)
    c. You may gamble once on GAMBLING (Table III p. 48)
    d. You may make any purchases desired including "goods" (as outlined in General Instructions). NOTE: Banking is done is step G. below.
    e. You can attempt to learn new ski I Is and weapons or improve existing ones

on NEW SKILLS (Table VI b p. 51), and NEW WEAPONS <Table VI c p. 51).
    f. If you have any investments you must roll for the week's result for each Investment that is currently active on INVESTMENTS (Table V p. 50).
    g. You may move money into and out of the bank (if any).

3. The following conventions are assumed throughout the Catch-up rules:

GP = gold coin
SP = silver coin
CP = copper coin

$$1\ GP = 10\ SP = 50\ CP$$

PROB = PROBABILITY. If d% are rolled equal to or under this number, the event occurs (see notes below on dice).

Two notations for die rolls are used:
    If some number of a certain die type is to be rolled, it will be indicated by a notation of 1d6 or 2dl0, etc. The first example indicates a roll of one six-sided die. The second indicates a roll of two 10-sided dice (added together).
    If a roll is to be multiplied by some factor, it will be shown as (1d6)x10 or (1d6-1)x5, etc. The first example indicates that the result of a 6-sided die roll should be multiplied by 10 (giving 10,20,30,40,50 or 60) the second example indicates that one should be subtracted from the result of a 6-sided die roll and the resulting number multiplied by 5 (giving numbers from 0-25).

TABLE I. Random Events

Roll each week.
Modifiers: Characters with INTUITION (Wisdom) or LOGIC (Intelligence) (non-cumulative) equal to or greater than 85% (13+) may add up to 5% or subtract up to 20% from Table I a **BEFORE** the roll is made.

SUBTABLE I a. CHANCE AN EVENT WILL OCCUR
ROLL d% RESULT
01-50 No event of importance occurred this week. Proceed with the next step in the weekly sequence.
51-00+ An event has affected you. Roll on EVENTS (Table Ib following) to see what It was.

SUBTABLE lb. EVENTS: If the Catch-Up Tables are being used by a Gamesmaster to generate adventures, consult any notes marked ** after the description of an event.
ROLL d% RESULT
01-10   You are offered a **DANGEROUS MISSION** (you don't have to accept). It pays 100-2,000 (ld20 x 100) gold-- roll for the amount offered first. If you accept the mission there is a 10-60% (1d6 x 10) chance that you will die but the roll to determine this risk is not made until after the mission is accepted or declined. Then roll to see if death occurs. There is no modification of a death result regardless of other factors (character level, magic items, personal abilities, etc.) If you do not die, 100-2,000 (1d20 x 100) experience points are gained in addition to the money. The mission will take less than a week, and employed Characters will have a chance of keeping their jobs as listed below (roll upon returning).
** **GM**: change the chance of death to failure with the results depending on the mission the players are given.

Possible missions: impersonating someone; spying; fixing a horse race; painting graffiti on the government building; setting a fire; spreading rumors; making forged documents; smashing up a shop; infiltrating a cult; etc (also see **MISSIONS** appendix I)

Job Type	Probability of keeping job
Plebian	15%
Artisan	20%
Noble	40%

11-15 You **FALL ILL**: during this time you will lose your job (if any) and cannot work. You must support yourself on the **WEEKLY COST** Table (Table VI p. 51, excluding clothing) with your savings. Skip Random Events, Companionship, and Gambling rolls for the duration of your illness. If you have Insufficient savings, you are put immediately Into Debtor's Prison (see Table VII, p. 51, No. 26-40) and your illness is Increased 2 weeks. If you have BEFRIENDED a Townsperson he will put you up for the duration of the illness after which you' lose' his friendship. The illness will last the amount of time listed below and may be modified by your STAMINA (Constitution). If you are new to town, your living conditions are considered to be level 3. See WEEKLY COSTS (Table VI p. 51) for living conditions if you have been In town more than one week.

LIVING CONDITION	LENGTH OF ILLNESS
Level 1	1d20 weeks
Level 2	1d8 weeks
Level 3	ld6 weeks
Level 4	1d4 weeks
Level 5	1d6/2 (rounded up) weeks
Level 6	Id6/3 (rounded up) weeks

Modifiers: If your STAMINA is 1-14% (3-6) add 2 weeks; if your STAMINA is greater than 85% (13+) subtract half of the time (rounding down) to a minimum of 1 week. Additionally, a physician may be hired (once per Illness) for 10-200 gold (ld20 x 10) who will reduce time of illness by half, to a minimum of 1 week. You may go adventuring while ill, but for each week of illness remaining, your effective STAMINA is decreased 10% (2) and will remain at this modified level until the remaining number of weeks have been spent recovering. EXAMPLE: a Character has 3 weeks of illness remaining when he goes adventuring. His effective STAMINA is minus 30% (6). He spends a month adventuring then returns home. He will not regain his STAMINA until he has spent those three week recuperating.

16-23   You have **OFFENDED SOMEONE**: roll again on OFFENDING PEOPLE (Table VIII p. 52) to see who It is and what the consequences will be.

24-29   You have been **ACCUSED OF A CRIME**: regardless of whether or not you are guilty your chance of being convicted has a base PROB. of 50% (d% = 01-50). I f you have BEFRIENDED or OFFENDED someone on Tables VIII or IX , apply the listed modifiers to the conviction roll. Additionally, if you are of Plebian background you must subtract 15% from your roll and if you are of Noble background you **may** add 10% to your roll. (Note the potential loss of this modifier for Nobles caused by living at too low of a level on WEEKLY COSTS Table VI).
       **GM: you should decrease the chance of a conviction for a serious crime, which would require better evidence. If the character has in tact committed a crime, this should be it.

If you are convicted the jail term will I be 1-8 (ld8) weeks (potentially modified by BEFRIENDED and OFFENDED people from Tables VIII and IX) or pay a fine of (weeks in jail I X 100 gold). You will also: lose your job (if any); have no costs; make no Random Event, Companionship, or Gambling rolls; and get no experience while locked up. At any time while in jail you or any of your friends that are in town may bail you out by spending 100 gold per remaining week in jail. Even if you don't spend the whole time in jail you will still have a record of having served the full term (note this on your sheet because It effects other possible events). If you are in the Military (from Tables 1, XI, or any other way) this is a term in the brig and each week served will decrease your salary by 10%. (I.e. 8 one week terms will decrease the salary 10% eight times, but 1 eight week term will decrease it 80% -- there is a big difference).

30-35 **THIEVES AND/OR CON-MEN STEEL A PERCENTAGE** (d%> of all your non-invested money_ This includes all money in banks, hidden in the city, upon you, etc. but excludes money in property or "goods" (you couldn't convert it to cash in time). Total up your total available wealth, Roll a d% and subtract that amount. For example: Joe has 2500 gold, Rolls 20% and must subtract 500 gold (2500 x 20%),

36-40 **YOUR FRIEND HAS OFFENDED SOMEONE** and comes to you for aid. Roll on the BEFRIENDING PEOPLE TABLE (Table IX) to see who your (new) friend is and on the OFFENDING PEOPLE table (Table VIII) to see who you have offended. If

you don't help your friend, there is an 85% PROB. of offending him (as on Table VIII). I f you do help him the OFFENDED party is also OFFENDED by you, but you BEFRIEND your friend (again, see Tables VIII and IX for consequences). The choice Is up to you but you may not BEFRIEND the person OFFENDED by your friend.

41-51 You have **BEFRIENDED SOMEONE**: Roll on the BEFRIENDING PEOPLE table (Table IX p. 53) to see who it is and what they will do for you. Favor obtained can be kept for a later time but when used there is a 5% chance he was at fair-weather , friend.

52-54 You have received a **MARRIAGE PROPOSAL**: Roll on Table X, p. 55 for all the particulars.

55-57 A **PHILANTHROPIST**, someone who admires you or wishes to impress you and gives a gift of 100-2,000 (ld20 x 100) gold.

58-67. You have been given a **CHANCE TO INVEST**: You may Invest any amount of money up to your cash on hand on the INVESTMENTS table (Table V p. 50) but you may not borrow before investing nor may you use any money tied up in property or "goods".

68-72 You were **HIT BY MUGGERS**: they have stolen 81 I the wealth you are carrying on your person (cash, rings, magic items, etc.). This obviously excludes property, all 'goods', and money in a bank. They dumped you in an alley and you come back to consciousness in the city Infirmary. Unless you own a residence in this city or have previously established "connections" by BEFRIENDING someone, there is a 35% PROB. that you will tossed into Debtor's Prison for 1 week (as listed in Table VII) regardless of your actual wealth.

73 You have inadvertently **WITNESSED A SECRET CEREMONY**; Roll d%:

01-12 A member of the secret society has seen you and unless you leave town or hide out for 1d4 weeks, there is a 60% PROS. you will be assassinated. (Underworld influence is of no help -- these are religious fanatics!)

13-39 The secret police have seen you and will (ld20): 1-9 = do nothing; 10-14 = question you; 15-19 = arrest you and ACCUSE YOU OF A CRIME (as per 24-29 on the RANDOM EVENTS table); 20 = detain you for 1dl0 weeks without cause and no hope of escape or bail.

40-66 A government worker questions you (d%; +10% for charisma 85%+ (13+), -10% for charisma below 15% (7)): 01-20 = you OFFEND him, see Table VII I; 21-40 = you BEFRIEND him, see Table IX; 41-55 = he ACCUSES YOU OF A CRIME (as the RANDOM EVENT); 56-00 = he speaks with you and leaves after twenty minutes. Someone saw you and threatens to expose you to the society unless you pay blackmail money amounting to d20 X 50 gold. I f you don't pay there is a 60% chance that this becomes 1-12 above.

76-00 nothing else happens.

74-78 You **HELPED AN ARISTOCRAT** during the week; roll d%: 01-50 You BEFRIEND him as in Table IX 51-70 He gives you d20 x 50 gold 71-94 He thanks you 95-00 Re-roll d%, see below:

01 He has superb connections and offers to get you titled and landed (Baron or equivalent)

02-05 He has connections and offers to get you Knighted

06-30 He suggests his son/daughter as a marriage partner. I f you decline treat as 31-80 following otherwise see the MARRIAGE table (Table X)

31-80 He offers you a permanent job as a retainer at Noble salary (see table (Vb)

81-00 He offers to loan you up to (CHARI SMA x 100) gold (if on d%. otherwise CHARI SMA x 5 if on 3d6) and a chance to INVEST (on table V). This loan must be paid back within 10 weeks and there is no Interest. If you show no intention to pay it back there is an 80% chance you will be assassinated.

79-83 You have the opportunity to **enlist in the Military**. If interested see A MILITARY CAREER) Table XI)

84 Your **living quarters burn down**. There is a 50% chance that you saved all your belongings. If not, there is a 90% chance that you saved half (pick randomly).

85-86 Your **trainer falls il**l. If you have no trainer treat as NO EVENT. Roll d8: 1-3 Any outstanding balance is refunded 4-8 You training will be resumed in 1d4 weeks. Note loss of accrued time from table VIb.

87 You are approached by an individual offering to **be your "man"** in exchange for plebian level wages and board.

88-89 You notice that you are **under surveillance** by (d6): 1 An assassin/spy 2-3 The local LAW 4-5 A thief (casing your residence, learning your routines, etc.) 6 You think its 1-5 above but you're not really being watched.

90 Your living quarters become infested with pests

91 You meet the person of your dreams. There is a 40% chance they are equally attracted to you but there is a 25% chance they are already married. If things are OK and you desire marriage see Table X.

92 You have had a dream (d8):
1 A deity tells you of a quest that you are to perform. There is a 40% chance it is really from a god. If so and you ignore it there is a 60% chance that the god is displeased and kills you.
2 You see your own death. This so distracts you that for the next 4 weeks treat any BEFRIENDED rolls as OFFENDED instead.
3-5 You have a prophetic vision (GM ruling on it being a valid prophesy). You are so caught up with worrying and telling people about it that there is a 20% chance you'll lose your job (if any).
6-8 The dream was so involved that you have slept through the entire day. There is a 30% chance that you lose your job (if any).

93 The LAW enters your living quarters (dl0);
1-3 looking for a fugitive_
4-7 searching for contraband/stolen Items.
8 to conduct a census.
9-10 it's really thieves casing your residence for a later theft. 20% chance you are later robbed as in 30-35 above.

94 Your residence is condemned. You have 206 days to find a new place to live.

95 You have a major argument with your spouse/lover. There is a 5% chance of it becoming a permanent break, otherwise things cool down in d6 days.

96 You are invited to a party. This is an important social event and you meet many people if you go. If you choose to go you will meet d6+2 new people. For each, roll d%:

1-50 Nothing important comes of it but you may roll on the BEFRIENDED table (IX) to see who they are.

51-80 You BEFRIEND them on table IX

81-00 You OFFEND them on table VIII

97 A notice comes that a death has occurred in your family. There is a 30% chance that you are expected to attend the funeral.

98 You have been impressed into the military. You can avoid serving by paying a bounty of d6 x 100 gold. Otherwise see A MILITARY CAREER (table XI). You must serve for a minimum of 2d20 weeks.

99 You have been called into court to act as a witness. There is a 30% chance that you will be offered a bribe of d6 x 50 gold to speak in favor of a guilty defendant. Roll on the OFFEND PEOPLE table (VIII) to see who is on trial. If you testify against them there is a 25% chance that you will OFFEND them (see table VIII for effects). If you help them there is a 35% chance that you will BEFRIEND them on table IX. **GM note that if the character lies to free the defendant, there is a chance others might take special interest in that character.

100 You had an accident (roll d10):

1-2 You received bruises that will last d4 weeks

3-4 You were seriously burned. Treat as ILL for d6 weeks (see Random Event 11-15) and lose 5% PHYSICAL BEAUTY.

5-6 You suffered a major cut or lost a tooth reducing your PHYSICAL BEAUTY by d20%.

7 You broke a bone requiring d6 weeks recovery.

8-10 As in 1-7 above but you also must pay d20 x 10 gold for damages or be ACCUSED OF A CRIME.

TABLE II. Savings:

roll each week you are employed
Modifiers: These will not modify an 01-05% roll, otherwise all modifiers are cumulative

Modifier	Die Roll Modification
INTUITION less than 11% (3-6)	−30
INTUITION 11-30% (7-8)	-15%
INTUITION 80-94% (13-15)	+10%
I NTUI TI ON 95%+ (16+)	+20%
Living Condition 1 or 2	+10%
Living Condition 3	+0%
Living Condition 4	-2% (unless Noble)
Living Condition 5	-10%
Living Condition 6	-20%

ROLL d% AMOUNT OF SALARY SAVED

01-05 You lost your job; there is a 10-60% (d6 x 10) chance that you can search for a new one this week. If not, you must spend money to support yourself on WEEKLY COSTS (Table VI p. 51). If you don't have enough money for Table VI go directly to LIVING WITH NO MONEY <Table VII>. If you are in the Military and you have been convicted of a crime previously, you have been cashiered and thrown out. You cannot rejoin the MILITARY for another year and must treat the experience as if it were an OFFENDED Aristocrat for modifiers from Table VIII.

06-25 You saved no money this week

26-50 You saved 10% of your weekly salary

51-80 You saved 30% of your weekly salary

81-90 You saved 75% of your weekly salary

91-97 You save all of your weekly salary

98-100 You have a chance to invest. Either go to INVESTMENTS (Table V) or save all of this week's salary

TABLE III. Gambling

You may GAMBLE with any amount of money up to your total cash on hand, excluding any money in 'goods' and property. This is a single weekly roll and represents the results of an entire week's gambling.

On all winnings there is a chance equal to 1% per 500 gold won (max =90%) that you will be accused of cheating as in 01-09% on the following table. If this occurs, you may leave town for the following week (forfeiting all winnings but not your original bet) or you can stay in town, keep a d% of the winnings and have a 60% chance of being assassinated. The assassination can be stopped before you know the result If you have UNDERWORLD INFLUENCE that you can use up from Table IX.

In addition, if at any time you win 50,000 gold or more in a single week will get a 'reputation' (no save possible) and will not be allowed to gamble in this particular city for 1 year.

Modifiers: all positive modifiers are non-cumulative. A Gambler skill (from the Artisan Skill class, see Appendix III p. 62) will not modify a roll of 01-09% but a high LOGIC modifier will. If you can use either modifier you must choose which you are using **before** rolling.

MODIFIER	Die Roll Modification
Gambler skill	+20%
LOGIC less than 21% (3-8)	-10%
LOGIC 85-99% (13-17)	+05%
LOGIC 100%+ (18+)	+10%

IMPORTANT ** Do not change your money totals until **after** you make the roll. The most you can win on a modified roll is 4 times your bet.

ROLL d%   RESULT

01-09   You lose your bet and are accused of having cheated. There is a contract to kill you and you must leave town for d8 weeks or there is a 60% chance that you will be killed. I f you have UNDERWORLD INFLUENCE from BEFRI ENDING PEOPLE (Table IX)~ you can have the assassination canceled before you know the result of the attempt. If your bet was between 1-100 gold, instead of being killed you have a 60~ chance of being severely beaten. This will cause a loss of 10-40% (d4 x 10) (2-7/ d6+1) to your STAMINA that is gained back at 5% (1) per week. The rate you gain back STAMINA is not affected by your original STAMINA and If your modified value is less than O% (3), you were killed.

10-24   You have lost double your bet. I f you can't or won't pay this amount you will (lose your job if any and you are run out of town for d4 weeks) or (you have a 40% chance of being assassinated or beaten as in 01-09 above). The choice is yours.

25-39   You lose your bet. Mark it off your money totals now.

40-64   You break even, no gain and no loss

65-79   You win an amount equal to one half your bet (I.e. If you bet 100, you win 50). Add the winnings to your totals.

80-89   You win an amount equal to your bet.

90-95   You win an amount equal to 4 times your bet.

96-99   On **unmodified** rolls you win an amount equal to 10 times your bet.

100   On **unmodified** rolls you win an amount equal to 100 times your bet.

EXAMFLE: Alfonso has an LOGIC of 96% and a Gamble; skill. He has a die modification of either 20% or 5%. Choosing to use his Gambler ability and betting 50 gold, he rolls an 88%. This is modified to 108% by his Gambler bonus but since the most he can win

on a modified roll is 4 times his bet he collects 200 gold. The next week he rolls a 97% and collects 500 gold on his 50 gold bet (the modifier couldn't change this roll. He does not roll 1% as noted in the intro and is not accused of cheating). The next week, feeling pretty good, he bets 200 gold and roll is a 6%. If he had used his +5% for high LOGIC instead of the Gambler skill he would be OK, but since the Gambler skill can't modify an 01-09 he now has big problems.

TABLE IV. *Seeking Employment*

If you have no money or desire a job for any reason, use the following procedure: roll on **JOB TYPE FOUND** (Table IVa) to determine the type of job found this week. This is the **only** job you found in this week. If you have no skill in that class (see Appendix V) then you found no work and must either support yourself on WEEKLY COSTS (Table VI) or go directly to LIVI NG WITH NO MONEY (Table VII). For Characters with more than one skill in the rolled job type, roll randomly for the specific job found. You must quit any job you already have to search for a new one.

SUBTABLE IVa. **JOB TYPE FOUND** Modifiers: all the following modifiers are cumulative unless the modifier Is listed as being 'optional '. In this case you can use it or not at your option.

Modifier	Die Roll Modification
Plebian Background	-20%
Noble Background	+10%
First Child	+10% optional
Bastard Child	-5%
Each Job lost*	-2% cumulative
Each Job quit	-2% cumulative
Read/Wrlte Skill	+10% optional
Each week worked	cancels one job lost or quit per week

* if you lost your job this week there is only a (ld6xI0)% chance you can even look for another job this week

Roll (d%)	Result (minimum = 01%)
01-40	Plebian Type Job Found
41-75	Artisan Type Job Found
76-00+	Noble Type Job Found

SUBTABLE IVb. **SALARIES**: For each skill you have, your base ability In that skill is (d~/2)+25 (possible range = 26-76%). Roll for each.

Modifiers	Modification
Ability in skill 01-35%	Fired after 1 week
Ability in skill 85%+	Add 10% to your weekly pay (note: this can only be obtained by additional training)

Job Type	Wages Earned Per Week (6 days)
Plebian Type	1-12 GP (dI21: includes maintenance* at Living Level 2
Artisan Type	3-24 GP (3d8); Includes maintenance* at Living Level 3
Noble Type	3-60 GP (3d20): includes maintenance* at Living Level 4

*maintenance includes food, room and clothing but not companionship at the listed level. Living at a lower level will not result in additional savings on Table II, but if a higher Living Level is used, the difference in cost must be paid. Companionship is still necessary once every 5 weeks unless married.
Roll this week and each week that you are employed on **SAVINGS** (Table lI).

TABLE V. Investments

This table is usable only through the **RANDOM EVENTS** table <Table I> or from the **SAVINGS** Table <Table II>. You are only required to use this table for existing investments. Starting new investments is always optional. From **RANDOM EVENTS** <Table I), you can invest any amount of gold up to your total cash-on-hand, but excluding any money tied up in "goods" or property. From **SAVINGS** (Table II), you can use up to l0x your weekly salary (max. equals cash-on-hand) or 25% of your cash-on-hand, whichever is higher. Whenever this table is used for a new investment, there is a one-time chance that the whole thing was a con game. If you roll 01-10% on d%, you have lost all the money that you invested in this "investment". Indicate how much money you will use before you make the roll. If it wasn't a con, roll this week and each week that you retain the investment on the following table. Unless otherwise indicated by the Gamesmaster all "returns" are gained weekly as cash. ** GM: if run for generating encounters, optionally allow the character a chance to join a gang of con men.

EXAMPLE: Alfonso got lucky on the Random Events Table (I) and decided to Invest 1000 gold. His roll of 45% Indicated that this investment was not a con and he breathes a sigh of relief. His LOGIC of 96% gives him a +2% and since he is not employed there are no other modifiers to the table. The first week, he rolls a 77% (75%+2%) and notes that next week he will get 5% return on his investment (50 gold). The second week he collects his 50 gold and rolls a 53% resulting in no change but not affecting his 5% return. The third week he collects his 50 gold and rolls a 10% (8%+2%). He chooses to hire an assassin, which costs him 1,100 gold (11 x 100 gold). The assassin's chance of failure is 40% (4 on d6 x 10) and he

rolls a 41%. The assassin was successful (barely) and Alfonso loses his 5% return but keeps the investment at least until next week.

Modifiers (cumulative)	Die Modification
LOGIC less than 21% (3-8)	-20%
LOGIC 85-100% (13-17)	+2%
LOGIC 101%+ (18)	+5%
Each week you've worked (currently)	+1% cumulative (to 10% max.)

Roll separately for each investment. This roll will apply to **next** week's results unless a loss of the investment is indicated.

Roll d%   Result

01-06 Bankruptcy, you lose this investment

07-09 Your investment is failing, your options are:
   a) Lose investment and all invested money
   b) Fight to salvage as much as possible. You save a d% of your investment as cash (add 20% if you have any Leader ski II, max=100%> but because you were fighting off creditors and partners, you have a 25% (01-25% on d%) chance of being ACCUSED OF A CRIME (see Table I, 24-29%) and a separate chance of 33% (01-33 on d%) of OFFENDING someone on table VIII. You lose your investment.
   c) You can sink a percentage of your original investment back into the Business. You must decide whether to do this before you roll for the amount that will be needed. Roll d% and subtract this amount from your cash-on-hand (If you have insufficient cash, revert to b. after subtracting the money). Additionally, your roll next week is -10% and the re-invested money does not add to the amount invested

ACTIONS B. AND C. NEGATE ANY ACCUMMULATED WEEKLY RETURNS

07-09 Your Investment is threatened by competitors, you can:

a) Lose investment and all invested money

b) Hire an Assassin for 100-2,000 gold (1d20 x 100) or use any Underworld Influence you may have. The assassin has a 10-60% (1d6 x 10) chance of failing. If he fails, you are back to your original choices but 100-2,000 gold poorer.

c) You can do the assassination yourself and have a 10-60% (1d6 x 10) of being killed in the attempt. You must decide before knowing the risk but if you succeed you may add 10% to next week's roll (before rolling). **ACTIONS B. AND C. NEGATE ANY ACCUMULATED WEEKL Y RETURNS**

12-14 Your investment comes on hard times. You must either take -20% to next week's roll or go to work for the business without pay for dl0 weeks. During this time you must support yourself on the WEEKLY COSTS table (Table VI) even if the business is sold before the time is up. This negates any weekly returns.

15-25 Business is slow. This negates any weekly returns.

26-75 Your investment is maturing. No new action this week but you can continue to collect any weekly returns due you.

76-80 You realize an investment return of 5% on your current investment. This is cumulative with any other 5%'s. (if you invested 100 gold next week you'll get 5 gold)

81-85 You realize an investment return of 5% and have an opportunity to work for the business. You cannot lose this job as long as you retain the investment and after it is liquidated it becomes a normal job. Your pay scale is : (1d6) 1-2 = Plebian Pay; 3-4 = Artisan Pay; 5-6 = Noble Pay (see SALARIES Table II b.)

86-90 You realize an investment return of 5% (cumulative) or you can sell out your investment for its current value plus d% more (101-200% of your investment).

91-93 You realize an investment return of 10% (cumulative).

94-96 You **must** liquidate your investment for 1-3 x its current value. Roll d6: 1-2 = x1; 3-4 = x2; 5-6 = x3.

97-98 You are offered d6 times your current investment. You can roll for the offer before accepting.

99 You receive an offer to buyout your investment for d20 times its value or you may add 100 gold each week to your weekly returns (if any) and can add 10% to your rolls for This investment for the next 10 weeks. You may roll for the offer before accepting.

100 You can reinvest up to the original amount in this investment, and still maintain the same weekly percentage returns (if any). This potentially doubles you weekly profit. If this investment is not currently returning any money weekly, treat the roll as a new chance to invest as if from the RANDOM EVENTS Table (I).

TABLE VI. Weekly Costs

The costs of everyday living
Subtable VIa. **Room and Board.**

   You must maintain yourself at Level 1 or higher in each required category if **any** money is available. Otherwise you must immediately attempt to get a job using Table IV and Table V or attempt to **LIVING WITHOUT MONEY** using table VII.   Required support categories are **Living Quarters, Food** and **Clothing.**   If you are employed, all but **Companionship** is provided as part of that employment. NOTE: Artisans living at less that level 3 are treated as Plebians for all other table modifiers. Nobles living at less than level 4 are treated as Artisans for all other table modifiers.

	Living Level (1= low, 3= average, 6 = very high)					
Weekly Cost	**1**	**2**	**3**	**4**	**5**	**6**
Inn – room and board	3 gp	10 gp	20 gp	30 gp	45 gp	80 gp
Inn – room only	2 gp	7 gp	13 gp	18 gp	23 gp	45 gp
Food, uncooked (2 meals worth daily)[1]	3 sp	1 gp	3 gp	5 gp	8 gp	20 gp
House, rental (5 weeks paid in advance)	12 sp	40 gp	75 gp	125 gp	190 gp	250 gp
Clothing maintenance	5 sp	1 gp	2 gp	4 gp	7 gp	15 gp
Companionship[2]	20 sp	4 gp	12 gp	20 gp	100 gp	300 gp

1   Inns do not normally allow customer to cook in their rooms
2   Characters must have companionship of some kind at least once every 5 weeks or starting wit the 6th week the Character's Demeanor (e.g. attitude) will decrease 5% (1) per week until companionship is obtained. After companionship is obtained Demeanor returns to its normal level. For purchased companionship there is a chance of disease as follows
Level 1 Companionship = 30% chance of catching a disease
Level 2 Companionship = 15% chance of catching a disease
Level 3 Companionship = 5% chance of catching a disease

If a disease is caught, the Character's Stamina will decrease 2% each week (to a minimum of 1%) until is cured by Cure Disease or a physician (which will cost d10x10 gold)

Subtable VIb. **New and Improved Skills**
During any period of catching up, a Character may attempt to acquire a new skill or improve an existing one. The listed times and costs assume **full-time** training (i.e. you can't hold down a job at the same time). If skills are acquired while working they will require x3 the listed time. If training is interrupted for more than one week the listed loss of accrued time is suffered. The skill desired is chosen and an instructor is automatically found (if available In the area). Weekly costs will remain constant for a given instructor unless more than one week is missed. In such a case, the cost must be re-rolled. You may pay the total amount in advance, but if you miss more than 2 weeks, you lose the balance. After acquiring a new skill your ability In that skill is (d%/2)+5% (giving 6-56%). For improving existing skills you must roll d% greater than your existing ability to improve (AFTER you complete training). If this is successfully rolled, you will improve by an amount equal to 1/3 the amount between your existing level and 100%. (For example: If your current skill is 45% and you roll between 46% and 100% you will improve (100-45)/3%=(55/3>=18%. so your new ability level will be 45+18%=63%)

Apprentice=01-50%
Journeyman=51-85%
Master =86%+

Skill Type	Weeks Needed	Cost/Week	Loss of Accrued Time[1]
Plebian	1d4	1d20gp	1 week
Artisan	d10+1 (2..11)	d20x5 (5-100) gp	1d6 weeks
Noble	2d10 (2-20)	d20x20 (20-400) gp	1d10 weeks

1 Loss of time cannot exceed actual time studied but it can equal it. In any case you must repeat all those weeks of instruction that are lost.

Subtable VIc. **New Weapons and Practice**

You may attempt to learn the use of a new weapon. The time required assumes **part-time** practice. For full-time study, half the normal value rounded up.

NOTE: For those players not familiar with the "Tome of Midkemia", a limited number of weapons are usable by the Character in the initial development (usually 1d6). The Character can use weapons other than these but must take a "minus" of 5 (-5) to the attack roll (assuming an attack roll table using a 1d20).

Schedule: You will lose one "minus" each 5 weeks of practice with unless a Weapons Master is hired. A WEAPONS MASTER will reduce the time needed to one week per "minus", but costs 20-200 GP (dl0x20) per week. A Weapons Master can only be used with full-time study--you cannot hold a job at the same time.

"Minuses" gained back are permanent for that particular weapon but do not modify other weapons of the same class. Additional "plusses" (in excess of those on a Character sheet) cannot be gained by additional practice. The total number of non-original weapons that you may handle normally equals your LOGIC divided by 10 and rounded down (for Characters developed on the d% system).

TABLE VII. Living with No Money

Roll on this table each week you have no money and no job. Priests have a 50% chance of being housed and fed in a temple of their own god but each week there is a 10% chance they will be sent on a DANGEROUS MISSION (see RANDOM EVENT 01-10). Mages and Thieves have a 25% chance of being put up temporarily by their respective guilds (Thieves have a cumulative 10% chance per week of locating the local Thieves Guild).

Modifiers	Die Roll Modification
LOGIC < 19% (7)	-10%
LOGIC 85-100% (13-17)	+5%
LOGIC > 100% (18+)	+10%
Noble Background	+5%
Plebian Background	-5%

ROLL d%	RE SUL T
01-10	You are starving and begging, -05% (1) to your STAMINA each week you roll this. Losses are gained back 1% per week per Living Level (living level 4 = 4% per week) that you maintain.
11-25	Your creditors are hounding you. You owe them ldl0 times your last weekly salary (if you were unemployed roll as an employed Plebian (p_ 49) for the amount owed). You must leave town for ldl0 weeks, until you have the money **or** go to jail for 1d6 weeks. For each person that you have BEFRIENDED in the past (Table IX p. 53), there is a 10% chance they will loan you the money (roll separately for each person even if you've previous used their influence in the past). If you had retained a BEFRIENDED person's influence, you can convert it into money at this time (as listed on Table IX).
26-40	You are sent to Debtor's Prison--you serve 1 week and have a permanent record (note modifications caused by OFFENDED and BEFRIENDED Government Workers from Tables VIII and IX
41-65	You are put into a Work gang and must serve 1 week. There is a 20% chance you are sold into slavery by an unscrupulous Overseer (this can also be modified by BEFRIENDED and OFFENDED Government Workers).
66-80	If you are a fighter, you have joined the Military. See A MILITARY CAREER (Table XI). Others roll again.
81-90	You are taken in this week by strangers or a Temple. You have no opportunity to stay additional weeks unless you normally re-roll this result.
91-97	You have found 10-200 gold (ld20xl0). Spend some of it to support yourself on WEEKLY COSTS (table IV) or save it and roll again on this table.
98-100	You are taken in by a wealthy patron. He or she gives you your own room and an allowance of 10-100 gold (ldl0xl0) per week. To stay, you must roll over 25% each week. You are free to adventure.

TABLE VIII. Offending People

Roll d20 to determine the person OFFENDED. Most results will modify subsequence chances of imprisonment if you should be **ACCUSED OF A CRIME*** (Table I 24-29), so take note on your character sheet of who specifically was OFFENDED.

Roll	PERSON	RESULT
1	Commercial	The exact person Offended depends on your status. If you are a student it was your trainer; if employed the Guildsmaster; if self-employed a Business Rival; otherwise it was a wealthy merchant. Trainer: You are kicked out of your course (50% chance of a refund for prepayments) and will be unable to train under this Master again or you must pay him d20x10 gold. -3% TO CONVICTION ROLLS Guildsmaster: You lose your job and cannot get the same job in this city or you must pay him d20x10 gold. -5% TO CONVICTION ROLLS

		Merchant: -3% TO CONVICTION ROLLS, 10% probability he ACCUSES YOU OF A CRIME
		Business Rival: You must pay him d20x10 gold or he has a 40% chance of getting the government to close you down. -2% TO CONVICTION ROLLS
2	Aristocrat	You must pay him d% of your total worth or go to jail for d6 weeks or leave town d10 weeks. -10% TO CONVICTION ROLLS
3-4	Government Worker	If the particular worker is important see Appendix VIII. He will add two weeks to any jail term and adds 1 week to stays in Debtor's prison and adds 15% to the chance of being sold into slavery from a work gang. -10% TO CONVICTION ROLLS
5	Criminal	Roll d6: 1-3 Common criminal: 40% chance you lost one item of value 4-6 Underworld Character: You must leave town for d8 weeks or there is a 60% chance that you will be assassinated. (you must use any Underworld influence **before** knowing if the assassination will be successful).
6	Employer / Employee	Employer cuts your salary by d6x10% or you quit. -2% TO CONVICTION ROLLS. Employee demands d6xl0% raise or quits. -1% TO CONVICTION ROLLS. If unemployed and not an employer treat as TOWNSPERSON (8-9 below).
7	Peer	If you are employed a fellow worker causes your work to appear 25% worse (if this causes it to be less than 35% you will lose your job next week). -1% TO CONVICTION ROLLS. If you are in training a fellow student interferes requiring 2 extra weeks to complete training. In all other cases treat as a TOWNSPERSON.
8-9	Townsperson	-1% TO CONVICTION ROLLS
10	City Special	roll d4 1 Rumormonger- subtracts 25% from any marriage rolls. -5% TO CONVICTION ROLLS 2 Story teller- starts telling unflattering stories that although obviously about you, don't explicitly name you. -10% to marriage rolls. -1% TO CONVICTION ROLLS 3 Beggar- curses you. 10% PROB. it is a real curse 4 Entertainer-satirizes you in a song or play. -20% to marriage rolls. -1% TO CONVICTION ROLLS
11	Landlord	Roll d8. -2% TO CONVICTION ROLLS 1 You're immediately evicted 2-5 Evicted with d4 weeks notice 6-8 Rent goes up d8x20%
12	Merchant	Roll d4. -1% TO CONVICTION ROLLS 1-2 Tavernkeeper throws you out and forbids you to return. If you return there is a 50% bouncers do dl0 damage. 3-4 Shopkeeper - 30% chance he accuses of shoplifting (**ACCUSED**

		OF A CRIME). Otherwise he throws you out and will no longer sell to you.

13	Military	Roll dl0.
		1-8 City Watchmen beat you up
		9 Officer of the watch **ACCUSES YOU OF A CRIME**. -10% TO
		    CONVICTION ROLLS
		10 Army officer impresses you into his unit to perform an unpleasant
		    task. -3% TO CONVICTION ROLLS

14	Religious	If you are not a member of the cult they will refuse to do business with you. If you are a member of the sect you must go on a **DANGEROUS MISSION** (as RANDOM EVENT 01-10). -5% TO CONVICTION ROLLS
15	Friend	You lose all effects of one BEFRIENDED person (choose randomly if more than one). If you have no friends, treat as a TOWNSPERSON (8-9 above).
16	Family	There is a 20% chance your family disowns you thinking that you have disgraced them. If so, you lose any allowance you were collecting and cannot inherit.
17	Professional	Roll randomly on Appendix III to see who it is. There is a 10% chance that anyone of that profession will no longer deal with you (roll each time a service by that type of person is required). -3% TO CONVICTION ROLLS
18	Barbarian	Demands a duel. You suffer d10 points of damage.
19-20	Important NPC	Unless GM moderated treat as an offended ARISTOCRAT.

*These modifications to ACCUSED OF A CRIME roll (TABLE I, 28-35, p. 46) are permanent for this city.

Gamesmaster's notes: Usually OFFENDED people are quite obvious but occasionally the character may not event know that they have made and enemy until the assassin's bolt strikes home. If you require a reason for Offending someone you can use the following table of ideas.

   1 Character bumped into him in the street
   2 An Imagined slight
   3 A protocol error/Improper etiquette/respect
   4 Character has interfered with his plans
   5 Offended person is jealous of character's successes
   6 Person doesn't like Characters looks
   7 Person is simply in a bad mood and character was convenient
   8 There are religious differences
   9 He's jealous of character's spouse or friends
  10 He simply misunderstood the character

TABLE IX. Befriending People[1]

Roll d20 to determine the person BEFRIENDED. Most results will modify subsequent chances when **ACCUSED OF A CRIME** (Table I) so take note on your Character sheet of the BEFRIENDED PERSON.

ROLL	PERSON	RESULT
1	Commercial	Who was befriended depends on your status. If you are In training it was your trainer. If you are an employer it was the guildsmaster. If self-employed it was a business rival. In all other cases it was a merchant. Guildsmaster : Decreases your chance of job loss on SAVINGS (Table II) by 3% end adds 10% to your salary or will give you d20x10 gold. +5% TO CONVICTION ROLLS. Trainer: Offers to give you one week of training free. +2% TO CONVICTION ROLLS Business Rival: Offers to buyout one of your investments for d6 times its value or gives you a new chance to invest (as In the RANDOM EVENT). +3% TO CONVICTION ROLLS Merchant: Offers to sell you goods at -25% from normal cost (roll randomly for type of merchant on Appendix III). +2% TO CONVICTION ROLLS
2	Aristocrat	He will give you d20x100 gold **OR** give you a job of your choice at 2x normal salary regardless of your ability **OR** will add 15% to future marriage rolls **OR** will arrange a **DANGEROUS MISSION** paying d6xnormal. +10% on CONVICTION ROLLS
3-4	Government Worker	He decreases any jail terms by d6 weeks and eliminates any record of Debtor's prison or jail **and** reduces your chance of enslavement by a work gang to 01-05% **or** he will give you d20x5 gold. +10% TO CONVICTION ROLLS
5	Criminal	Roll d6: 1-2 Common criminal-gives you a {stolen} item worth d20x40 gold. 3-6 Underworld Character- will cancel one assassination (before it occurs) and for you and hide you when you 'must leave town' **or** will arrange 'protection' your business **or** gives you an Item worth d20xl0Q gold.
6	Employer / Employee	Employer will give you d4 x normal salary and guarantee you won't lose your job or offer you a chance to invest (as if from SAVINGS) or give you a bonus of d20xl0 gold. +2% TO CONVICTION ROLLS. Employee is willing to put in free overtime or work without pay for d6 weeks. Add 5% to next d6 INVESTMENT rolls. +1% TO CONVICTION ROLLS. If unemployed or have no employees, treat as a TOWNSPERSON

7	Peer	Fellow worker makes your work appear 10% better. A fellow student decreases your training time by 1 week. A Both decrease the chance of a successful assassination by 10% **and** will provide you with a free home should you become ill **or** give you dl0x5 gold. +1% TO CONVICTION ROLLS.
8-9	Townsperson	He will provide you with a free home if you become ill. +1% to CONVICTION ROLLS.
10	City Special	roll d4 1-2 Rumormonger-adds 20% to all future marriage rolls. 3 Storyteller tells exaggerated stories of your adventures increasing marriage rolls by 10% for d20 weeks. 4 Entertainer-offers you a job as an actor/singer at Artisan wages or popularizes your exploits in a song or play. Adds 15% to marriage rolls.
11	Landlord	Reduces your rent (d8+1)x10% **or** gives you a rebate of x10x10 gold. +2% roll to CONVICTION ROLLS
12	Merchant	Roll d4 1-2 Tavernkeeper give you free drinks and lest you sleep off future drunken stupors by his fire. +1 to CONVICTION ROLLS 3-4 Shopkeeper gives you 10% off anything he sells (Roll for type on Appendix III). +1% to CONVICTION ROLLS
13	Military	Roll d10 1-8 City Watch will turn their backs unless they see you actually committing a crime 9 Officer of the Watch will allow to you 'escape' if you should be convicted of a crime. +4% to CONVICTION ROLLS 10 Army Officer offers you an opportunity to enlist as an officer **or** if you have an investment makes you an official army shipper adding +15% to weekly returns. +3% to CONVICTION ROLLS
14	Religious	A Priest will bless you (modify all rolls for the next week to be 5% in your favor) **or** offers to let you become an initiate in his cult **or** offers you a DANGEROUS MISSION (See RANDOM EVENTS 01-10) at d6 times the normal price. +5% TO CONVICTION ROLLS
15	Offended Person	All permanent effects from one random previously offended person are canceled. If you haven't offended anyone treat as a TOWNSPERSON.
16	Family	You are offered your share of the inheritance now if you haven't already collected or if you were previously disinherited all is forgiven.
17	Professional	A randomly rolled professional (from Appendix III) gives you a 25% discount on services or items **or** offers you a job at Artisan pay or give you d20xl0 gold. +2% TO CONVICTION ROLLS
18	Barbarian	Will offer to be your companion on one DANGEROUS

		MISSION. If It is indicated that you died there is a 50% chance that he died instead of you.
19-20	Important NPC	If not GM moderated treat as an ARISTOCRAT.

1. No – not like Facebook ☺

Gamesmaster's Notes: Often the player will know immediately who has taken a liking to them but occasionally those of high status may not tell the character that they have taken a liking to them and the first knowledge of this is when they are bailed out of jail.

TABLE X Marriage Proposals

Table Xa applies to mail characters and Table Xb applies to female characters. All modifiers are cumulative.

Base Modifiers: These apply to both tables Xa and Xb. Note dependence on Living Level acquired on the WEEKLY COSTS tables.

Modifier	Die Roll Modification
Plebian Background	-20%
Noble Background	+20%
First Child	+5%
Bastard Child	-5%
Charisma less than 20% (7)	-15%
Charisma greater than 80% (12)	+5%
Don Juan/Courtesan skills	+10%
Each 1000 gp spent (to a max of 5,000)	+5% (max 25%)
Titled	+10%
'Reputation' as a cad or 'loose woman'	-40%
Modifications from BEFRIENDED or OFFENDED PEOPLE	as listed

Table Xa **Male Characters**

Roll	Female's Background	Chance of a Dowry	Size of Dowry
01-40	Plebian	20%	d%x10 gp (10-1000)
41-70	Artisan	50%	d%x100 gp (100-10,000)
71-00+	Noble	85%	d%x500 gp (500-50,000)

If you decide to proceed with the marriage see Table Xc. You will receive any dowry your spouse brings but **WEEKLY COSTS** on Table VI are potentially doubled. Presumably you no longer need pay for Companionship. If you should choose **not to support your spouse** after the marriage proceed as follows:

> For a Noble background wife proceed immediately to the OFFENDING PEOPLE (Table VIII) as if you had offended **TWO** Aristocrats.

> For an Artisan or Plebian wife there is a 15% chance the parents or relatives will succeed in killing you.

> **Regardless who the parents are you will have a 'Reputation as a Cad'**

Table Xa **Female Characters**

Roll	Male's Background	Chance of a Gifts	Value of Gifts Received
01-40	Plebian	35%	d10x50 gp (50-500)
41-70	Artisan	60%	d%x50 gp (50-5,000)
71-00+	Noble	95%	d%x250 gp (250-25,000)

Before deciding on marriage a female character must roll to see if she can remain independent (continue adventuring) after marriage. If she cannot remain independent and still chooses to proceed with the wedding she will have to leave the active game and 'go home' with her new husband (perhaps providing a safe haven and funding source for other characters, etc.) The chance of

remaining independent depends on the background of each spouse (see Table Xd). Should she later leave her husband she can keep any 'gifts' but acquires the **reputation of being a 'Loose Woman'**. Should the female character **choose** not to proceed with the wedding there is still a 10% chance that she can keep 50% of the 'gifts'.

Table Xc. **Time Until The Wedding**

Background	Time Until Wedding
Male of female is Noble	2-20 weeks (2x10)
Neither is Noble but one or both are Artisan	0-3 weeks (d4-1)
Both are plebian	immediate

Table Xd: **Chance of an Independent Marriage**

Female Character's Background	Male Spouses Background		
	Plebian	Artisan	Noble
Plebian	10%	5%	1%
Artisan	20%	15%	10%
Noble	70%	40%	25%

Table Xe: **Pre-wedding Conviction Modifications for Females**
If the marriage is agreed upon the prospective spouse can often influence the female's chance of being convicted when **Accused of a Crime** on Table I. Such an accusation, however, can also affect the chance that the marriage occurs at all.

Conviction roll Modifications

Male's Background	Conviction Roll Modification
Plebian	0%
Artisan	+5%
Noble	+20%

Chance Wedding Proceeds

Male's Background	If Female is Accused	If Female is Convicted
Plebian	95%	80%
Artisan	90%	50%
Noble	80%	30%

Table Xf. **Post-Wedding Conviction Modifications for Females**
If the wedding has already occurred a spouse can usually help his independent wife out of jail. Each time she is **Accused of a Crime** she may add the following modifier in addition to any already deserved. If she is **convicted** however, she must immediately re-roll her chance of remaining independent on Table Xd.

Conviction roll Modifications

Male's Background	Conviction Roll Modification
Plebian	0%
Artisan	+7%
Noble	+36%

TABLE XI. A Military Career

-

The military is open to all, regardless of sex or race (dwarves, elves, giants, etc.). For the Initial rank offered cross-reference your background and a modified d% roll on the following table. Within each rank, you always start at the lowest grade.

Modification	Die Roll Modification
Leader I	+05%
Leader II	+10%
Leader III	+20%
Titled	+15%

NOTE All modifications are cumulative.

Your Background	Starting Rank		
	Enlisted	Non-Commissioned Officer	Officer
Plebian	01-60%	61-905	91-100%
Artisan	01-35%	36-70%	71-100%
Noble	01-10%	11-40%	41-00%
Pays as level X job	Plebian	Artisan	Noble

Pays as the equivalent level civilian job, except you cannot lose this job unless you make a roll of 01-05% (un-modlfiable) **and** you have previously been convicted of a crime.

Each week you are in the Military, there is a 10% chance you are promoted. There are 3 enlisted grades, after which you become a non-com; 3 non-com grades leading to officer; and 5 officer grades (the highest you can normally go). Each promotion will increase your pay by 20%. The Military is a secure, well-paying career. **However**, the player should realize that while within its ranks, he is somewhat subject to the whims of the Gamesmaster as far as unappetizing missions go. While in the Military, you are taken care of during any illness. You can always get 1 week off for adventuring but for additional time off there is a 10% per additional week requested that you will not be allowed to go. You can resign from the Military at any time with 2 weeks notice. However, if you roll a 01-15% then an emergency has come up and you **must** stay 2-7 (ld6+1) weeks, after which you must roll again to get your release.

Character Catch-up Sheet

Date	Event	Money	Experience	Conviction Bonuses

Appendices

APPENDIXES

Appendix I: Missions:

Each subsection is divided into two categories: roll in each if applicable. if not previously specified the mission involves (1d20): 1-8 = Goods; 9-16 = People; 17-20 = Places

Subtables Ia. Missions for Goods

What to Do (roll 1d8)

Roll	Task
1	Recover
2	Steal
3	Transport
4	Smuggle
5	Guard
6	Raid for
7	Destroy
8	Locate

What is the Item (roll 1d12)

Roll	Result
1	a map
2	precious metals or gems
3	jewelry
4	religious artifacts
5	magical items
6	traditional items
7	message
8	an animal
9	a body
10	a ship
11	books
12	trade goods

Subtables 1b. Missions for People

Who is the target (d20)

Roll	Result
1	employer's mistress
2	guild member (20% it's the Guildsmaster)
3	Secret Brotherhood member
4	friend
5	Employer's Rival or enemy
6	Employer's Fellow plotter
7	Employer's retainer/ master
8	Noble
9	Influential person
10	employer's relative
11	government official
12	assassin
13	thief
14	merchant
15	town guardsman
16	warrior
17	non-human
18	magician
19	priest
20	Noted person / local character

What to Do (roll d10)

Roll	Task
1	Free
2	Capture
3	Guard
4	Assassinate
5	Find
6	Transport (see Ic for place)
7	Lure
8	Incriminate
9	Seduce
10	Terrorize

Subtables 1c. Missions To Places

What to Do (roll d8)

Roll	Task
1	find it
2	capture it
3	map it
4	defend it
5	destroy it
6	hid it
7	build it
8	siege it

What is the target (d20)

Roll	Result
1	a castle
2	a town
3	a swamp
4	a river
5	a pass/defile
6	a mountain
7	a valley
8	a manor house
9	a house
10	a dock
11	a guildhall
12	a warehouse
13	a dungeon
14	a cave
15	a palace
16	a temple
17	a stable
18	a wall
19	a forest
20	a reef

Appendix II Taverns / Inns / Hotels

Subtable IIa. Tavern Level Description:

Lodging and food quality are listed as l#, f# where l = lodging level and f = food level as described below

Lodging Level	Description
1	straw mats, dormitory type rooms, outdoor facilities, bugs[1], rats[1], etc.
2	straw or rope cots, a few private rooms, bugs[1], some rats[1], etc.
3	stuff straw and rope mattresses, blankets, indoor but communal facilities, some private rooms, no bugs, no rats
4	stuff cloth mattresses, good blankets, private rooms, some private baths
5	down or cloth mattresses, sheets and blankets, all private rooms & baths
6	all down mattresses, satin sheets, private baths, running water, room service

> 1. these conditions create a chance of catching a disease

Food Level	Description
1	thin soups, fatty spoiled meats, watery beverages
2	stews, fatty meats, below-average beverages
3	average food and drink
4	lean meats, average or better beverages, wine
5	top quality meat, cheeses, balanced meals, good quality wines
6	the best: pheasant under glass, filet, etc.; superb wines and service

Subtable IIb. Tavern Prices per Level

(in gold pieces)

Item	Tavern Lodging Level (see above table)					
	1	**2**	**3**	**4**	**5**	**6**
Food and lodging Nightly	05-1	1-2	2-4	4-6	5-7	15+
Food and lodging weekly	2-3	5-10	10-20	20-36	25-45	60+
Lodging Only, nightly	0.2-0.7	1-2	2-3	3-4	4-5	10+
Lodging Only, weekly	1-2	3-8	11-15	15-20	15-25	35+
Food Level (as in above table)	1-2	1-3	2-4	3-5	5-6	6
Price per meal	0.2	0.5	1	2	4	10+
% chance of burglary nightly	50%	40%	20%	10%	5%	1%
% chance of room available	100%	80%	70%	75%	90%	95%
Bribe / tip for obtaining a specific item (% of item's value)	50%	40%	25%	15%	10%	5%
Size of staff, including tavern keeper	1d4	1d8	2d6	2d8	2d10	2d10+

 1 gold piece = 10 silver pieces = 50 copper pieces

Subtable IIc Number of Customers

assumes a maximum capacity of 60, modify as appropriate

Tavern Location	Morning (6am -10am)	Day (10am -5pm)	Evening (5pm -11pm)	Night (11pm-6am)
Poor Quarter	d10x4	d6x5	d10x6	d10x5
Low-Middle Quarter	d6x5	d20+20	d10x6	d20+20
Merchant Quarter	d10x4	d10x5	d10x6	d10x3
Upper-Middle Quarter	d6x5	(d6-1)x10	d10x6	d20
Wealthy Quarter	d10x2	d10x5	d10x6	d10

Subtable IId Types of Patrons Present by Tavern Level

Tavern Patrons (roll d% and read down)	1	2	3	4	5	6
Townspeople (TP) only[1]	01-75	01-47	01-36	01-29	01-15	01-04
Warriors only	76-78	48-52	37-46	30-34	16-23	05-08
Mages only	79	53-54	47-50	35-37	24-28	09-13
Priests only	80	55-56	51-53	38-40	29-34	14-21
Aristocrats only[2]	-	-	-	41	35-39	22-31
TP + Warriors	81-86	57-66	54-63	42-56	40-48	32-36
TP + Mages	87-90	67-72	64-68	57-62	49-53	37-42
TP + Priests	91-92	73-78	69-72	63-67	54-58	43-49
TP + Aristrocrates[2]	-	79	73-74	68-70	59-64	50-56
TP + Warriors + Priests	93-95	80-84	75-81	71-76	65-69	57-62
TP + Warriors + Mages	96-97	85-90	82-87	77-81	70-74	63-68
TP + Warriors + Aristocrats	-	91	88-89	82-85	75-80	69-76
TP + Mages + Priests	98	92-95	90-93	86-89	81-85	77-80
TP + Mages + Aristocrats	99	96	94-95	90-92	86-89	81-85
TP + Priests + Aristocrats	-	97	96-97	93-95	90-93	86-92
All types except Aristocrats	100	98-99	98-99	96-98	94-98	93-97
All Types	-	100	100	99-100	99-100	98-100
Prostitutes (% chance of d4)	90%	85%	60%	40%	25%	5%

1 For Townspeople, roll a d% for the following table if desired.

Townsperson's Background	1	2	3	4	5	6
Thief	01-50	01-30	01-24	01-20	01-15	01-10
Plebian type	51-80	31-60	25-55	21-50	16-30	11-25
Artisan type	81-98	61-90	56-85	51-80	31-0	26-50
Noble type	-	91-97	86-96	81-95	71-94	51093
Spy or Assassin	99-100	98-100	97-100	96-100	95-100	94-100

2 For **Aristocrats** roll d% on the following table if needed. If TP or Warriors are present with Aristocrats assume 2d20 (as percent) are with the Aristocrats as servants, men-at-arms, etc.

Roll	Result
01-75	Rich merchant
76-90	Knight or Paladin
91-96	Baron
97-98	Earl or Count
99	Duke
100	Royalty

Appendix III. Occupational Background

These tables may be used to provide a more detailed background for your character or for an encounter (some skills appear twice intentionally)

Plebian Skills

1. Baker	11. Cook	21. Merchant	31. Rumormonger
2. Barber	12. Dyer	22. Miner	32. Sail maker
3. Barrel maker	13. Farmer	23. Musician I	33. Sharpener
4. Beggar	14. Fisherman	24. Mule Skinner	34. Shepard
5. Boatwright	15. Glassblower	25. Oarsman	35. Storyteller I
6. Bookmaker	16. Herald	26. Building Painter	36. Tailor
7. Butcher	17. Juggler	27. Paper-ink maker	37. Tanner
8. Carpenter	18. Kennel master	28. Perfumer	38. Weaver
9. Carpet maker	19. Leader I	29. Potter	39. Winemaker
10. Charcoal Burner	20. Mason	30. Rope-net maker	40. Wagoneer

Artisan Skills

1. Animal Trainer	12. Horator	19. Ride Horse	30 Tightrope Walker
2. Armorer	13. Horse Trainer	20. Read – Write	31. Torturer
3. Bird Trainer	14. Hunter:	21. Sailor	32. Tracker
4. Cartographer	a. Desertman	22. Scribe	33. Veterinarian
5. Distiller	b. Swampman	23. Ship Builder	34. Wheelwright
6. Engraver	c. Mountainman	24. Ship Captain	35. Woodcarver
7. Fletcher	d. Forester	25. Slaver	36. Gold/Silversmith
8. Forger	15. Illuminator	26. Blacksmith	37. Cartographer
9. Furrier	16. Jeweler	27. Steersman	38. Tavernkeeper
10. Gambler	17. Leader II	28. Storyteller II	39. Undertaker
11. Hawker	18. Mountaineer	29. Swimmer-Diver	40. Musician II

Noble Skills[1]

1. Alchemist	7. Courtesan- Don Juan	13. Lawyer	19. Physician
2. Artist-Sculptor	8. Dancer	14. Leader III	20. Poet
3. Astronomer – Navigator	9. Engineer	15. Linguist	21. Scholar
4. Architect	10. Geologist	16. Mathematician	22. Spy
5. Biologist	11. Interpreter	17. Musician III	23. Storyteller III
6. Botanist	12. Inquisitor	18. Orator	24. Extra Language

1. Additionally all those with Noble backgrounds have a 50% chance of knowing Ride Horse and a 25% chance of knowing Read-Write, regardless of other skills.

Appendix IV. Street Traffic Density:

Roll 1d20 and modify as appropriate. Cross reference with the area of town and read the result in the right-hand column. This is an indication of the relative number of people on the street.

Modifiers (cumulative): Day = 0; Evening = -2; Night = -4; Raining = -3; Special Event = +2

Area of Town				
Poor	Merchant	Wealthy	Town	Street Density
1-6	1-3	1-2	1	Empty
7-10	4-7	3-10	2-6	Light Traffic
11-16	8-14	11-18	7-17	Average Traffic
17-19	15-18	19	18-19	Heavy Traffic
20	19-20	20	20	Very Dense Traffic

Appendix V. Dice Conversion Tables

3 sixes (3 to 18)	Actual Percentage	Equivalent d%
18	0.46	100%
17	1.39	99%
16	2.78	96-98%
15	4.63	92-95%
14	6.94	85-91%
13	9.72	75-84%
12	11.57	64-74%
11	12.50	51-63%
10	12.50	38-50%
9	11.57	27-37%
8	9.72	17-26%
7	6.94	10-16%
6	4.63	6-9%
5	2.78	3-5%
4	1.39	2%
3	0.46	1%

2 sixes (2 to 12)	Actual Percentage	Equivalent d%
12	2.8	98-100%
11	5.6	93-97%
10	8.3	84-92%
9	11.1	73-83%
8	13.9	59-72%
7	16.7	43-58%
6	13.9	29-42%
5	11.1	18-28%
4	8.3	10-17%
3	5.6	4.9%
2	2.8	1-3%

Appendix VI. The Midkemian Calendar

(#) = number of days in that month. For those of you that don't have calendar for your own game…

```
                            0 BANAPIS (Midsummer's Day)

                                    KIMIA (18)
                                       RODEC (15)
                    175             25
        DZANIN (39)

                                       STAPHRON (10)

        150 ━━━━━━━━━━━━━━━━━━━━━━━━━━ 50

        YEMIEV (11)                    NATINICA (12)

                    125             75 WOCHEM (45)
        AGAEIS (37)
            NUNA (11)

                          100 MID-WINTER (shortest day)
```

The Midkemian year is 200 days long, divided into 9 months, with a one-day holiday, Banapis, held each Mid-Summer's day. While the number of years differs outside the Kingdom the calendar months pre-date the great disaster and are used throughout the planet. Weather cycles are quite extreme. The summers are very hot (100+ degrees) with little wind while winters are very cold (freezing or below in most places) with very strong winds and storms. Little trade is carried on during the winter and only galleys are of value on the sea during summer months. Most trade is carried on during the temperate fall and spring. 30 hot summer days = Dzanin 25 → Kemia14; 65 autumnal temperate days = Kimia 15 → Wochem 25; 40 cold winter days = Wochem 26 → Agaeis 9; and 65 vernal temperate days: Agaeis 10 → Dzanin 24.

Appendix VII. Stables

Any stable has a recognized level of quality that in Midkemia Press products is included in the stable description as "s1", "s2", "s3" or "s4". On any given day the animals and services available will vary from these baselines. These tables are designed to assist the gamesmaster in deciding the type, quantity and quality of goods available on any particular day. Tables 1 and 2 are modifiers to Tables 3 and 4.

Subtable 1: Using the stable level or description determine the modifier to use on Subtable 2.

Level	Description	Table 2 Modifier
1	Below Average	-10%
2	Average	0%
3	Above Average	+10%
4	Well Above Average	+25%

Subtable 2: Roll d% and add the modifier from Subtable 1. Read across to determine 'today's stock.

Total	Daily Level	Description
01-10	0	Nothing Available
11-30	1	Below Normal
31-84	2	Normal
85-99	3	Above Normal
100	4	Special

Table 3 Goods and Services Available:

Local the Daily Level determine from Subtable 2 above. for each animal type make the indicated die roll to determine how many of that animal is present.

Type of Animal	Daily Level (from Subtable 2)			
	1	**2**	**3**	**4**
Mules	1d4-1	1d6/2	1d4	1d6
Ponies	1d4-2	1d4-1	1d6-2	1d6/2
Light Riding Horses (e.g. Quarter horse)	1d4-1	1d6-1	1d6	1d8
Draft Horses	1d4-1	1d4	1d4	1d6-1
Light War Horses	1d6-5	1d8-5	1d6-2	1d6-1
Heavy War Horses	1d8-7	1d6-4	1d6-3	1d6-2
Special[1]	1%	5%	15%	50%

1 The chance of having a Unicorn, Pegasus, enchanted horse, etc.

Table 4 Food and Grooming:

Use Daily Level from subtable 2

Type of Service	Daily Level (from Subtable 2)			
	1	**2**	**3**	**4**
Quantity of Food/ water	Limited	Sufficient	Plentiful	Plentiful
Quality of Food/ Water	poor	average	good	Excellent
Animals Groomed	no	yes	yes	yes
Minor Healing	no	no	no	yes
Tack cleaning	no	no	yes	yes
Tack repair	no	no	no	yes
Daily Stabling Cost	0.1 gp	1 gp	3 gp	6 gp