

# Anatomy of a Village



A SCRAWL supplement by [Stuart Lloyd](#)

## Anatomy of a Village (A SCRAWL supplement)

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Many thanks to all of the followers of and contributors to Lloyd of Gamebooks and of course my lovely wife Nicky and my adorable children.

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Ah, the village. [Not the M. Night Shyamalan film](#) (which I thought was OK), but just a small settlement that, in medieval times, was mainly [all about agriculture](#). In my attempt to build up the world of SCRAWL, I have made tables for the village – what it sells, what you can do there and what events might take part there. When you arrive at a village, you can make notes on each one, such as its name, what it offers and what events are taking place there at any one time.

### Village names

You can make up your own. Go on, why should I have all the fun/do all the work (depending on your point of view). You can theme the villages however you want, based on the country and time period you want. Or if you really want to, you could go all sophisticated and call them something like Poo or something. Here are some name generators:

<http://www.mithrilandmages.com/utilities/CityNames.php>

<http://www.rpgtools.us/town.aspx>

[http://fantasynamengenerators.com/town\\_names.php#.Wlpon32oORM](http://fantasynamengenerators.com/town_names.php#.Wlpon32oORM)

<http://www.namesmade.com/fantasy-place-name-generator.php>

### Personalities in the village

If you want to flesh the place a bit more, you could come up with some interesting people. These have no effect in game terms, unless you want to evoke the rule of simplicity and serendipity or the rule of voluntarily complexity (maybe there's a master blacksmith that sells weapons or the mayor is off his rocker and decides to enforce a window tax).

Here are a couple of NPC generators:

<https://roleplayingtips.com/one-sentence-npc-generator/>

<http://scott.maclure.info/character-traits/>

And here is a name generator - <https://donjon.bin.sh/name/markov.html>

Anyway, now that you've fleshed out your village, here are some mechanics!



All villages offer the following items and services.

### Weapons

Weapon	Cost (gold pieces)	Damage type	Encumbrance
Dagger	1	Piercing	1
Staff	0	Bludgeoning	2
Club	0	Bludgeoning	2
Sling	2	Bludgeoning	1
Spear	2	Piercing	2
Axe	3	Slashing	2
Bow	15	Piercing	2

### Equipment

Item	Cost (gold pieces)	Encumbrance
1 day's food	1	1
Torch	1	1
Oil	1	1
Lantern	5	1
Shovel	2	1
Furs	3	1
Waterskin	1	1 (full) or 0 (empty)
Rope	5	1
Iron spikes	3	1
Mallet	2	1
Flint and steel	1	0
Paper	2	0
Chalk	1	0
Charcoal	1	0

### Alchemical items

Item	Cost (gold pieces)	Encumbrance
Healing salve	25	1
Potion of clarity	5	1

### Services

Service	Cost (gold pieces)
Night at inn	1
Healer	10



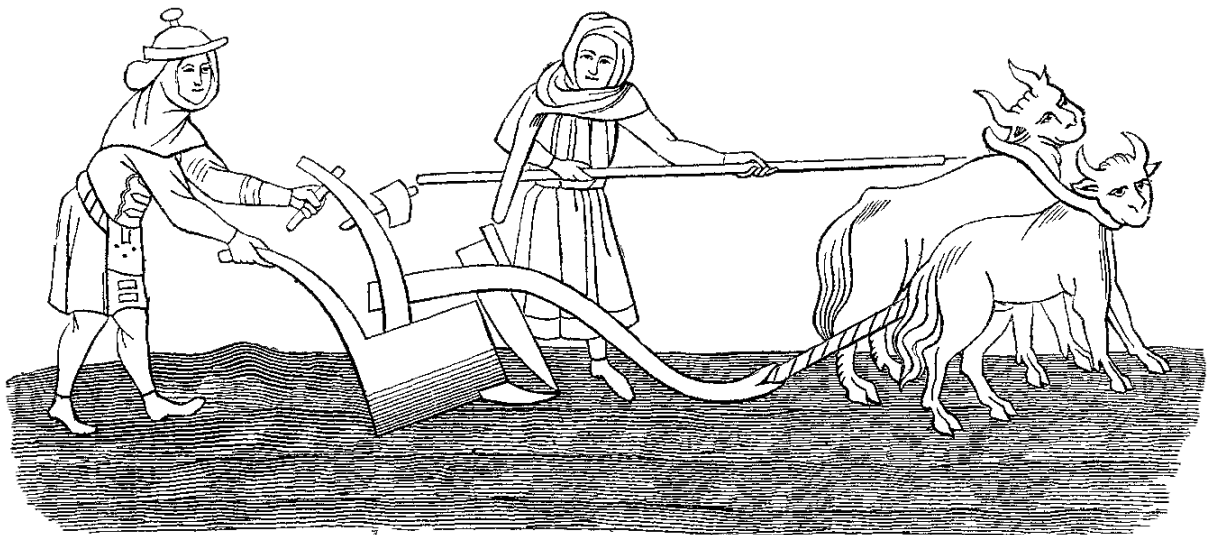
## Work

You may look for work in a village every 30 days. If you do, make a Fate roll. If you roll a 6, there is a job that requires your specific talents (if you are a bard, people want an entertainer. If you are a Fighter, they want a guard. If you are a Traveller, they want a guide. If you are a priest, they may need you to do a particular religious ceremony. If you are a wizard, they need a teacher or someone to translate a book. If you are a trickster, you might not find an employer, but you will find an easy mark). You will get 50 gold pieces for 7 day's work.

If you roll 1-5, there are no jobs particular to your talents, but you can get a labourer's job that pays 15 gold pieces for 7 day's work.

You do not restore Will whilst working unless you pay for an inn.

Note the day that you looked for work. You can only look for work again 30 days later.



### Random village events

When you arrive at a village, make 2 fate rolls to determine a random event in the village. Also if you return to a village 30 days or more after you left, make another 2 fate rolls to determine a new random event.

#### **If your first Fate roll is a 1**

Fate roll 2	Village trait
1	One of the blacksmiths in the village has made several weapons. You may buy any weapon for the next 7 days.
2	One of the villagers falls sick with a rare illness. The healer says that they need a lot of uncommon plants from the forest. If you have 3 herbs, you can give them to the healer. If you do, gain 1 experience point. If you don't, you can search for them. If you can succeed at two <b>survival</b> ability tests with a difficulty of 3 (Traveller), you can find the plants and gain 1 experience point.
3	Someone in the village dies. There is a funeral and everyone there is asked to contribute 10 gold pieces towards costs.
4	There is a hut for sale in the village for 50 gold pieces. If you buy it, you don't need to pay for an inn to restore Will points. It will stay on the market for 7 days,
5	The villagers need a religious ceremony to be performed. If you can succeed at two <b>religion</b> ability tests with a difficulty of 3 (Priest, Bard), you do it and get 1 experience point.
6	A noble arrives at the village. He will pay 25 gold pieces for falcon or eagle eggs, antlers or animal skins.



### If your first Fate roll is a 2

1	An armourer comes to the village – they can sell light armour, heavy armour or a shield.
2	Something has found its way into the water, making people sick. Make a Fate roll. If you roll 1-3, lose 2 Will points.
3	An obnoxious brute comes to the village and starts eating, drinking and sleeping in the inn without paying. A couple of villagers who challenge him get beaten up. He has a difficulty of 3 and 3 vitality points. If you beat him in combat, you get 1 experience point and you can stay at the inn over the next 30 days for free.
4	A priest has a vial of holy water for sale.
5	A travelling alchemist comes through the village – you may buy 1 vial of acid, 1 flask of alchemist's fire and 1 smoke bomb from them.
6	A local bard has found a large book he does not completely understand. If you can succeed at two <b>lore</b> tests with a difficulty of 3 (Wizard, Bard), you can glean its knowledge and gain 1 experience point.



### If your first Fate roll is a 3

1	An adventurer arrives at the village with a large book they found in some ruins. If you succeed at two <b>lore</b> ability test with a difficulty of 3 (Wizard, Bard), you can explain the meaning of the book to them. They thank you. Gain 1 experience point.
2	There is a crime in the village – someone damages a local monument. If you can succeed at two <b>perception</b> ability rolls with a difficulty of 3 (Trickster), you can catch the perpetrator and gain 1 experience point.
3	Sickness in the village. Make a fate roll. If you roll 1-3, you get sick and lose 2 Will points.
4	A merchant arrives at the village and begins to bewilder them with jargon and costs. If you can succeed at two <b>trading</b> ability tests with a difficulty of 3 (Trickster, Bard), you can negotiate and good deal and gain 1 experience point.
5	The local knight demands 25 gold pieces tax from everyone who hasn't got a title.
6	A massive tavern brawl breaks out. Make a <b>melee combat</b> ability test with a difficulty of 4 (Fighter). If you fail, lose 1 Vitality point.





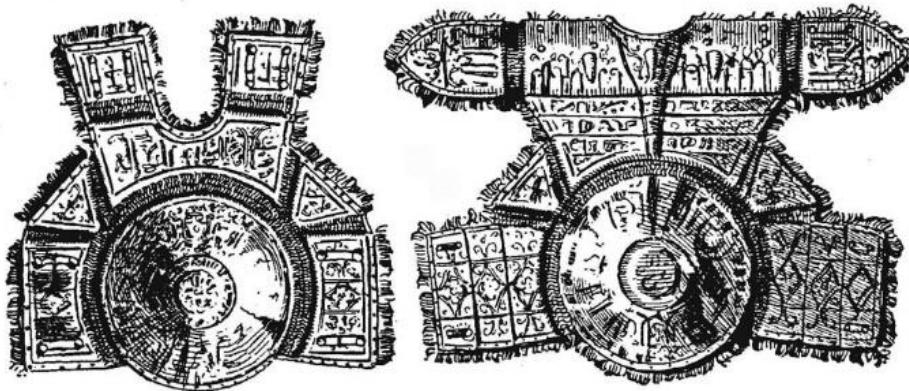
### If your first Fate roll is a 4

1	Someone has left a vicious snare trap in the woods. If you can succeed at two <b>disarming</b> tests with a difficulty of 3 (Trickster), you disarm it. You get 1 experience point.
2	A wizard arrives in the village. They can sell you a scroll with any spell you want in exchange for a potion or for 100 gold pieces. You can do this once.
3	A master blacksmith arrives in the village. They have one masterwork weapon of your choice that you can buy for its normal price.
4	There is a lack of food. For the next 7 days, the cost of food and a night in an inn costs 5 gold pieces each instead of 1.
5	Some travellers come to the village. One of them is a thief. Make a <b>perception</b> ability roll with a difficulty of 4 (Trickster). If you fail, lose 10 gold pieces.
6	A shady character comes into town and offers to sell an iron key for 50 gold pieces.



### If your first Fate roll is a 5

1	You see a valuable art item in a shop for only 20 gold pieces. The shopkeeper clearly does not know its worth. If you buy it, roll on the art objects table to determine its encumbrance and value.
2	A travelling weaponsmith comes to the village. You may buy any normal weapon.
3	Someone in the village has a suit of light armour and a shield to sell.
4	Two shopkeepers break out into a fight. If you manage to make two successful <b>persuasion</b> ability tests with a difficulty of 3 (Bard), you can persuade them to make peace. Gain 1 experience point.
5	Fire! One of the buildings catches fire. You help to put it out. Make a Fate roll. If you roll a 1-3, you are caught in the fire and lose 1 Vitality point from <b>fire</b> damage.
6	A man comes to the town with several suits of light armour and shields to sell.



**If your first Fate roll is a 6**

1	The food does not agree with you. Make a Fate roll. If you roll 1-3, lose 2 Will points.
2	Some pilgrims come to the village. You may buy a vial of holy water.
3	There's a cheese rolling competition. Make two <b>running</b> ability tests with a difficulty of 3 (Fighter, Trickster, Traveller). If you succeed at both, you win the competition and get 1 experience point.
4	A travelling priest arrives at the village. For the next 7 days, you may purchase a blessing.
5	An alchemist arrives – you may buy 1 vial of acid, 1 flask of alchemist's fire and 1 smoke bomb.
6	A woodsman comes back with lots of healing herbs. For the next 7 days, healing salves cost 10 gold pieces each.



## Village sheet

You can print this out and fill it in for every village you enter.

Village name	
Location	
Personalities in the village	
Last day you looked for work	
Current event in the village	

**Build your own villages, stay in them, get to know the people, and have a jolly old time!**



A village is a great place to relax and recover from your last bout of monster murdering and looting and this supplement will tell you what you can do and buy at each village you grace with your presence and how to give a little character to that village.

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