Step 1 - Basic Information

1.1 Origin of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 5 | No Man's Land | The trading post was established as a neutral place where opposing forces could purchase wares, without encroaching on enemy territory. |
|  |  |  |

1.2 Speciality of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 5 | Purchasing Connections | This trading post is known for having folks who can find things. If they don’t have (or know about) what you’re looking for, they can direct you to someone who does. |
|  |  |  |

1.3 Age of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 17 | Old | The trading post was built around a hundred years ago. |
|  |  |  |

1.4 Condition of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 10 | Fair | The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel. |
|  |  |  |

1.5 Visitor Traffic of Settlement

*modified by Age of Settlement*

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 21 | Masses | New people are everywhere, coming and going at all times. |
|  |  |  |

1.6 Size of Settlement

*modified by Visitor Traffic of Settlement*

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 24 | Very Large | Up to 100 standing structures. |
|  |  |  |

1.7 Environment of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 4 | Plains | The trading post is in the wide, open fields. |
|  |  |  |

Step 2 - Community

2.1 Resident Population of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 3 | Sparse | There are some empty houses and businesses |
|  |  |  |

2.2 Demographics of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 12 | Normal Distribution | 50% primary race, 25% secondary race, 15% tertiary race, 10% other |
|  |  |  |

2.3 Disposition of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 4 | Unfriendly | Locals don’t care much for visitors, looking upon them with contempt, fear, or suspicion. |
|  |  |  |

2.4 Law Enforcement of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 19 | Overwhelming Presence | Law enforcement is always around in public, no matter what |
|  |  |  |

2.5 Leadership of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 2 | Hereditary | A non-elected leader is in power, by virtue of their bloodline |
|  |  |  |

2.6 Population Wealth of Settlement

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 3 | Impoverished | Around half of the population struggles to carve out even a meager existence |
|  |  |  |

2.7 Settlement Crime

*modified by Visitor Traffic, Resident Population, Law Enforcement and Population Wealth of Settlement*

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 31 | Rare | Most in the trading post have had no personal experience of crime, and know few people that have. |
|  |  |  |

Step 3 - Points of Interest

3.1 List of Shops of Settlement

*modified by Size of Settlement*

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 97 | Magic Shop - Weapons (E) | Sells magical items with a focus on weapons with mystic properties and perhaps shields. |
| 95 | Magic Shop - Jewelry (E) | Sells magical items with a focus on enchanted or otherwise magically imbued jewelry. |
| 42 | Tanner/Taxidermist (B) | Processes animal hides for practical or ornamental purposes. |
| 60 | Artist (S) | Encompasses painter, sculptor or other visual art as appropriate. |
| 53 | Weaver (B) | Weaves raw fabric and baskets. |
| 51 | Wainwright (B) | Builds carts and wagons. |
| 80 | Shipwright (S) | Builds and launches boats and/ or ships. |
| 80 | Shipwright (S) | Builds and launches boats and/ or ships. |
| 80 | Shipwright (S) | Builds and launches boats and/ or ships. |
| 79 | Shipwright (S) | Builds and launches boats and/ or ships. |
| 22 | General Store (B) | Sells basic supplies, groceries and various odds and ends. |
| 31 | Smithy (B) | Sells and crafts metal tools and equipment, including very basic weapons and armor |
| 45 | Thatcher (B) | Builds roofs using layers of dried straw, reeds, rushes, etc. |
| 4 | Baker (B) | Bakes and sells fresh bread and possibly pastries. |
| 1 | Baker (B) | Bakes and sells fresh bread and possibly pastries. |
| 96 | Magic Shop - Jewelry (E) | Sells magical items with a focus on enchanted or otherwise magically imbued jewelry. |
| 12 | Cooper (B) | Crafts wooden vessels held together with metal hoops, including barrels, buckets, etc. |
| 22 | General Store (B) | Sells basic supplies, groceries and various odds and ends. |
| n/a | General Store |  |

3.2 List of Services of Settlement

*modified by Size of Settlement*

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 76 | Tavern | Provides food and drink. |
| 81 | Hired Help - Brutes & Brawlers | Thugs, ruffians and muscle. |
| 57 | Soothsayer | Provides magical prediction and prophecy - sayers of sooth! |
| 41 | Inn | Provides accommodation, as well as a place to have a bath and a decent meal. |
| 73 | Tavern | Provides food and drink. |
| 42 | Inn | Provides accommodation, as well as a place to have a bath and a decent meal. |
| 89 | Hired Help - Guides & Trackers | Scouts, rangers and wilderness experts. |
| 25 | House of Leisure | Provides entertainment and/or relaxation (GM may decide what kind). |
| 68 | Stable | Provides boarding accommodation for mounts, as well as selling carts, animals and their tack. |
| 35 | Inn | Provides accommodation, as well as a place to have a bath and a decent meal. |
| n/a | Inn |  |

3.2.1 Additional Services of Settlement

*modified by Speciality of Settlement - Unscrupulous Contractors*

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| n/a | n/a | n/a |
|  |  |  |

|  |
| --- |
| 3.3 No Places or Worship in Settlement! |

Step 4 - Extra Intrigue

4.1 Recent History

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 2 | Construction | Certain parts of the trading post have been (or currently are) under construction. Tools, scaffolding and other such elements can still be seen as well as individuals working throughout the day. |
|  |  |  |

4.2 Politics

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 2 | Lawless Region | With the trading post outside the regularly frequented borders of any established kingdom, the generally accepted standards of justice don’t seem to apply here. |
|  |  |  |

4.3 Events

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 3 | Fool's Festival | It’s the day of the fool. Many folk are dressed as jesters and tumblers. The drink is flowing and the mood is merry. |
|  |  |  |

4.4 Opportunities

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 4 | Guard Duty | The local constabulary are in need of more hands for an upcoming event, and capable adventurers are prime candidates. |
|  |  |  |

4.5 Weather

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 3 | Mild | The best kind of day that could be expected for the season. Rain or snow is light, if at all. Winds are soft |
|  |  |  |

4.6 Danger Level

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 15 | Uncommon | Danger or hazards are not encountered often, though preparation is encouraged. |
|  |  |  |

4.7 Danger Type

| **dice value** | **Short Desc** | **Long Desc** |
| --- | --- | --- |
| 1 | Suspicious Locals | Outsiders are often considered untrustworthy, and may be prime suspects in the event of crime. |
|  |  |  |