

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

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CITY ENCOUNTER TABLES

INTRODUCTION TO THE FOURTH EDITION

This is the fourth edition of the Cities book. Most of the changes have been a badly needed editing job (we didn't realize how badly it was needed until it was pointed out to us – thank you) and a reformatting of the content to aid in the general cleanup and to make this edition even easier to use. To all our existing customers, thank you – we hope this game aid has been useful for your campaigns. To our new customers, welcome to the family – we hope you'll enjoy the work and look forward to hearing from you in the future.

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, Devin & 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 musicians 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 know 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:

This copy of CITIES was prepared especially for <your name here> on 12/26/14

- 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 1'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 d10x4 (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)x10 (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.)
- Artisan – 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 Demeanor)

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ADDITIONAL MATERIAL: April Apperson, David Dunham (Catch-Up Table additions)

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

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

ENCOUNTER TABLES

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 is 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.

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 2d20.

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.

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

Cities, Towns, & Villages

Building your own



April Apperson and Stephen Abrams

POPULATING YOUR OWN CITIES, TOWNS AND VILLAGES

INTRODUCTION:

This section was added to the second (and following) editions 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 the business type needing water, generating strong odors, causing loud noises, having animals, based on 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 or agriculture 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-mile hexes" (hexagons measuring 5 miles across from side to side; one hex = 22 square miles), each hex will feed 1700-2800 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). Computer tools such as Campaign Cartographer may prove useful.
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 1a, (Composition of Buildings). Roll percentile dice for each occupation on Table 1a. 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 1a are residences; it is possible other permanent businesses can result from rolls on Tables 1d and 1e (which occupations appear at market, see paragraphs 2d and 2e of instructions below).

2b. Determine how often a farmers' market or open fair is held in your village on Table 1b (Frequency of Open Market).

2c. Tables 1c, 1d, and 1e 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 1c (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 1d (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 roll, listed in parentheses, is the NBS (Next Business is the Same) roll. This is the probability 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.

- 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) appearing at the market. Table 1e (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 1a-1e, 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 1a (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 is 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 1a should be finished out in this manner.

After finishing Table 1a, Joe rolls a 10-sided die for Table 1b (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 1c-1e. Beginning with Table 1c (Contents of Open Market), Joe rolls a 4-sided die (or an 8-sided die divided by 2, rounded up) to determine how many of each of the booth types listed in Table 1e 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 1d (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. Joe rolls a candlemaker (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 VII) 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.

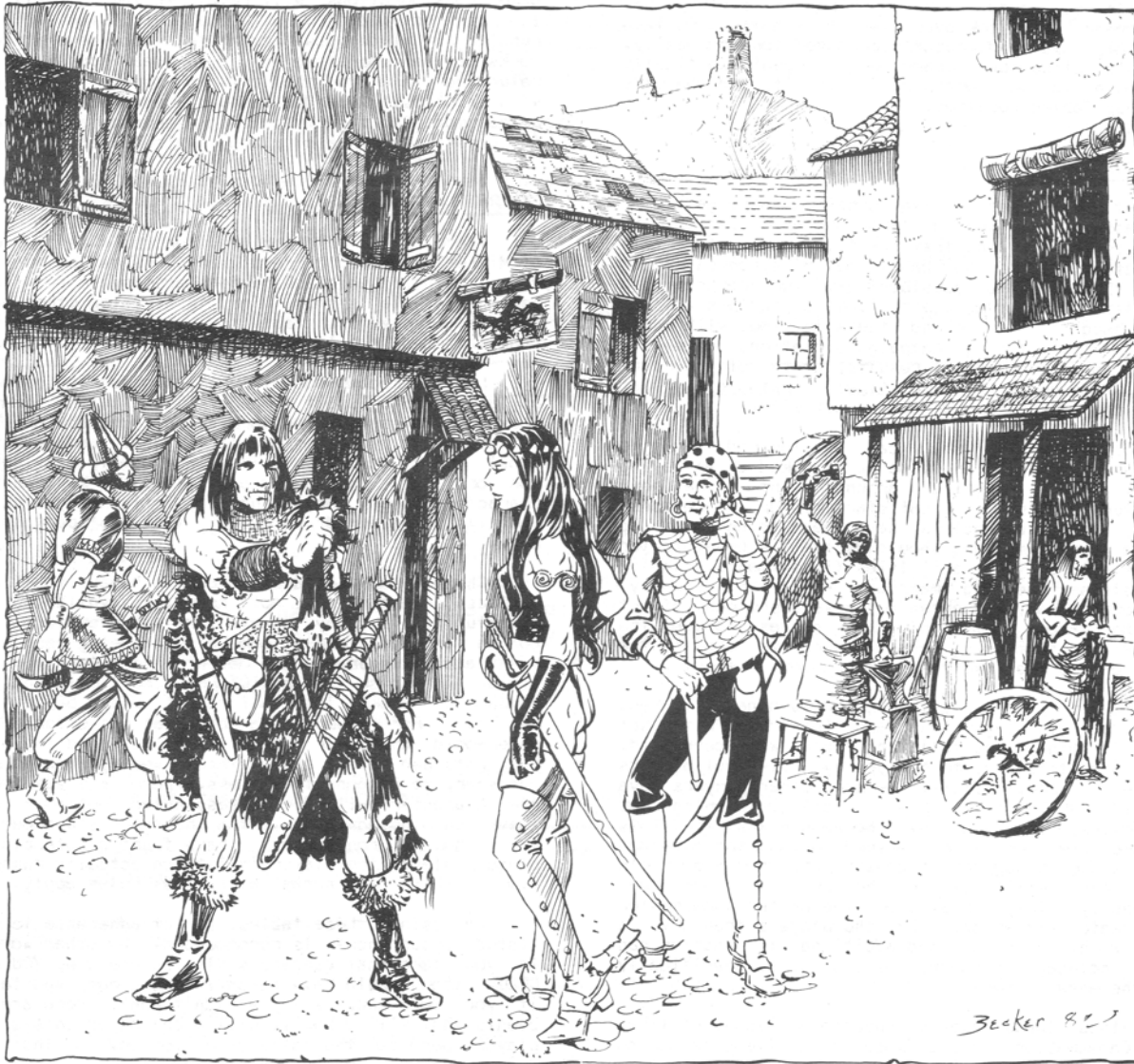
Table Ia Composition of Village Buildings:

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, a tax collector, or anyone representing the local government.

City Catch-Up

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



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, rebellions, 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 Midkemean 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). It is recommended that all bookkeeping be done on a separate sheet of paper (a convenient form is provided 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% probability multiplied by the number of weeks left before it would be safe to return. 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) for further information. If your system doesn't supply you with a background, roll 1d6: 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.

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 (Midkemean 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), and proceed as indicated.
 - b. If unemployed calculate this week's expenditures on **WEEKLY COSTS TABLE** (Table VI), or proceed to i, ii, or iii below.
 - i. If you want a job, roll on SEEKING EMPLOYMENT (Table IV) and SAVINGS (Table II).
 - ii. If you already have a job, roll for your SAVINGS (Table II).
 - iii. If you are jobless and broke, roll on LIVING WITH NO MONEY (Table VII).
 - c. You may gamble once on GAMBLING (Table III)
 - d. You may make any purchases desired including "goods" (as outlined in General Instructions). NOTE: Banking is done in step 'g' below.
 - e. You can attempt to learn new skills and weapons or improve existing ones on NEW SKILLS (Table VIb), and NEW WEAPONS (Table VIc).
 - 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).
 - 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 2d10, 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, 5, 10, 15, 20, 25).

This copy of CITIES was prepared especially for <your name here> on 12/26/14

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 Ia **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 (Subtable Ib following) to see what It was. |

SUBTABLE Ib. 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 (1d20 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, 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, No. 26-40) and your illness is increased by 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) for living conditions if you have been in town more than one week.

Living Conditions	Length Of Illness
Level 1	1d20 weeks
Level 2	1d8 weeks
Level 3	1d6 weeks
Level 4	1d4 weeks
Level 5	1d6/2 (rounded up) weeks
Level 6	1d6/3 (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 (1d20 x 10) who will reduce the time of illness by half, to a minimum of 1 week.

You may still 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) 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 probability of 50% (d% = 01-50). If 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 fact committed a crime, this should be it.

If you are convicted, the jail term will be 1-8 (1d8) weeks (potentially modified by BEFRIENDED and OFFENDED people from Tables VIII and IX) or you can pay a fine of (weeks in jail X 100 gold). While in jail, 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 I, 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 STEAL 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 he has offended. If you don't help your friend, there is an 85% probability of Offending him (as on Table VIII). If 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 IX 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 a fair-weather friend and you lose his influence.
- 52-54 You have received a **MARRIAGE PROPOSAL**: Roll on Table X for all the particulars.
- 55-57 A **PHILANTHROPIST**, someone who admires you or wishes to impress you, gives you a gift of 100-2,000 (1d20 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) 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 all 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% probability 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% probability you will be assassinated. (Underworld influence is of no help -- these are religious fanatics!)
- 13-39 The secret police have seen you and will (1d20): 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 1d10 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. If you don't pay there is a 60% chance that this becomes 1-12 above.
- 67-00 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. If you decline treat as 31-80 below otherwise see the MARRIAGE table (Table X)
 - 31-80 He offers you a permanent job as a retainer at Noble salary (see TableVb)
 - 81-00 He offers to loan you up to (CHARISMA x 100) gold (if on d%) otherwise CHARISMA 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 ILL**. If you have no trainer treat as NO EVENT. Roll d8:
- 1-3 Any outstanding balance is refunded;
 - 4-8 Your 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 2d6 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 1d6 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 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 (roll d%)		
	Enlisted	Non-Commissioned Officer	Officer
Plebian	01-60%	61-90%	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-modifiable) **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%.

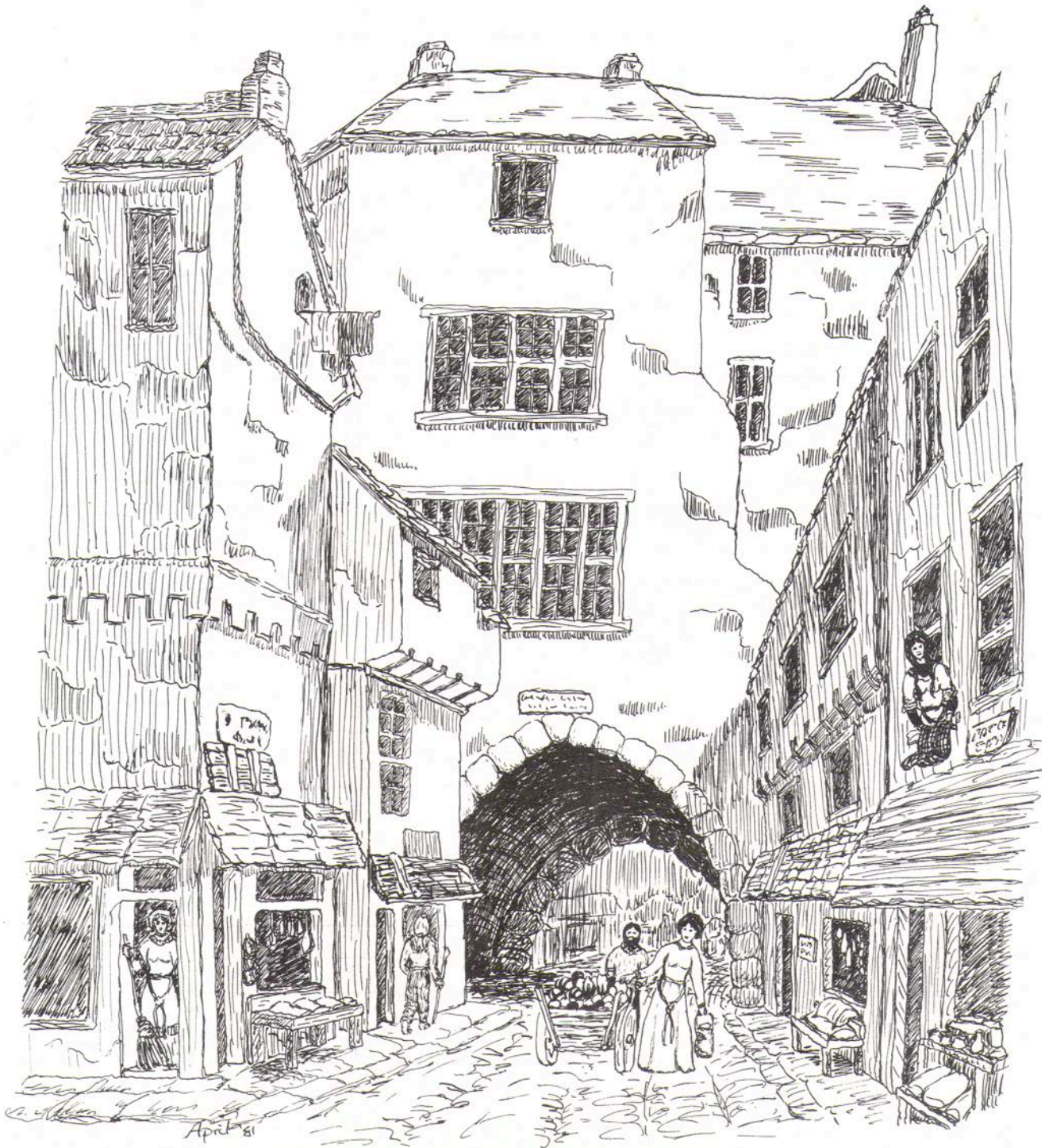
The Military is a secure, well-paying career. **However**, the player should realize that while within its ranks, he is somewhat subject to the whims of the Gamesmaster as far as unappetizing missions go. While in the Military, you are taken care of during any illness. You can always get 1 week off for 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 (1d6+1) weeks, after which you must roll again to get your release.

Character Catch-up Sheet

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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 1a. Missions for Goods

What to Do (roll 1d8)

What is the Item (roll 1d12)

Subtables 1b. Missions for People

Who is the target (d20)

What to Do (roll d10)

Subtables 1c. Missions To Places

What to Do (roll d8)

What is the target (d20)

Appendix II Taverns / Inns / Hotels

Subtable IIa. Tavern Level Description:

Lodging and food quality are often 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	stuffed straw and rope mattresses, blankets, indoor but communal facilities, some private rooms, no bugs, no rats
4	stuffed 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)

Subtable IIc Number of Customers

Subtable IId Types of Patrons Present by Tavern Level

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

Artisan Skills

Noble Skills¹

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

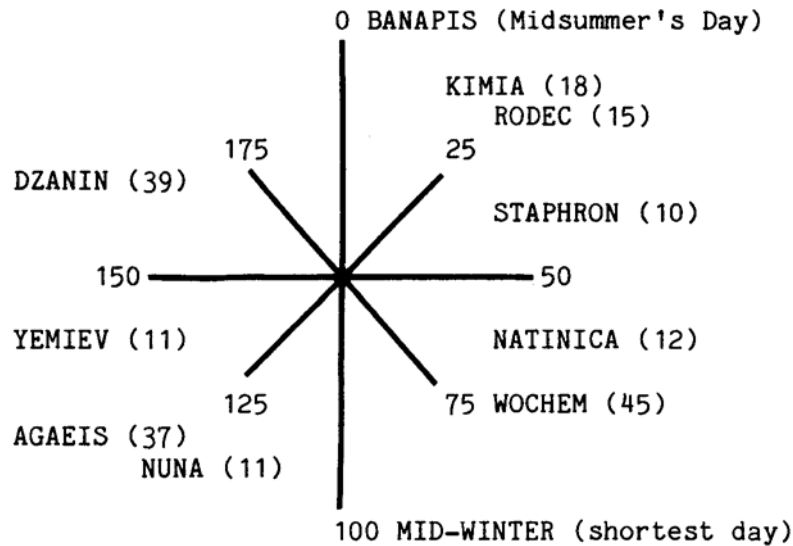
Appendix V. Dice Conversion Table

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

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



The Midkemian year is 200 days long, divided into 9 months, with a one-day holiday, Banapis, held each Mid-Summer's day. For all orphans, Banapis is considered their birthday and additionally this day is often chosen by Guilds for naming new apprentices.

While the number of years differs outside the Kingdom the calendar months pre-date the great disaster (the sinking of the Sunken Lands) 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. Subtables 1 and 2 are modifiers to Subtables 3 and 4.

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

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

Subtable 3 Goods and Services Available:

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

Subtable 4 Food and Grooming:

Use Daily Level from Subtable 2