

EXTRA SETTLEMENT GENERATION FLUFF



ometimes you need a new town with a lot of character on short notice—the DMG's **Random Settlements** section on page 112 can help a lot with that.

USING THIS IN TANDEM WITH OR IN LIEUE OF THE ORIGINAL

Rather than offer a complete reproduction of the existing tables, this work endeavours to provide alternatives. If you'd like to incorporate the possibility of content from the original on page 112 of the 5th Edition Dungeon Master's Guide, simply roll 1d4 before using a given chart: on an even roll, refer to page 112's chart. If even, refer to a chart here. In this fashion you can have a chance for a mixed and matched settlement, utilizing unique facets of both pieces of content.

RACE RELATIONS

How do the various folk feel about each-other?

d20 Result

- 1 Aparthied, two major racial groups split the town in half
- 2-3 Ghetto, racial minority lives in squalid conditions
- 5-7 Ghetto, racial minority forced to live in a part of town but it's nice
- 8-9 Haven, racial minority lords over the rest from a wealthy district
- 10 Haven, racial minority inhabits a site of historical significance surrounded by the majority on rings of the town outside it
- 11- Poor area integration, racial minority lives amongst the rest of the poor
- 13 Rich area integration, racial minority lives amongst the tradesmen and guild members
- 14 Relative integration of two racial groups without clear majority/minority
- 15- Relative integration across the city of three racial groups without clear majority/minority
- 16- Relative integration across the city of three racial groups without clear majority/minority
- 17- Relative integration across the city of three racial groups without clear majority/minority
- 19 Cosmopolitan, history and geography have colluded to make this a demographic wildcard--almost any sentient race commonly found in the region is present in proportionally high numbers

RULER'S STATUS

How does the leader rule? How are they chosen? What's their style?

d20 Ruler

- 1 Figurehead for a Council of Plutocrats
- 2 Warlord who killed the last ruler and lets anyone challenge them for primacy
- 3 Wizard who delegates most administration to his\her apprentices and just can't be bothered to worry about the town half the time
- 4-5 Eccentric scientist rumoured to abuse his power for experiments of an ethically dubious nature
- 6-7 Drug-addled and aloof, most decisions made by primary assistant
- 8-9 Claimant whose authority is yet to be formally legitimized
- 10 Cheery hands-on ruler who likes to take the fight to problems his or herself
- 11 Naive hands-on ruler who likes to try taking the fight to the problems his or herself, far more likely to wind up dead than the above (without player intervention)
- 12 Sorcerer of an ancient and powerful bloodline who rules by combined virtue of ancestry and arcane might
- 13 The wealthiest thirteen houses elect a ruler for life on the old one's death
- 14- Puppet for the cult that secretly runs the town
- 15 Violent but honourable mercenary leader who fought for land to call his\her own
- 16 Secular lady/lord who may be impeached by religious conclave if they get out of line
- 17- Dragonborn with draconic allies who assist them if required
- 18- Dragonborn with draconic allies who assist them if required
- 19 Enlightened philosopher who has ascended by virtue of wisdom and benevolence alone

NOTABLE TRAITS

d20 Trait

- 1 Built around and down the slopes of an ancient crater
- 2 Constructed around a gigantic glowing monolith nobody understands the nature of
- 3 Built along the miles-long edge of a fallen angelic being's blade
- 4 Built amidst the bones of a giant and ancient being, i.e. Tarrasque
- 5 Place of pilgrimage for a regional religion
- 6 Renowned for snobbery
- 7 Reputation for harbouring thieves and other ne'er do-wells
- 8 Huge earthworks encircle the settlement and making any siege protracted and deadly for any would-be assailants
- 9 Parts of the town are floating statically\moored in place with rope and chain; bridges, ladders, and lifts connect these parts of town
- 10 A sporific hallucinogen thrives in the town, natives developing a high tolerance for it and outsiders steadily more confused as the drug accumulates in their system and takes effect
- 11 Huge yards of industry, putrid smells, fresh blood of butcheries, black smog of smelters, etc
- 12 Entirely made of wood and other organic substances
- 13 Entirely made of stone and other inorganic substances
- 14 Governmental decrees are frequently issued, commonly printed and invoked by everyone
- 15 Masoleum of an ancient hero is here
- 16 The seat of government is haunted by the ghosts of past rulers
- 17 River of alchemical fluids blight the city due to some ancient accident, now built around\over like with a normal river
- 18 Famous healing springs
- 19 Last known habitat of an ancient herb featured in myth
- 20 Second level of streets and bridges over the main street for flooding, all buildings have 2nd story or roof access from the interior

KNOWN FOR ITS...

What makes this place unique, something people from neighbouring settlements would definitely know and mention if asked.

d20 Feature

- 1 Party culture
- 2 Public demonstrations when the people are displeased
- 3 Frequent bouts of street violence
- 4 Commonality of street-preachers and would-be messiahs
- 5 Devout monks
- 6 A-typical marriage system
- 7 Mercenary companies
- 8 Fine wine
- 9 Trees
- 10 Metallurgy
- 11 Potionmaking
- 12 Brilliant tacticians
- 13 Abundance of wealth
- 14 Prostitutes on every corner
- 15 A-typical gender roles
- 16 Gambling industry
- 17 Romantic poetry/songs
- 18 Blood sports
- 19 Ancient founding Hero
- 20 Potent sorcerers

CURRENT CALAMITY

What's gone wrong the party can (hope to) right or alleviate the problems caused by?

d20 Calamity

- 1 Lycanthropy
- 2 Gang war spilling into the streets
- 3 Growing mutant infestation
- 4 Cult preparing a mass sacrifice of the unwilling
- 5 Enemy spies hoping to betray the settlement
- 6 Marauding bandits
- 7 Travesty of justice (popular paladin sentenced to death for murder they did not commit, beloved politician charged with corruption by the actually corrupt)
- 8 Alchemical\magickal fire still raging after days, threatens to consume settlement
- 9 Nature has risen up to reclaim it--violently
- 10 Ruler is rumoured to be an imposter
- 11 Rash of poisonings by an unknown faction
- 12 Powerful usurper heading for town with an army
- 13 Rumours of treachery result in pre-emptive civil strife
- 14 An unpopular law is widely protested, crisis of law & order
- 15 Thieves guild targetted by assassins' guild, bloodshed ensues
- 16 Blood moon will bring something from beyond this plane...
- 17 Lovers from rival factions seek to elope, entire settlement plunged into conflict
- 18 Noble house pursues Vendetta against the ruler
- 19 The ruler has a massive price on his\her head
- 20 A conclave of wizards has been rocked by a controversial murder