

# RANDOM GENERATORS

TIDES OF GOLD V3.0 — CASSKDESIGNS

## STRONGHOLD

**VISUAL DETAILS:** Orange brick towers; windowless, low lying complex; wooden doors reinforced with gold-painted metal bars; maze of shoulder-high walls inside; spiraling stairwells; thorny long-grasses

### TRAITS

Security starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first result is the current faction; the second result is the previous owners.

- 1: Tazwaran Navy
- 2: Royal Warband
- 3: Taymust Prison (secret prison site)
- 4: The White Horde
- 5: Eupraxia Legion
- 6: Velian Armada

### POSSIBLE SITUATIONS

- » Royal party is visiting
- » A mutiny is brewing
- » Owe a large debt to a local family
- » Last three supply shipments never arrived
- » Leadership is being blackmailed by a rival faction
- » Houses criminals from within the warband (or other institution)

## CROSSROADS

**VISUAL DETAILS:** Maze of make-shift tents; fresh food displayed on the ground on blankets; walls made of stacked baskets full of goods; horses huddled under a single tree; glass-blown lanterns hung at night; reed posts with dyed strips to identify trader origin

### TRAITS

Isolation starts at 3, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 1:

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first started the crossroads trade; the second reported it to the authorities.

- 1: Haile Group
- 2: Itri Charter
- 3: Biaggio Company
- 4: King Trade Company
- 5: The Curse
- 6: The Band of Amdiaz

### POSSIBLE SITUATIONS

- » The only food in an area with famine
- » Meeting site of foreign conspirators
- » Watched closely by bounty hunters
- » Rumored source of new illness
- » Specializes in experimental adaption of Sea Raider technology
- » Location of a formerly famous artisan

## HIDEOUT

**VISUAL DETAILS:** False trails in spiked grass; dry-well entrance; underground caverns; battered tents covered in red dirt camouflage; smokeless, lightless fires; wild herds crossing above ground, masking sounds

### TRAITS

Criminal Influence starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the group uses the hideout; the second is a nearby rival.

- 1: The Band of Amdiaz
- 2: The Curse
- 3: The White Horde
- 4: Timeworn Blades
- 5: The Black Reef
- 6: Taymust Prison (recruit training site)

### POSSIBLE SITUATIONS

- » Home of disgraced folk hero
- » All leadership died in the last raid
- » Development site of experimental weapons and poisons
- » Have all adopted a fringe faction's beliefs
- » Only a few days of provisions left
- » Holding wealthy traders and family leaders for ransom

## ESTATE

**VISUAL DETAILS:** Built with the land: doorways carved into mountains; rounded clay bricks positioned with the elevation flow; wells hugging a stream, etc.; palm trees overflowing walls; unnaturally bright blue fountain waters; hunting birds drifting lazily overhead

### TRAITS

Wealth starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 2, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times; the first faction funds this estate, the second is a secret ally of the local stewards.

- 1: The Chronicle of Ancestors
- 2: Royal Society of Architects
- 3: Royal Treasury Group
- 4: Traders of Violet
- 5: Children of Mer
- 6: Shadowhunters

### POSSIBLE SITUATIONS

- » Cargo is washing up on the beach, pointing to a nearby shipwreck
- » The estate houses a highly dangerous menagerie
- » Suffering from a prolonged drought
- » All their wealth recently stolen
- » Bizarre omens point to looming trouble...or a prankster
- » They are hosting a foreign group—without royal approval

# TAZWARA

# supporting characters

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## NAMES

**MASCULINE:** Afer, Kussil, Idder, Izri, Menna, Usaden, Yani, Yuften, Zayar, Azulay, Hakku, Balluk, Burri, Jeggi, Zerdal, Yumas, Sulas

**FEMININE:** Avedda, Dassine, Chavha, Eya, Hannu, Jdira, Kenza, Mazzi, Meluna, Thizir, Onessa, Raissa, Setti, Syra, Thamelles, Wellen

### REPUTATION

Roll 2d6.

- 2: stern
- 3: caretaking
- 4: judgmental
- 5: foolhardy
- 6: ruthless
- 7: inspiring
- 8: devoted
- 9: scheming
- 10: backstabbing
- 11: passionate
- 12: eccentric

### APPEARANCE

Roll 2d6.

- 2: striking
- 3: plain
- 4: untidy
- 5: rough
- 6: stooped
- 7: soft
- 8: fashionable
- 9: stout
- 10: bland
- 11: polished
- 12: athletic

### AMBITION

Roll 2d6.

- 2: maintain peace
- 3: redeem a mistake
- 4: be admired
- 5: win a competition
- 6: reunite with family
- 7: escape a bad situation
- 8: disrupt monotony
- 9: escape their past
- 10: be a master in their field
- 11: attain a coveted position
- 12: gain community acceptance

## FORT

**VISUAL DETAILS:** marble walls; ornamental cypress trees; league flag displayed; war galley; narrow windows; warrior statues stare down

### TRAITS

Security starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 2.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first result is the faction in power; the second has been raiding them.

- 1: Velian Armada
- 2: Premier Magistrate
- 3: Temple of Eligio
- 4: War Merchant Co.
- 5: Drusa Family
- 6: Cult of Caelina

### POSSIBLE SITUATIONS

- » A mysterious illness killed the previous occupants
- » A locked vault was discovered under the armory
- » Raiders have them under siege
- » A cache of Sear Raider weapons wash ashore each night then disappear
- » Salt serpents have infested the docks
- » An Acerbus invention took on a life of its own

## TRADING POST

**VISUAL DETAILS:** tables made from stacks slabs of rock; hired mercenaries in mismatched armor; long grasses trampled flat; boats hitched to temporary posts; goods resting atop league flags; traveling merchants eyeing new arrivals

### TRAITS

Wealth starts at 1, everything else is 0. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the faction that established the trading post; the second chased them out.

- 1: Acerbus League
- 2: Sica League
- 3: Teres League
- 4: Masked Magistrate
- 5: The Five Families
- 6: The Red Painters

### POSSIBLE SITUATIONS

- » Counterfeit money is coming from someone at the post
- » A new trader is ambushed
- » An expensive gem was hidden in pottery that is missing
- » Two cousins are competing to take over the family trade
- » An unmarked ship has been surveying the post
- » This post is popular with smugglers

## PIRATE HAVEN

**VISUAL DETAILS:** a city of anchored boats; pure black waters; sailors all carrying multiple blades; rusty anchor of a sunken ship; makeshift gaming tables litter the docks; a gigantic creature swims below the surface

### TRAITS

Criminal Influence starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is running the haven; the second is angry for being banned from it.

- 1: Coin Kings
- 2: The Red Painters
- 3: Brimstone Tide
- 4: The Curse
- 5: The Black Reef
- 6: The Nameless

### POSSIBLE SITUATIONS

- » A crew of mutineers just docked
- » They are plotting a prison break
- » A spy is about to reveal their location
- » The crew in charge has started demanding “membership fees” and discontent is spreading
- » A Sea Raider artifact brought a curse
- » A notorious ship has brought unwanted attention

## TOWN

**VISUAL DETAILS:** wide walkways bracketed with columns; square courtyards; interior walls covered with elaborate mosaics; flowering vines covering stone walls; terracotta roofs painted bright colors; alcoves displaying pottery painted with the league’s achievements

### TRAITS

Every trait starts at 1. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Choose any of the three Leagues to control this town. Roll 1d6 one time; this faction provides their main connection to the wider world.

- 1: The Velian Armada
- 2: Temple of Eligio
- 3: Annunziato League
- 4: The Maelstrom Prophecy
- 5: War Merchant Co.
- 6: The Leviathan Path

### POSSIBLE SITUATIONS

- » People are vanishing in the night, perhaps kidnapped or runaway
- » The local magistrate has become unusually harsh
- » Wildlife are fleeing a threat nearby
- » Town guard abandoned their post
- » Expensive stolen goods are flooding the local market
- » Home of a famous apothecary

# VELIA

# supporting characters

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## NAMES

**MASCULINE:** Marco, Luca, Davide, Alessio, Nicolo, Mauro, Tommaso, Isaio, Nevio, Vittorio, Saverio, Domenico, Cirino, Elia, Ilario

**FEMININE:** Chiara, Valentina, Serena, Ginevra, Viola, Nadia, Mia, Renza, Ambra, Cosima, Dania, Febe, Gemma, Luna, Micaela, Polissena

### REPUTATION

Roll 2d6.

- 2: decadent
- 3: grim
- 4: proud
- 5: dramatic
- 6: ambitious
- 7: corrupt
- 8: cheerful
- 9: temperamental
- 10: naive
- 11: mechanical
- 12: rowdy

### APPEARANCE

Roll 2d6.

- 2: scarred
- 3: militaristic
- 4: bulky
- 5: lithe
- 6: tattered
- 7: muscular
- 8: dramatic
- 9: expensive
- 10: imposing
- 11: faded
- 12: neat

### AMBITION

Roll 2d6.

- 2: uncover a mystery
- 3: find excitement
- 4: outshine a family member
- 5: increase their riches
- 6: a secret revenge
- 7: improve their skills
- 8: join a religious order
- 9: become a respected leader
- 10: protect their community
- 11: overthrow a local power
- 12: support a loved one

# ARGYROS

# points of interest

## CAMP

**VISUAL DETAILS:** Fraying tents; shined armor and weapons; alert sentries; smelly latrines; pale yellow cliffs; spiky shrubs

### TRAITS

Isolation starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 1, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first result is the faction in power; the second result is the faction funding them.

- 1: Eupraxia League
- 2: Argyros Royal Military
- 3: Office of Conscription
- 4: Temple of Sphagos
- 5: Naturalization Consulate
- 6: Brimstone Tide

### POSSIBLE SITUATIONS

- » This is the site of a recent battle
- » There is a mutiny in camp
- » They are stranded and resources are running out
- » They are escorting a large collection of prisoners to the city
- » They are protecting the site of newly discovered Sea Raider artifacts
- » They are preparing to raid a rebel stronghold

## MARKET

**VISUAL DETAILS:** Maze of packed stalls; woven, colorful robes; jostling crowd; sleepy guard dogs; vendors resting on short stools; wares hanging from ropes strung overhead

### TRAITS

Wealth starts at 3, everything else is 1. Roll 1d6 two times. Add dots in order: 2, 1.

- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the most established faction in the market; the second result is the faction pushing for more control.

- 1: King Trade Company
- 2: Office of Commerce
- 3: Sage's Fund
- 4: Biaggio Company
- 5: Haile Group
- 6: Traders of Violet

### POSSIBLE SITUATIONS

- » They were recently raided by pirates
- » There are new rumors of a nearby blackmarket
- » Someone is kidnapping stall owners
- » The market is a front for rebel conspirators
- » A new product has brought in a flood of new traders
- » The sale of religious texts has drawn royal attention



# ARGYROS

# points of interest

## REFUGE

**VISUAL DETAILS:** Elevated guard posts; emptied canal city; small orchard; floating docks; dirt-colored robes; pens of lean livestock

### TRAITS

Criminal Influence starts at 1, everything else is 0. Roll 1d6 two times. Add dots in order: 3, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

Roll 1d6 two times. The first is the group hiding in the refuge; the second is threatening to reveal them.

- 1: Mirza and Mokri
- 2: Brimstone Tide
- 3: The Nameless
- 4: Dastar's Chosen
- 5: The Red Painters
- 6: The Black Reef

### POSSIBLE SITUATIONS

- » A part of the community has gone missing
- » An enemy is closing in
- » A leader of the community recently betrayed them
- » They recently discovered a source of wealth
- » A new group just joined the refuge
- » They are preparing to relocate

## SETTLEMENT

**VISUAL DETAILS:** Dirt roads with grooves from wagon tracks; rounded, mud brick buildings; woven blankets strung across roads as sun protection; tall archways; wooden ladders to roofways; towering walls without walkways

### TRAITS

Security starts at 2, everything else is 0. Roll 1d6 two times. Add dots in order: 2, 1.

- 1: Wealth
- 2: Security
- 3: Foreign Presence
- 4: Criminal Influence
- 5: Mystical Influence
- 6: Isolation

### FACTIONS

The settlement is primarily populated by the citizenry of the closest port city. Roll 1d6 one time; this faction is the true power behind the settlement.

- 1: Dastar's Chosen
- 2: The Nameless
- 3: Temple of Sphagos
- 4: Argyros Royal Military
- 5: Jalali Band
- 6: Celestials

### POSSIBLE SITUATIONS

- » Recently survived a natural disaster
- » Two influential families are feuding
- » Gossip about a forbidden romance has become their focus
- » They raise a unique livestock found nowhere else
- » Most of the population has migrated away, leaving behind empty homes
- » A local temple is spreading heretical beliefs

# ARGYROS

# supporting characters

## NAMES

**MASCULINE:** Petros, Markos, Alexandros, Panther, Zeno, Nikanor, Demon, Timon, Sophos, Bion, Babak, Sasan, Tus, Naudar

**FEMININE:** Myrrine, Hagne, Melitta, Isidora, Roxana, Eirene, Zenais, Korinna, Rhode, Adrina, Delara, Katin, Lilya, Pari

### REPUTATION

Roll 2d6.

- 2: greedy
- 3: gossip
- 4: lethal
- 5: long-winded
- 6: compassionate
- 7: rigid
- 8: clever
- 9: cowardly
- 10: well-connected
- 11: liar
- 12: brave

### APPEARANCE

Roll 2d6.

- 2: tattooed
- 3: weathered
- 4: elegant
- 5: ravaged
- 6: hulking
- 7: youthful
- 8: gnarled
- 9: delicate
- 10: bland
- 11: ambiguous
- 12: scrawny

### AMBITION

Roll 2d6.

- 2: seize control
- 3: expand influence
- 4: protect family
- 5: gain wealth
- 6: discover the truth
- 7: outshine a rival
- 8: restore family name
- 9: prove their worth
- 10: undercut an enemy
- 11: elevate a friend
- 12: gain knowledge

# TAZWARA

# points of interest

**TYPE / NAME:**

<u>WEALTH</u>	● ● ● ●
<u>SECURITY</u>	● ● ● ●
<u>FOREIGN PRESENCE</u>	● ● ● ●
<u>CRIMINAL INFLUENCE</u>	● ● ● ●
<u>MYSTICAL INFLUENCE</u>	● ● ● ●
<u>ISOLATION</u>	● ● ● ●

NOTES: \_\_\_\_\_  
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**TYPE / NAME:**

<u>WEALTH</u>	● ● ● ●
<u>SECURITY</u>	● ● ● ●
<u>FOREIGN PRESENCE</u>	● ● ● ●
<u>CRIMINAL INFLUENCE</u>	● ● ● ●
<u>MYSTICAL INFLUENCE</u>	● ● ● ●
<u>ISOLATION</u>	● ● ● ●

NOTES: \_\_\_\_\_  
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**TYPE / NAME:**

<u>WEALTH</u>	● ● ● ●
<u>SECURITY</u>	● ● ● ●
<u>FOREIGN PRESENCE</u>	● ● ● ●
<u>CRIMINAL INFLUENCE</u>	● ● ● ●
<u>MYSTICAL INFLUENCE</u>	● ● ● ●
<u>ISOLATION</u>	● ● ● ●

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# VELIA

# points of interest

**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

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**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

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**TYPE / NAME:**

<b>WEALTH</b>	● ● ● ●
<b>SECURITY</b>	● ● ● ●
<b>FOREIGN PRESENCE</b>	● ● ● ●
<b>CRIMINAL INFLUENCE</b>	● ● ● ●
<b>MYSTICAL INFLUENCE</b>	● ● ● ●
<b>ISOLATION</b>	● ● ● ●

NOTES: \_\_\_\_\_  
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# ARGYROS

# points of interest

TYPE / NAME:

WEALTH	● ● ● ●
SECURITY	● ● ● ●
FOREIGN PRESENCE	● ● ● ●
CRIMINAL INFLUENCE	● ● ● ●
MYSTICAL INFLUENCE	● ● ● ●
ISOLATION	● ● ● ●

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TYPE / NAME:

WEALTH	● ● ● ●
SECURITY	● ● ● ●
FOREIGN PRESENCE	● ● ● ●
CRIMINAL INFLUENCE	● ● ● ●
MYSTICAL INFLUENCE	● ● ● ●
ISOLATION	● ● ● ●

NOTES: \_\_\_\_\_  
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TYPE / NAME:

WEALTH	● ● ● ●
SECURITY	● ● ● ●
FOREIGN PRESENCE	● ● ● ●
CRIMINAL INFLUENCE	● ● ● ●
MYSTICAL INFLUENCE	● ● ● ●
ISOLATION	● ● ● ●

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