

# Village Generator

## **All Villages Have—**

An even chance of a Notable Thing.

Villagers— their residences, and places of work.

A Highmuck that occupies a distinct manor,  
one local priest and a church.

## **d100 Notable Things—**

There is an even chance that a village has something notable to visitors, that distinguishes it from elsewhere. Being unique, do not re-use these things.

1. Brightly painted nude statuary surrounds the oversized plankhouse of a shy highmuck. [random party member] is invited by a local youth apprentice to pose this evening in the noble's private quarters.
2. An abandoned wooden tower that sways gently in the breeze is surrounded by villagers who are removing the bottom timbers for sport.
3. The air is thick with the smell of fish oil, the principal industry of this village being the manufacture of candlefish torches. The fragrance lingers on the clothes of travelers for days and attracts dangerous beasts.
4. The central square is ringed by temporary houses for laborers; a half-built elaborate structure that serves no apparent purpose looms over the Village, suspiciously covered by tarpaulin.
5. The villagers all wear the exact same red coat and encourage the Party to do the same. There is a special booth selling such a coat at an outrageous price.
6. The last villager is loading up their cart and leaving the town in a hurry, all the structures look very recently abandoned with only partially emptied larders.
7. Currently the village is holding a Festival of Bison Decorating. Ribbons are carefully affixed with pins to their hides. A nervous youth pleads for assistance.
8. A group of witches are approaching the village menacingly, either by canoe or swineback. They are, in fact, villagers beginning an important festival celebrating the successful defeat of a witch invasion.
9. A large elk hide armor manufacturing building is overstocked, goods piled in the street. They are desperate for new markets.

10. A flute quietly plays a tedious melody in the central square, the villagers shush any travelers who speak aloud. The performance lasts 6 hours, then is repeated after a short break.
11. The entire village is dancing and singing. When the Party arrives the music and dancing stops abruptly, the villagers stare expectantly at the Party.
12. A structure made of whale bones, imported from the coast, is the most prominent building in the Village. Travelers are invited to spend the night and rest therein. Those that accept the invitation dream of searching the open bitter waters for slippery meals.
13. Rare mushrooms are farmed on rotting logs, visitors must wash all their clothing in special baths before entering the village to kill invasive spores. The baths stain clothes horribly, and shrink anything made of leather.
14. At an ossuary inn all the furniture is made of human bones. Rooms are excellently affordable, but there is small chance (1 in 20) of contracting a haunting.
15. The entire village consists of humble homes carved inside massive living trees, even the highmuck's manor and the church is constructed as such.
16. At the edge of town is a glass enclosed ruin, with no visible entrance. The glass vibrates violently when touched.
17. A healing hot springs (double resting results) is enclosed by a plankhouse without walls with many wooden baths within. Villagers here are sickly, the waters don't work for them; anyone using the springs is observed by forlorn faces.
18. Enormous red obsidian temple, polished and shining in the sun/moonlight.  
Occupied by a religious order that only rarely leave to visit the rest of the village.
19. A merchant caravan forms a temporary market in village square, full of exotic goods.
20. A [random monster] lives here, they are generally friendly towards villagers, but suspicious of outsiders.
21. Currently, the village is experiencing a plague of ague, the air has an unusual thickness.
22. Currently, the village is experiencing a plague of devil's coach horse beetles, who just finished consuming a plague of flies. The beetles are getting increasingly hungry.
23. An orphanage is located on the road/river to town. A prominent foundling wheel allows people to discreetly abandon their brood. Infants are placed in the side of this barrel through an opening, a bell is rung, and the barrel rotates completely. When it returns to its original position, the baby is presumably in the care of the strangers that run the orphanage. PCs have to sneak in and use POLYMORPH

INTO BABY potion. The old orphanage is run by a mysterious cult of never-aging infants.

24. Carts full of corpses are leaving the town, and just as many are currently returning empty.
25. An unusually large dog is being ignored by villagers in the square. It eagerly greets travelers.
26. An experimental breeder of wool dogs has a pen of angry fluffy dogs of the proportion of outsized wolves.
27. Ears ring from the din of the gull egg oven, a large structure where gulls are kept indoors to produce eggs continuously, eggs harvested from holes. The exact mechanisms within is a well kept secret, as this is an ingenious invention.
28. A large storehouse of [random good] collapsed and [random good] is covering the village, only two villagers are slowly cleaning the mess.
29. A troupe of actors is set up in town, performing a boring morality play that features situations suspiciously similar to the Party's last session.
30. A well guarded private library in a ruined stone tower.
31. The village floating on top of a lake, each building on its own timber raft. The villagers are adroit at leaping from building to building, but travelers may fail at this task.
32. The village surrounds a single stone monastery, the monks never leave, but stare out of head sized holes in the fortified walls and cast aspersions at the party. The monks expect offerings from all travelers and enforce compliance by controlling an army of bitter blue jays.
33. At the edge of the village is a geyser that gushes blood once per night, remarkably, this is ignored by the village folk and local priest.
34. A stone calcination works dominates the village, which lies among the ruins of an ancient city built with white limestone.
35. The village was pillaged recently, all surviving inhabitants are missing noses, ears or covered with burns except for the youngest children born after the sacking.
36. The village is illuminated in the night by miraculous carbuncles atop narrow ruined pillars, ancient magic from the ruined empire.
37. The village surrounds a large chantry, every resident being expected to sing prayers for a distant, perhaps already dead highmuck. Visitors are expected to do the same, and find the work exhausting. If the songs are sung improperly, there are divine implications.
38. A village where every resident has the syllable "Gi" before and after their name. Wishing to become prosperous, one villager added "Gi" to the beginning and end of their name to see if they would obtain good luck. This villager did not suffer as the

others, and soon everyone in the town added “Gi” to their names, and the village has since flourished.

39. In this village, the nobles are troubled, because at the hour of the bison (2 am), a black cloudy mass comes from the direction of the forest and affrightens them. The cloud remains ominously for a whole hour, but can also be dispersed by the twang of bowstrings.
40. A period of organized contrition is instituted: gambling, gaming and prostitution are banned and the dissolute are driven out of the village. If this contrition is violated, the village will suffer from uncontrollable dancing disease again.
41. There is an association of knaves that came here called The Sack Men, who wear sacks and shave their beards; a reprehensible innovation. They don’t fast or perform ritual prayers and don’t wash after copulation. They linger about and the villagers desire to never see them again.
42. The Stirring Tomb-Ground. In the center of the village is The Tomb of\_\_\_\_, who, it is said, made his grave while still alive, and laid down in it alive; and therefore some say he did not die. And indeed a great marvel is there, as the earth of the tomb many times stirs and shifts, as if there were a living thing underneath. The highmuck needs to build their new residence on the Tomb, the ground needs to remain settled.
43. A hunter of \_\_\_\_ monsters is married to \_\_\_\_\_ monster. They are arguing loudly outside their home.
44. Worship a local god of no renown in the greater valley. The villagers are performing practices that they don’t even understand– they are currently making an extremely large omelet and suspending it over a rushing brook. This appears to make their root crops more abundant. The seemingly eccentric god communicates to the village priest through smoke, and has more ritual requests.
45. Village is a monster village, a nearby group of intelligent or semi-intelligent monsters have eaten the entire village, and are wearing the villager’s clothing as part of a scheme.
46. Village is a ghost village, there was a recent tragedy that killed all the villagers save for one, a wife that lives in a home full of the bones of her loved ones. At night, the village comes alive with the specters of the dead.
47. A sacred font of healing waters is found in the center of the city, next to it is a large inn for pilgrims and travelers.
48. There is no church in this village, the priest is seeking donations to construct one. The local gods would very much appreciate charity as well.
49. There is no priest in this village, the church is abandoned. The villagers are unclear what the future brings, the highmuck is very charismatic and wants to keep the

status quo— however, so far there are more roof leaks and rodents than usual, and the villagers are unhappy.

50. There is no highmuck in this village; a council is forming in a week to determine the new highmuck.
51. There is no highmuck in this village; the priest has assumed both roles and is constructing an outsized building that will function as a manor and a church. Villagers are hard at work at building a road to a particularly pleasing mossy glade. The effort is taking labor away from an impending harvest.
52. The village is empty, in the highmuck's manor sciothere is a large gathering space full of person sized rocks. The Party encounters a god.
53. The highmuck of this village is the one that possesses the fine straw cap, that bears the name "The Cap of \_\_\_\_\_", \_\_\_\_\_ being the name of the village. As this cap is quite easily filched, and there are little secure places in the village, the position of highmuck here changes frequently, in fact on the second day the Party is here, there is a new highmuck.
54. In this village the youth have taken to the fashion of tree marriage, in lieu of getting married to their own kind. The foresters are upset, as they have to travel farther for their goods, not being permitted to harm the spouses of the villagers, and many of them being set upon by wild beasts. The trees are similarly upset, as the presumptuous youth have not bothered to ask for permission, the trees are on the precipice of revolt.
55. A prisoner is shackled to a post in the village square, they are guilty of murder, and sentenced to death, but awaiting trial. The town wants to give the prisoner a fair trial in support of their conviction (this contradiction is intentional), but they do not have the knowledge necessary to conduct such a trial.
56. A young highmuck, just inheriting this role from a deceased parent, panicked under pressure during his first meeting with the village elders. An aspiring mage, he transformed himself into a sock to hide; but in his panic, the spell misfired and he permanently transformed. As the highmuck sock, he reigns over this village. There is an upcoming sacrifice to the local god that the highmuck must perform, and the elders are concerned. (flesh me out a bit more)
57. In this village, smoke does not rise straight from the homes, but rather at an odd angle. There is an associated problem to solve.
58. Ominous Cloud. In this city, the Noble-mayor is concerned because at the hour of the cow (2 am), a black cloudy mass comes from the direction of the forest, settles over the entire village and affrightens everyone. The cloud remains ominously for a whole hour, no lamp can clear the darkness away but it can be dispersed by the

twang of bowstrings, the din of which at the hour of the cow is so loud that the entire village awakens. The highmuck is dreaming this cloud into existence.

59. In this village they have raised the art of the funeral to the highest level. Is there anyone in the party that is dead that is in need of a funeral? There is a great crisis here, having not enough dead.
60. This village had a horrible incident in its recent past, during a festival there was an accident of some sort, and the parade participants all died. They return from their grave every night to form a revenant parade. The entire Village has to hide in their rafters every evening.
61. This village has some sort of symbiotic relationship with a protector monster. The monster requires sacrifices but protects the village. The relationship is oddly cordial, their most important Temple is a celebration of the monster itself for the protection it gives. But it is also the temple where they perform their sacrifices.
62. The highmuck here was impaled by a pole during a gardening accident, it is lodged in their heads, penetrating through the eye socket and out the back of the skull. It cannot be removed without harm, so it has been carved and painted to a beautiful effect
63. The village is located next to a great basalt cliff supporting a gull rookery. The villagers harvest the eggs from the rookery, hanging off of ropes tied to cranes that are affixed to the top. The gulls are not producing enough eggs, and the population is dwindling. The highmuck, recently deceased, has their body on display in repose. Their mayor-sash is cursed, and still on their person. Anyone donning the sash is transformed into a gull at night, seeking out the intimate company of other gulls, and protecting the roosts. In order to save the village rookery, someone must don this cursed mayor-sash.
64. The village is currently under the control of a group of bandits. The leader is wearing a turban, inside the turban is a lamprey infected with Black Slime that controls the bandit. When the bandit dies, the lamprey releases itself from the head and attacks the party. When the lamprey dies, the Black Slime is released and attacks the party. Immune to normal attacks; affected by acid, cold, fire.
65. The village is in the midst of a plague. They are being aided by a Burryman— who is a volunteer covered in gumweed burs, harvested at the point they are most sticky and spiny. The suit is used to rid a pestilence out of a Village, as it is attracted to the Burryman, then get stuck in the burs. The Burryman is suddenly struck by falling sickness, and now the village needs a volunteer to be the next Burryman.
66. After the death of a beloved mendicant priest, the villagers forgot to Tell the Bees, so they have stopped producing honey. The mendicant needs to be exhumed and

funeral rites performed in the presence of the bees. The mendicant is buried under a mountaintop cairn, guarded by dangerous beasts.

67. A group of three ragged and injured soldiers are leading a prisoner using 5 foot long long tooth extractor forceps out of the village, on their way to the nearest city. They ask the party for help returning this dangerous criminal to a nearby village. The forceps are ultra-mundane; they have the ability to subjugate people through pain; a failed CON test will cause someone with their tooth in its grasp to be subject to effects similar to a command spell. The prisoner, if freed, will try to use the forceps to subjugate a party member before casting a flying spell and returning to their manse with their new servant.
68. As the party approaches, a woman trapped inside a barrel of spikes rolls down the road and hits a member of the party, causing minimal damage, unless they save vs Dex or Int. She is a local villain of great renown, seeking to be carefully freed from the torture device. If freed, she is friendly and will join the party if they invite her, or seek on her own to join the party if their enterprise seems profitable enough. If the Characters free her in the open in the light of day, there is an even chance that a local peasant observes and notifies the local authorities, who will arrive with a large force within a half day.
69. A parade appears, players are asked to join the parade by a group of children at the head. The party is given costumes, and placed upon a cart that is rolled around the village. They are considered the “special guests” of the village, and need to “prepare themselves for the feast”, which involves eating large amounts of fragrant herbs and vinegars. They are lead into a very dark room, when it alights, the Party sees...
70. Curiously absent from the village is the smoke of hearths. Livestock, looking poorly from lack of care, meander about. The practice of immurement has become so popular here that there is only one unimmured child who tends to the entire village. There is much suffering, but no one is willing to break immurement for fear of appearing the least devout. Immurement is a practice popular among the most devout, where the faithful spend all their hours living in spaces slightly smaller than the person, so they cannot stand, sit or lay down in comfort. As the conditions are so harsh, and it is thought that during immurement the barrier between a person and a deity can be removed. The unimmured child throws scraps of food through small holes to feed the immured, as there are no proper windows or doors. The Party may join in the immurement, the Villagers kindly building many spaces for travelers and pilgrims exhibit their devoutness. An immured person can summon any deity they wish.

71. The Village is empty except for a single family, more families arrive each day. On the last day, the Priest and Highmuck arrive.
72. The Village is abandoned. Searching the buildings, there are very few supplies left. The abandonment was intentional.
73. The Village is abandoned. Searching the buildings, it appears as if the residents abandoned it quickly, there are many supplies and a chance to find valuable things.
74. The Village breathes with echoes, trapped in stone and timber; each footfall stirs a sense that someone treads in your wake. Rustlings and laughter, hollow and spent, drift on the wind. Voices, worn thin, murmur from the walls.

### **Individual Villager Generator**

The first person the Party meets is usually a villager. Half of all villagers encountered work in food production as farmers, fishers, hunters, gatherers, and so forth. The other half work in some specialized trade; for each villager of this type met, roll on the following table to determine their trade and the supporting buildings.

After meeting two specialized villagers, assume all subsequent villagers met either work in food production or one of the three other occupations.

(also there should be a table for establishing relationships, adding drama. WHATS THE TEA table)

If the players are focused on buildings, as in, they ask for descriptions of buildings instead of engaging in conversation with villagers, assume that half of all buildings are residences, with food production workers within, the other half serve the purposes determined by this table.

1. Fashioner of Lead Bedpans— add a lead smelter and make the village short tempered, Party has disadvantage on reaction rolls.
2. Fashioner of Fine Hobnails— add a traditional blacksmith shop, the blacksmith underperforms at their job.
3. Carver of Decorative Doors— add a workshop and fancy front doors on villager homes.
4. Carver of Building Finials— add a workshop and impressively decorated buildings in the village.
5. Bee Hunter— add a honey warehouse and children sticky with candy.



6. Dye Lichen Gatherer— add a very small warehouse, clothing in the village is accented with deep chartreuse and unreal greens.
7. Migrant Whitewasher/Limner— add a painter's wagon and half the homes in the village have a fresh coat of paint with amateurish portraits on the doors.
8. Furnace Tender— add a smithy of some sort, and a large slag pile.
9. Professional Mourner— add a nearby burial ground, and a large funeral procession tomorrow.
10. Pantler of Nobles— add a large storehouse attached to Highmuck manor, and a lavish feast tonight.
11. Licensed and Bonded Mumper— add a visiting bureaucrat who eyes the party suspiciously, mistakes them for beggars, and asks for proof of license.
12. Monger of Sundries— add a surprisingly well stocked general store and a nearby quiggyroad to a dungeon.
13. Sulter of Ordnance— add a large ammunition making factory; likely making arrows, double the chances of violent drinking brawls that lead to the use of ranged weapons in close quarters.
14. Glass Crack-off— add a furnace and a batch house for storing glass.
15. Tanner— add a tannery with various outdoor vats and associated fragrances, villagers are more prone to coughing and vomiting fits.
16. Moneylender— add a new struggling moneylending branch of a city bank. The moneylender is impossibly bored and waiting for the bank to close.
17. Catcher of Vermin— add a grain silo and a plague of rabbits.
18. Actor— add a traveling troupe of actors, an impending performance and many possible romantic encounters.
19. Unknown, refuses to share— add a small plankhouse with no windows and a locked and fortified entry.
20. Baker of Pies— add a large outdoor oven and covered kitchen and good prices for selling foodstuffs.
21. Weaver of Hats and Caps— made of cedar bark and beargrass, wrought with the fingers so finely that they cast off the rain most effectively. Add a road to the mountains and a workshop.
22. Tinsmith— add a smithy and a nearby tin mine and a plankhouse full of impoverished miners.
23. Winemaker— add nearby vineyards and increase villager drunkenness and debauchery.
24. Tobacconist— add a drying house and wafts of tobacco smoke emanating from the village.

25. Unemployed Sailor— a stranger to this town, and eager to leave. The highmuck will request a meeting with the Party and bribe them to take the unemployed sailor with them.
26. Basketweaver— add a nearby hill covered in beargrass and a plankhouse dedicated to weaving
27. Mad Potter— add a handful of kilns at the edge of town. The pottery is useful, but the designs are unusual, being slightly crumpled with needless handles. Each pot is inscribed with this epithat, “GREATEST’ ARTPOTTERON OUARICON, ‘YOU’ PROVE THE CONTRARY”
28. Barber surgeon— add a small wooden shop with a pole out front from which a bloody rag is hung, as an indicator of the work that is performed within.
29. Dry-tight cooper— add a large plankhouse that warehouses grains and well rutted roads leading out of town.
30. Apprentice cooper— their master has recently gone missing. The village has pathetically constructed barrels. Add spilled wine and grains everywhere and a small plankhouse, loud with frustration.
31. Pilgrim— add another group of pilgrims in the distance and a store in the village selling blank sheets of paper for pilgrim’s logs.
32. Refugee— add a small camp of reed tents and a dozen more refugees.
33. Tubermonger— add a reed market stall and a low clearing nearby full of camas or wapato.
34. Utterly lost, from a neighboring village— add a confusion of roads around the village, with disadvantage on the next travel check.
35. Torchmaker and Bonfire Specialist— add a small workshop with a storehouse for candlefish and cedar bark.
36. Kitchen physic— add an outdoor kitchen and a miraculous stew.
37. Bench Straightener— add current style homes, abandoned and falling into disrepair. The largest plankhouse is full of drunk villagers, reminiscing about the decline of the bench trade.
38. Aspiring Assassin— add a patch of death cap mushrooms at the village edge. The villagers here bear strong grudges.
39. Publican— add an inn for travelers and pilgrims. For the last year, the publican can only speak a lost language of the ancients, although he can understand his patrons without trouble.
40. Camp Publican— add a nearby army camp, the publican in the village is seeking to restock their wagon with supplies.
41. Landlady— add a boisterous inn in the center of town, welcoming revellers and those seeking a warm bed for the night.

42. Strangle Goose— add a nearby pond with noisy and irate geese. The Strangle Goose has an affinity for petty violence.
43. Twangey Tailor— add a small tailor shop, and make all the villagers well dressed, as fine suits and decorative handkerchiefs are fashionable in this village.
44. Cobbler— add a small cobbler's shop. The village is built upon a basalt outcrop, which provides excellent natural fortification, but is the enemy of footwear on account of the sharp edges of rocks found in the streets here.
45. Swineherd— add shouts of mirth from nearby plankhouses, as this is a healthy prosperous village with bacon bellied residents.
46. Farmer— (actually a purse snatcher), add nothing to the village but a touch of misery. The purse snatcher only plies their trade on travelers, and the village pretends to not notice.
47. Berry-gatherer— (actually a jarkman, a counterfeiter of licenses), add a tabularium/counting house and the ruins of a larger town. The counting house is staffed by two city-folk on assignment.
48. Root-digger— (actually a fence), add a thieves guild and a fine road to the nearest city that gives advantage on travel checks.
49. Acorn-gatherer— (actually a cheat at games), add a sense of derision to this one villager, an outcast among them.
50. Grain farmer— (actually a cloak snatcher), add an inn and a landlord that takes textiles as collateral for drink.
51. Tinker, unqualified and drunk— add a tinker's wagon. Any gear entrusted to the tinker is not repaired, instead traded for drink at the village's inn (if there is no village inn, then the tinker's wagon disappears the next day).
52. Tinker, skilled beyond expectations— add a tinker's wagon, and half cost repairs to the Party's broken gear.
53. Freshwater Mariner— (Feigner of a shipwreck, begging for restitution, claims to be from a distant country with a ridiculous accent) add a general antipathy in the town towards the Freshwater Mariner. The Mariner might try to follow the Party to the next town.
54. Injured soldier— (actually a ruffler; a beggar pretending to be an injured soldier) add an inn to the village, where this traveling charlatan is staying.
55. Farmer— (actually a prigger of prancers, a horsethief) add half of all homes are abandoned.
56. Quill for Hire, Rogue— add a small plankhouse with a perpetually open door and peeping eyes. Quill for hire will spread absurd gossip about the Party that will reach the next destination before the Party does.

57. Stranded Whip— add a coach with a broken axel, coachman living within. Will gladly take the Party to the next hex if they pay to fix their coach.
58. Unlicensed beggar— add half of all homes in the village are abandoned.
59. Knitter of beautiful dogwool gambesons— Add wool dog enclosure to village.
60. Fish trader— add an unusually large expanse of salmon drying racks to the village.
61. Ascetic (weighted down by iron chains)— add a monastery adjacent to the village and an outdoor tavern filled with monks.
62. A Buck of the First Head (a debauch of the finest grade)— add a drinking house with no accommodations, currently on fire; villagers actively pursuing the Buck.
63. Sin-eater— add a nearby monastery full of knavish monks.
64. Thunderbird trainer— add a rookery for the thunderbirds, used to deliver large packages.
65. Land Surveyor— add a variety of stakes in the ground, with pink died cloth strips attached. The land surveyor later to be found arguing that the village is 6 staves too far away from the nearest river. The argument continues as to how long a “stave” is.
66. Spice Collector— add a small storehouse. Spice collector is very secretive about their work and pretends to be a mason. Does not want to reveal where their coyote mint patches are located.
67. Resurrection Men— add a graveyard a few miles away and a small storehouse filled with body parts.
68. Knockknobbler (dog chaser)— add a pack of coyotes that constantly harass the village.
69. Barker for a Bow Wow Shop— add a clothing store that pawns and sells used clothing, including a few peculiar sets of light armor. The Barker who walks before his master's door, and deafens every passerby with his cries.
70. Country Lawyer— add a reed tent, and a starving practitioner of law, eager for work.
71. Cinder Garbler (maid who sweeps ashes clean)— add an empty country estate for a wealthy city merchant.
72. Itinerant Delouser— nimble of hand, and armed with tweezers, the villagers gather for delousing next to the highmuck's plankhouse.
73. Stub-faced Farmer— add entire village, recovering from a pox plague, looking like demons ran over their faces with horse nails in their shoes. Spending the night here risks infection.
74. Hog Butcher— add large drying and bacon houses. Fortified against monster and starving soldier incursions.

75. A Congress of a Giddy, Thoughtless, Romping Youths— add flummoxed parents and possible hires for the lowest positions in adventuring (linkboys, demon decoys, and the such).
76. Hop-Of-My-Thumb Farmer (said of a diminutive person)— add smaller than average plankhouses, and many villagers of similar size. If there is an inn here, the accommodations are not quite sized correctly.
77. Village Lushy (drunk)— add a winehouse with unusually strong stingo wine.
78. Street Scold— add insults when the Party walks down the street, “You are good for nothing except to eat holes in your grandmother's dress”. If there is an inn here, add 3 protestors outside the inn. Add a gazebo in the central square, where fine frocked folks stare and judge.
79. Lamprey Baliff— add a rusty tank in the middle of the town, filled with hungry lamprey. The guilty are placed in these tanks to determine their guilt, the lamprey are trained to respect order and those that follow the law.
80. Masonry Miner— add a ruined waterworks on the river, being deconstructed, the stones are loaded on barges.
81. People of the Chipmonks— add terrorized villagers. A group of bandits have removed the highmuck and rule this town.
82. A traditional guard, asks for gifts (?, is this bad for the social system?)
83. A guard behind a siege fortification.
84. Guard guard guards, add more guards for hostile encounters.

## Highmucks

The weight of responsibility for the livelihood of the village rests strongly on minds of the highmuck, pushing them to have intense personalities, full of contradictions.

1. Paranoid, but helpful.
2. Reclusive, but knowledgeable.
3. Generous, but angry.
4. Melancholic, but full of good advice.
5. Gregarious, but nonsensical.
6. Arrogant, but a talented singer of sentimental ballads.
7. Forgetful, but with a strong sense of duty.
8. Curious, but afraid of novelty.
9. Dignified, but prone to dramatic emotional outbursts.
10. Helpful, but always laughing nervously.
11. Strict practitioner of ceremony, but always drunk.

12. Compassionate, but gives obviously terrible advice.
13. Charitable, but prone to fits of self destructive violence.
14. Bold, but prone to hesitation and unable to complete a task.
15. Organized and knowledgeable, but a procrastinator and impossibly slow to perform any task.
16. Insightful, but believes in one very wrong thing.
17. Helpful, but has an unexplained hatred of [random Character].
18. Courtly in bearing, but has horrible hygiene, is surrounded by a plague of flies.
19. Affable, but bears deep grudges.
20. Dutiful, but deeply desires adventures.
21. Greedy, but with a strict honor code.
22. Welcoming, but impossibly boring.
23. Magnificent and formal, but full of childish, petty grievances.
24. Attentive to needs, but unusually gullible.
25. Kind and helpful, but with an irritating voice and a grotesquely malign laugh.
26. Abusive and cruel, but competently rules their subjects.

#### Highmuck Manor:

Most highmucks live in remarkable painted plankhouses in the center of the village. There is a 1 in 6 chance that they live in a unique structure— being unique, do not re-use these things.

1. A plankhouse covered in murals that tell the history of the village. The history is a complete fabrication, providing a false clue about an adjacent hex (not sure how to do this mechanically).
2. An ancient stone manse with a fresh cedar roof. Inside is a valuable collection of statuary.
3. A tower of stone, visibly leaning, with timber buttresses.
4. A timber tower of the highmuck's personal design, looming over the town, painted in stripes. Structurally unsound.
5. An ancient fortification, walls within walls.
6. A giant wagon designed to transport the logs of trees, converted into a home.
7. A giant plankhouse that where the entire village sleeps.
8. A wooden tower built over an out of place boulder.
9. A stone house built into the side of a cliff, accessible only by a series of suspended bridges and rope ladders.
10. A house built on stilts in the middle of a small pond, accessible only by boat.
11. A stone house designed to look like a giant tree, complete with green jasper leaves and petrified wood branches.

12. A small house built in the shape of an eagle's nest.
13. A house built in the shape of an amanita mushroom, with a curved roof and a circular base.
14. A small wooden house that floats in the air; is in fact suspended by clear jellyfish fiber ropes.
15. A large ship of foreign manufacture, designed to cross the wide bitter waters, landlocked and far from any navigable waters.
16. An ordinary and humble plankhouse, covered in striped snails that slowly migrate around the structure.
17. An ordinary plankhouse, all the furnishings inside are constructed out of elk antlers.
18. An ordinary plankhouse, last night, the inhabitants woke up to find that it is now upside down.
19. An oversized wooden mansion, mixing plankhouse, timber, and ancient styles. It has been under construction for a generation. One villager is constantly at work building it.
20. The manor is carved into a single foot, that is apparently the remains of an ancient monumental statue.

### **Churches and Priests**

Determine the nature of the church first, because a village church is a window into the nature of the local god, and a reflection of the village priest.

Church:

1. A sea shell shrine under an unwallled plankhouse.
2. A converted stone warehouse, roof open to the sky, the congregation is proudly wetted in the winter with the damp love of their god.
3. An agate grotto with a small shed of a residence, the priest lives as an ascetic, weighed down by iron chains.
4. A humble church, notable for the frequent singing and ringing of bells.
5. A chop church, with famously affordable ecclesiastical preferments and benefices.

## **Villager Encounters**

### **Villager Mien**

Half of all encountered villagers are cautious around strangers and travelers, but generally neutral. Roll on this table to determine the mien of the other half.

1. Apathetic— they are disinclined to help. They are bored by whatever questions the Characters ask
2. Animated— they are enthusiastic about whatever topic the Characters bring up.
3. Competitive— they size up the Party and challenge them to a competition that they have a good chance of winning.
4. Cantankerous— they will admonish the party for any small infractions and will not help unless well paid (2d6 coin).
5. Condescending— they view Adventurers in general as a bunch of nonsense, and the Party is no exception.
6. Familial— they will attempt to help the party and offer guidance.
7. Busy— they will offer little support or criticism of the Party, avoiding them to complete their business.
8. Cryptic— they will never give a straight answer, and everything they say sounds suspicious.
9. Impressionable— they admire The Party, but have little to offer besides admiration and loyalty.
10. Confused— they mistake The Party for another group.
11. Openly hostile
12. Secretly hostile

## General Village Background Information

### **Siting**

Villages are found principally along navigable rivers or major roads; occasionally they can be found at a specific landmark at the terminus of a road. As a consequence of the various dangers of the wilds, incursions of people-eating beasts, pirates, etc, villages are generally fortified; the smallest villages have timber walls, some use partially ruined masonry fortifications, some are protected by large earthworks.

### **Common Structures**



Plankhouses are the most common structure. A large timber dwelling, with cedar planks for walls and roof. The interior is often quite open due to the post and beam construction, but in any case is modular and flexible. They are usually inhabited by entire multi generational families, and sometimes by entire villages, with room for large gatherings and general storage within. 25-50 feet wide, 50-200 feet long. In more peaceful areas, or inside fortifications, they will have windows. In most villages the largest plankhouse is inhabited by the family of the highmucks or nobles.

Mat lodges, smaller structures, more temporary or humble, often built around ruins. Smaller, 20x30 or less. Smaller timbers.

Ruins, structures left by ancient peoples, repurposed for contemporary people. Plank roof with masonry walls. Some ruins will have timber expansions built on to them.

Log houses tend to be smaller and more humble than plank houses. Smaller families, and the lonesome live within.

All the timber homes are generally painted every few years, the measure of a towns prosperity can often be measured by the freshness of paint on the homes.

Religious buildings are generally found in maintained ancient structures or in freshly built plankhouses. Cathedral, chantry, temple, etc.