

Faction Traits (1d100)

Roll until the faction is interesting.

Some results overlap with Faction Types. Ignore them and roll again.

Don't discard strange results; instead, interpret them more abstractly.

This faction

1. acts through other faction(s)
2. acts through others
3. is aloof but avoids harm
4. always whispers
5. welcomes anyone
6. is made of monsters
7. avoids buildings
8. avoids sunlight
9. avoids moonlight
10. benefits from the suffering of others
11. is blunt, honest, and pragmatic
12. is brutal
13. is calming
14. cannot progress
15. is a caravan in employ of [random other faction]
16. causes ruination
17. is a charity
18. collects and produces books about its expertise
19. collects garbage/ruin and makes it into something better
20. contracts with underdark/dungeon dwellers
21. is controlled by others, far away
22. is counterpart to another faction
23. is dead or dying
24. deconstructs
25. is decorated/fancy
26. desecrates holiness
27. desires hatred
28. is disorganized and barely functional
29. makes disposable, temporary efforts
30. has dysfunctional infighting
31. employs harnesses
32. has endless hunger/need
33. enslaves all members
34. entraps the curious
35. has an evil/chaotic influence
36. is fake/false
37. is not observant
38. is generous
39. thinks on the grand scale
40. is hated but protected by law
41. has terrible disease/curse
42. helps downtrodden
43. holds others to high standards
44. has a horrible philosophy
45. has a horrific past
46. hunts and harvests outside city
47. is incredibly wealthy
48. seeks justice at any cost
49. knows future
50. is lethal
51. makes sacrifices
52. is made of masters and slaves
53. is motivated by deity
54. is motivated by old grudge
55. is motivated by old oath
56. needs flesh and bones
57. negotiates with monsters
58. has objects powered by heat/steam/fire
59. is obsessed with something stolen from it
60. is obsessed with time management
61. is obsessed with wind patterns
62. is obsessed with record-keeping
63. is oldest faction
64. only allows use of that which is worthy
65. values only profit
66. is opposite of the standard or expectation
67. is overly-organized and clean
68. is pacifistic
69. engages in painful work
70. seeks pleasure/intoxication/seduction
71. prefers antiques, forgotten things
72. prioritizes supernatural/philosophical
73. pursues perfection
74. has a rapidly-growing membership
75. records history of itself
76. recycles its own materials
77. is regimented
78. requires a piece of each member
79. revives abandoned areas
80. is abrupt/rude
81. is secretive about *everything*
82. seeks to equalize others
83. specializes in small things
84. takes its specialty to a monstrous extreme
85. spies or steals information
86. steals from other factions
87. is stealth-focused
88. has strict internal laws
89. strikes first and hard when a threat is sensed
90. is the very best
91. does theoretical work
92. trades with monsters
93. is trustworthy
94. uses very large objects
95. has very few members/is exclusive

96. is very subtle and inoffensive
97. has volatile explosives
98. is wholesome
99. constantly uses wild beasts
100. worships horrible thing(s)

Faction Connections (1d20)

When you create a faction, connect it to a random existing faction. Every faction should probably have at least two connections.

1. is secretly
2. ally of
3. temporary ally of
4. was once ally of
5. in criminal business with
6. needs help from
7. owes
8. does business with
9. bribes
10. supplies
11. respects
12. created
13. once saved
14. has information about
15. suspicious of
16. unwillingly shares power with
17. wants to possess
18. once betrayed
19. scares
20. hates

Faction Types (1d100)

When another faction joins the scavenging rush (akin to a goldrush), in the town just outside of the [megatower wilderness of Kowloon Planet](#), roll once on this table. Then proceed to the second table.

[Chartopia version.](#)

Education

1. Librarians, public
2. Librarians, secret
3. Relic archivists, public
4. Relic archivists, secret
5. Archive/library destroyers
6. Cartographers
7. Researchers wishing to end a disease
8. Scholars who have discovered how to kill a major god
9. Recyclers of artifacts/junk
10. Engineers seeking a modernized city-state

Thuggery

11. City guard/police
12. Agents of emperor removing dissidents
13. Tax collectors
14. Military base of foreign government
15. Bandit gang
16. Raiders
17. Mercenary company
18. Bounty hunters
19. Pirates, independent
20. Pirates, in service of royalty
21. Gentlemen thieves
22. Thieves who serve the poor
23. Burglars
24. Grifters
25. Outlaws, guilty of heinous crimes
26. Outlaws, guilty of easily forgiven crimes
27. Outlaws, scapegoats
28. Deserters
29. Mafia. Roll again This is their front, but this is common knowledge.

Adventure

30. Guides, wilderness
31. Guides, dungeon
32. Scavengers of cramped spaces
33. Scavengers of open spaces
34. Explorer's guild
35. Explorers, sponsored
36. Wealthy thrill seekers who *simply must* eat a god
37. Wealthy thrill seekers who *simply must* fill their anterooms with impressive antiques

38. Wealthy thrill seekers who *simply must* eat horrible monsters

39. Wealthy thrill seekers who *simply must* eat anything interesting

Construction

40. Builders, maintenance/repair
41. Builders, restoration
42. Builders, use dungeon materials
43. Builders, converting megadungeon into refuge for poor
44. Builders, converting megadungeon into refuge for criminals who take oath of loyalty
45. Builders, converting megadungeon into refuge for oppressed women
46. Builders, converting megadungeon into refuge for minorities
47. Builders, converting megadungeon into refuge for magic-users
48. Builders, converting megadungeon into refuge for anarchists
49. Demolitionists

Religion

50. Church crusaders
51. Cult of a petty god
52. Standard/popular church
53. Heretical sect
54. Pilgrims
55. Escaped nuns
56. Escaped monks
57. Placaters of petty gods
58. Awakeners of a dying god
59. Members empowered by a petty god
60. Killers of petty gods

Outsiders

61. Refugees of oppressive government
62. Refugees of the dungeon
63. Aliens, crashed
64. Aliens, researching but avoiding interference
65. Aliens, gathering people for exodus to a better place... they say
66. Aliens, experimenting on basically anything
67. Foreigners from the furthest side of the planet
68. Escaped slaves
69. Nomads

Trade

70. Merchants, caravan/ship
71. Merchants, local
72. Merchants, local, beer/wine/cider/cigarettes/liquor/water/drugs/other illicit goods
73. Drug den, poor and desperate
74. Drug den, rich and exotic
75. Food/water hoarders/rationers

Nobility

76. Noble, wants own territory
77. Overthrown nobles of a city state who wish to reclaim homeland
78. Overthrown nobles of a city state who don't care anymore
79. Disgraced, indebted noble and remaining retainers

Movers and Shakers

80. Dreamers of a shared, grim dream
81. Dreamers of a shared, promising dream
82. Revolutionaries seeking to overthrow a city-state
83. Conspirators manipulating politics
84. Conspirators maintaining status quo

Nature

85. Beast/monster trainers
86. Quarantiners of dungeon creatures
87. Taxidermists
88. Preservers of wilderness ecology
89. Botanist-gardeners
90. Producers/gatherers of beer/wine/cider/cigarettes/liquor/drugs/other questionable goods

Intrigue

91. Spies pretending to be an acting troupe
92. Spies pretending to be a music troupe
93. Spies pretending to be a circus
94. Spies pretending to be prostitutes

Weird

95. Transhumans, seeking body modification and mutation
96. Seers
97. Seers, actually witches
98. Seers, actually wizards
99. Miners, following rumors of ore
100. Intelligent, pacifistic, covered in white powder, undead. Roll again. This is their front.

Appearance, Personality, Motivation

Roll once, twice, or thrice on the table to create inspiration for the appearance, personality, and/or motivation of a faction or NPC.

Example for rolling once:

Faction: Giraffe. Members are aloof and observe from afar but often aren't attentive. They're peaceful, vegetarian, and want to keep out of the affairs of others.

NPC: Giraffe. Georgio is aloof, tall, and has his eyes half closed most of the time. He has long eyelashes. He's peaceful, a vegetarian, and wants to keep out of the affairs of others.

Example for rolling thrice: Cobra, Mule, Bear.

- Cobra appearance: introverted, thoughtful demeanor.
- Mule personality: stubborn to the point of being utterly impossible to influence.
- Bear motivation: fisher, seeking simple pleasures.

Roll 1d6 and 1d10.

1	4
1. Ape	1. Lion
2. Badger	2. Mole
3. Bear	3. Moth
4. Bulldog	4. Mule
5. Butterfly	5. Octopus
6. Camel	6. Owl
7. Cat	7. Parrot
8. Chameleon	8. Peacock
9. Cheetah	9. Penguin
10. Chicken	10. Pig
2	5
1. Chipmunk	1. Piranha
2. Clam	2. Possum
3. Cobra	3. Python
4. Cockroach	4. Rabbit
5. Cow	5. Rat
6. Crocodile	6. Rattlesnake
7. Crow	7. Robin
8. Deer	8. Rooster
9. Dolphin	9. Shark
10. Dove	10. Sheep
3	6
1. Elephant	1. Skunk
2. Firefly	2. Sloth/snail
3. Fox	3. Spider
4. Giraffe	4. Squid
5. Goat	5. Swan
6. Hamster	6. Tick
7. Hawk	7. Toad
8. Hound	8. Turtle
9. Hyena	9. Vulture
10. Leech	10. Wolf

Faction Leader Trait

1. Brave
2. Kind
3. Careless
4. Lazy
5. Cautious
6. Modest
7. Cheerful
8. Nosy
9. Courteous
10. Prankish
11. Dishonest
12. Rude
13. Forgiving
14. Suspicious
15. Friendly
16. Talkative
17. Helpful
18. Trusting
19. Honest
20. Wasteful

An NPC or faction is mostly made up of what they:

- "Say" (outward projection)
- "Don't say" (subtext)
- "Actively hide" (secrets)

Optional Conflict Source (1d12)

1. Deception
2. Sex
3. Murder
4. Theft
5. Addiction
6. Ambition
7. Insanity
8. Love
9. Paranoia
10. Oppression
11. Jealousy
12. Forgotten

Faction motivation

1	wants something fast	1	Money
2	Wants something but someone else has it	2	Goods
3	doesn't want something and is being forced	3	Lands
4	has something and it may be taken	4	People
5	has something and it may be harmed	5	Religious power
6	wants something and someone else wants it too.	6	Political power
-		7	Revenge
-		8	Person

Rival Party

D4: result of 1 = horses

D6 fighters

D6 party level

D10 Motive

1. Treasure
2. Religious
3. Bounty
4. Artifact
5. Cartography
6. Tech knowledge
7. Retrieval of allied party
8. Hunting monster
9. Trying to leave
10. Refuge

D12 additional members

1. Specialist
2. Engineer
3. Cultist
4. Two specialists
5. Two specialists
6. Two engineers
7. Two engineers
8. Wizard
9. Witch
10. Specialist, Engineer
11. Specialist, Witch
12. Engineer, wizard

Witches and wizards will conceal their abilities, if possible.

10. Being tracked by [roll a faction and create a party] who wish to kill them.
11. Carrying a map to a dungeon entrance or to an important tower.
12. Transporting a crate of valuable materials for building tech.

D12 Quirk

1. Roll another d10 for secret Motive only known to party leader.
2. Carrying artifact.
3. Know of bounty on NPCs, if there's a reason for one to exist.
4. Befriend PC party in order to use.
5. Internal conflict.
6. Recent fight, half HP. d4 missing/dead.
7. Transporting monster.
8. Out of food
9. Carrying D3 manuals.

Existing Factions in _____

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

20. _____

