

### \*\*\*Instructions (for using the collaborative system)\*\*\*

Sitting down with your group, make sure everyone has access to a copy of these instructions and generation tables. For each element of the world, have one of your players take a turn managing the creation. Here's how that process should proceed for each element:

- **Roll:** The managing player rolls twice on a given table for the element currently being generated.
- **Discuss:** Players talk amongst themselves about which of the options they like, and ideas for how the option might fit into the elements of the world that have already been decided.
- **Decide:** The managing player makes the final call on which of the options will be added to the world, a brief description how they envision that element fitting into the world, any flavor descriptors of that element that they liked from other players or came up with themselves.
- **Record:** The DM tracks the decision made, keeping notes of any flavor text or narrative descriptions offered by the managing player (as well as any ideas they heard from other players that wouldn't conflict with the managing player's decision). Once the session is over, these notes will be the DM's guide to revisiting each element and fully fleshing it out into a living world.
- **Retcon (Optional):** Every player gets 1 retcon. At any time, they may use this to revisit and redefine one previous element that they feel no longer fits well with the direction the setting has gone. (Not: this is optional because it can be abused by players simply attempting to commandeer the decision making process to fit their desires. This is limited by players only getting to retcon once in the session, but it can still cause conflict. Feel out what you think would work well for your specific table, but don't be afraid to try this rule. It can often help make elements fit together better since sometime an element is decided before another that would have impacted the decision that was already made)

### \*\*\*Things to Note About the Generation Tables\*\*\*

- This system is generally meant to be used and best for smaller settings built around a single larger city and a surrounding region. If you would like to create a larger setting, I recommend adapting it by generating one region of the world at a time, though some of the tables will affect the world as a whole and will need only to be rolled once.
- Many of the items you'll see are vague. This is intentional. These tables are meant to be rough guidelines that will get people's imagination and creativity going. Think of each item on the table as an improv prompt which is meant to be taken in an interesting direction.
- One of the tables has an odd number that is difficult to do with physical dice. You may need to generate numbers using an online dice roller.
- As a DM, putting all this stuff together can be tough sometimes. Make sure your players understand that (similar to the first note) everything that is being generated is a rough outline and may have to be tweaked in order to fit together organically. The better players understand this beforehand, the less likely that someone ends up frustrated and confused.
- Try to connect as many of these elements in session and in DM prep. The more interconnected and causal relationships these elements have, the more the world will feel like a living breathing thing.

## GENERATION TABLES

### ---World Parameters---

1. Gods and their Relation to the World:
  1. New to this world
  2. Slowly rotting or dead
  3. All but myth at this point
  4. Uninvolved but for a few moments every century
  5. Nonexistent
  6. Known and active
2. Magic:
  1. Feared and Hated
  2. Rare and Unfathomable to the Masses
  3. Well Known but Understood by Few
  4. Part of Everyday Life
3. Climate:
  1. Tropical
  2. Arid
  3. Boreal
  4. Mild
  5. Seasonal (Extremes)
  6. Seasonal (Average)
4. Terrain:
  1. Mountains
  2. Underground
  3. Islands
  4. Floating Islands
  5. Wastelands
  6. Forest

### ---Civilization Attributes---

#### 5. Government:

1. Dictatorship
2. Confederacy
3. Democracy
4. Feudalism
5. Magocracy
6. Monarchy
7. Militocracy
8. Oligarchy
9. Theocracy
10. Kleptocracy

#### 6. Wealth:

1. Destitute: Survival is the only concern
2. Scarce: Scavenging is a necessity
3. Meager: Life is stable but miserable
4. Comfortable: Most enjoy some excess
5. Abundant: Life is good
6. Lavish: Luxury and excess defines life

#### 7. Economic Cornerstone:

1. Agriculture
2. Hunting
3. Craftsmanship
4. Scavenging
5. Trade
6. Conquest

#### 8. Demographics:

1. Diverse: Everyone is different in their own way
2. Majority: One race has a dominant presence with a few minorities coexisting
3. Shared Population: Two racial groups agreed to share this region long ago and now exist evenly
4. Monoracial: Exceptions to the dominant race are rarely, if ever, seen

### **---Surrounding Region---**

\*\*\*Positions can be generated using a “Drop Map” technique. Place the major city in the center of the map and generate the locations around it\*\*\*

#### 9. Locations:

1. Ruins
2. Mine
3. Burial Place
4. Source of Danger (Natural)
5. Source of Danger (Manmade)
6. Military Installation
7. Swamp
8. Battleground
9. Religious Site
10. Settlement
11. Impossible Natural Formation
12. Mountain
13. Something Impressive Abandoned
14. Huge Monument
15. Source of Magic
16. Source of Water
17. Forest
18. Prison
19. Source of Knowledge
20. Source of Something Growing

### ---Factions---

\*\*\*Run through these tables three times, creating three factions total. You can have one player manage all of the rolls for a given faction, or split up the responsibility for each characteristic\*\*\*

#### 10. Archetype:

1. Librarians
2. Relic archivists
3. Destroyers of Knowledge
4. Explorers
5. Disease Researchers
6. Recyclers of artifacts/junk
7. Inventors
8. Police
9. Beast Hunters
10. Pirates
11. Mercenary company
12. Bounty hunters
13. Gentlemen thieves
14. Gifters
15. Deserters
16. Mafia - Roll again to determine their front.
17. Guides
18. Scavengers
19. Builders
20. Demolitionists
21. Religious crusaders
22. Heretical Sect
23. Escaped nuns and/or monks
24. Bankers
25. God-Hunters
26. Monster-Hunters
27. Refugees
28. Aliens (in any sense of the word)
29. Escaped slaves
30. Nomads
31. Merchants
32. Drug Dealers
33. Hoarders
34. Revolutionaries
35. Politicians
36. Beast/monster trainers
37. Seers
38. Miners
39. Smugglers
40. The undead posing as the living - Roll again to determine their front.

#### 11. Age and Level of Organization:

1. Ancient - Well Established
2. Ancient - A Shadow of its Former Self
3. Modern - Well Established
4. Modern - Under Development
5. Young - Well Established
6. Young - At its Inception

12. Visibility and Public Awareness:

1. Secret - Few know of their existence and fewer what they do.
2. Reclusive - Little is known about the faction, though many are aware of their presence.
3. Obscured - Awareness of activity and existence high, but the faction maintains a private side of operations.
4. Public - Most know exactly who they are and what they do.

13. Leadership:

1. Divinitarian: Otherworldly or higher power
2. Authoritarian: One person
3. Elite: A small group of people
4. Council: Elected, self-appointed or appointed on merit
5. Democratic: By popular vote or voted in by particular members
6. Unknown: Not even the members know or understand who leads

14. Goal:

1. Power
2. Wealth
3. Influence
4. Maintenance of Balance or Status Quo
5. Upheaval of the Status Quo
6. Enlightenment

15. Methods:

1. Legal or By The Book: Within the legal framework of the current culture or society
2. Overt Violence: War and raids
3. Hidden Violence: Assassinations and secret raids
4. Bribery and Corruption: Using resources and favors
5. Thievery: Stealing what is needed to accomplish goals
6. Manipulate or Leverage: Using secret knowledge and lies

16. Organizational Strength:

1. Decisive: No hesitation when an opportunity presents itself.
2. Meticulous Planning: Account for all possibilities and outcomes.
3. Decentralized: A network of associations, hard to shut down.
4. Allies: Have supportive and powerful allies.
5. Resources: Own or have access to valuable resources.
6. Fanatical: Will stop at nothing to achieve their goals.

17. Organizational Weakness:

1. Debt or leverage held over them.
2. Overly greedy or ambitious.
3. Corrupt
4. Immoral
5. Disorganized or incompetent.
6. Impulsive

**---Historical, Recent, or Active Crises---**

\*\*\*Roll on this table and the one corresponding to your original result three times\*\*\*

18. Crisis Type

1. Rise of a leader
2. Fall of a leader
3. Cataclysmic Disaster
4. Assault or invasion
5. Rebellion, revolution, or overthrow
6. Extinction or Depletion
7. Organization's Rise to Power
8. Discovery, expansion, or invention

19. Leader Type:

1. Political
2. Religious
3. Military
4. Crime/underworld
5. Art/culture
6. Philosophy/learning/magic

20. Cataclysm Type:

1. Earthquake
2. Famine/drought
3. Fire
4. Flood
5. Plague/disease
6. Rain of fire (meteoric impact)
7. Storm (hurricane, tornado, tsunami)
8. Volcanic eruption
9. Magic gone awry or a planar warp
10. Divine judgment

21. Assaulting or Invading Force::

1. A criminal enterprise
2. Monsters or a unique monster
3. A planar threat
4. A past adversary reawakened, reborn, or resurgent
5. A splinter faction
6. A savage tribe
7. A secret society
8. A traitorous ally

22. Extinction or Depletion Type:



1. A kind of animal (insect, bird, fish, livestock)
2. Habitable land
3. Magic or magic-users (all magic, or specific kinds or schools of magic)
4. A mineral resource (gems, metals, ores)
5. A type of monster (unicorn, manticore, dragon)
6. A people (family line, clan, culture, race)
7. A kind of plant (crop, tree, herb, forest)
8. A waterway (river, lake, ocean)

23. Organization Type:

1. Crime syndicate/bandit confederacy
2. Guild (masons, apothecaries, goldsmiths)
3. Magical circle/society
4. Military/knightly order
5. New family dynasty/tribe/clan
6. Philosophy/discipline dedicated to a principle or ideal
7. Realm (village, town, duchy, kingdom)
8. Religion/sect/denomination
9. School/university
10. Secret society/cult/cabal

24. Discovery Type:

1. Ancient ruin/lost city of a legendary race
2. Animal/monster/magical mutation
3. Invention/technology/magic (helpful, destructive)
4. New (or forgotten) god or planar entity
5. New (or rediscovered) artifact or religious relic
6. New land (island, continent, lost world, demi plane)
7. Otherworldly object (planar portal, alien spacecraft)
8. People (race, tribe, lost civilization, colony)
9. Plant (miracle herb, fungal parasite, sentient plant)
10. Resource or wealth (gold, gems, mithril)