Suburbs, P	art 1:				
Architecture		As	Aspect		Мар:
Suburb Type	Streets	Lighting	Climate	Mund	ane Stuff
ı					
Suburbs, P					
D4 x Neutral Grou	p Generator:			Т	
Form	As	spect		Job/React	ion
D4 x Threat genera	ator:				
Form			Aspect (Attac	k, Defence,	Weirdness, etc)

D4 x Point of Inte	rest		
Building	Aspect	Aspect	Floor Plan
			))
		$\mathfrak{D}$	
Dungoons			
Dungeons Rumours:	•		
Target	Place		Weirdness
Traps/Dangers		T	
Aspect		Aspect	

Monsters	
Form	Aspect (Attack, Defence, Weirdness, etc)
	110)
	)

## **Random Encounters:**

### Point of Interest

Building	Aspect	Aspect	Floor Plan

#### **NPCs**

Form	Aspect	Entourage	Job/Reaction

### Monsters

Form	Aspect (Attack, Defence, Weirdness, etc)



# **Guilds:**

### Guilds

Realm of Expertise	Modus Operandi	1st Name	2nd Name

### **Guild Missions**

Target	Desired action	Job Id	ocation Da	anger at site	Reward
r					
Target	Desire	Site	Danger	Floor plan	Reward