

SPECTACULAR SETTLEMENTS

PDF Preview

The definitive guide to creating rich and diverse settlements
for storytelling and fantasy roleplaying games.

Keel Crossing

By Ralph Stickle



A few generations back, the trading vessel *Guillemot*, holds packed with cargo, was swept upriver by a freak storm and wedged in the narrows. Without hope of shifting the ship, the crew set out to alert nearby settlements of the goods they had to offer. As luck would have it, the *Guillemot* had come to ground at the perfect place to act as a makeshift bridge across the river and, after selling off their original stock, the crew remained, extorting a toll from those who would cross, and setting up the modest trading post of Keel Crossing.

Further fortune followed, for the dam created by the ship (makeshift as it may be) created the perfect environment for a rare waterweed, invaluable for certain potions. After this discovery, the population boomed, spreading from the repurposed cabins and hold onto pontoons floating in the dammed lake and the surrounding banks (though bank-side establishments are held in lesser esteem than those on the true crossing). The settlement's only tavern, The Wrack and Ruin, is located in the captain's quarters and, while a little damp and listing at an alarming angle (much like everything in the settlement), it is decently maintained.

The residents of Keel Crossing have developed a reputation for knowing a little about everything when it comes to the state of the world, a benefit born of their contacts in the shipping industry, and their own steady stream of visitors. The settlement is small enough that there are few spots where a visitor's words cannot be overheard by some snooper eager for some tidbits they can pass on later.

Leadership is held by the descendants of the ship's captain, with the progeny of the other officers passing for nobility within Keel Crossing. Pure-bred Keelers are funny folk, coming from superstitious sailor stock and (if the rumors are true) suffering from one or two generations of inbreeding among the small crew. While suspicious of outsiders, their mercantile spirit will generally outweigh any misgivings.

Basic Information

Origin: Accidental. The trading post came about due to an accident, such as a caravan breaking down or mistaken directions. What was set up to deal with the accident eventually became the trading post.

Specialty: Information. This trading post is known as a source for reliable information. They may not know everything, but your chances of finding solid gossip, lore, news, or an intriguing tidbit here is good.

Age: Established. The trading post has been around for at least a couple of years.

Condition: Fair. The buildings are clean and sparsely decorated. Roads are flattened earth, possibly with gravel.

Visitor Traffic: Groups. Visitors are a rarity, though a few might be around.

Size: Medium. Up to 60 standing structures.

Environment: River. The trading post is near a steadily flowing stream, or other watercourse.

Community

Resident Population: Congested. Movement is difficult. Homes and common buildings are often at capacity.

Demographics: Wide Distribution. 20% primary race. All others reasonably well represented.

Disposition: Neutral. Locals are standoffish, or perhaps hard on the outside, but can be friendly if you get to know them.

Law Enforcement: Sheriff. A single sheriff and a deputy keep things civil.

Leadership: Hereditary. A non-elected leader is in power, by virtue of their bloodline.

Population Wealth: Prosperous. Most of the population has enough to live a good life and, of them, a fair amount can even live comfortably.

Crime: Uncommon. Some in the trading post have run into a pickpocket or heard about a robbery but, when they do, it's a noteworthy occurrence.

- (+1 to **urban encounter** rolls)

Points of Interest

Number of Shop Locations: 10

Shops: Alchemist, Artist, Butcher, Carpenter, General Store, Herbalist, Magic Shop - Clothing, Rare Botanicals, Tailor, Wainwright

Number of Service Locations: 5

Services: Apothecary, Bathhouse, Hired Help - Brutes and Brawlers, Inn, Soothsayer

Extra Intrigue

Recent History: Popular Producer. The trading post was known for the production of a unique and/or popular item or service, which is now unavailable or no longer in demand.

Politics: Revolution. A nearby kingdom is in the throes of an uprising. Members of either side may be present in the trading post.

Events: Caught Red-Handed. A shop owner has caught a thief and is threatening them with a weapon in the street, as they beg for mercy.

Opportunities: Political Intrigue. A locally-known noble has gone missing recently. Perhaps they were traveling through and never made it to their destination? Perhaps no one even saw them leave at all...

Weather: Fair. A normal day for the season. Rain, snow or wind are average and manageable.

Danger Level: Common. Danger or hazards are commonplace. Preparation and caution are advised.

Danger Type: Suspicious Locals. Outsiders are often considered untrustworthy, and may be prime suspects in the event of crime.



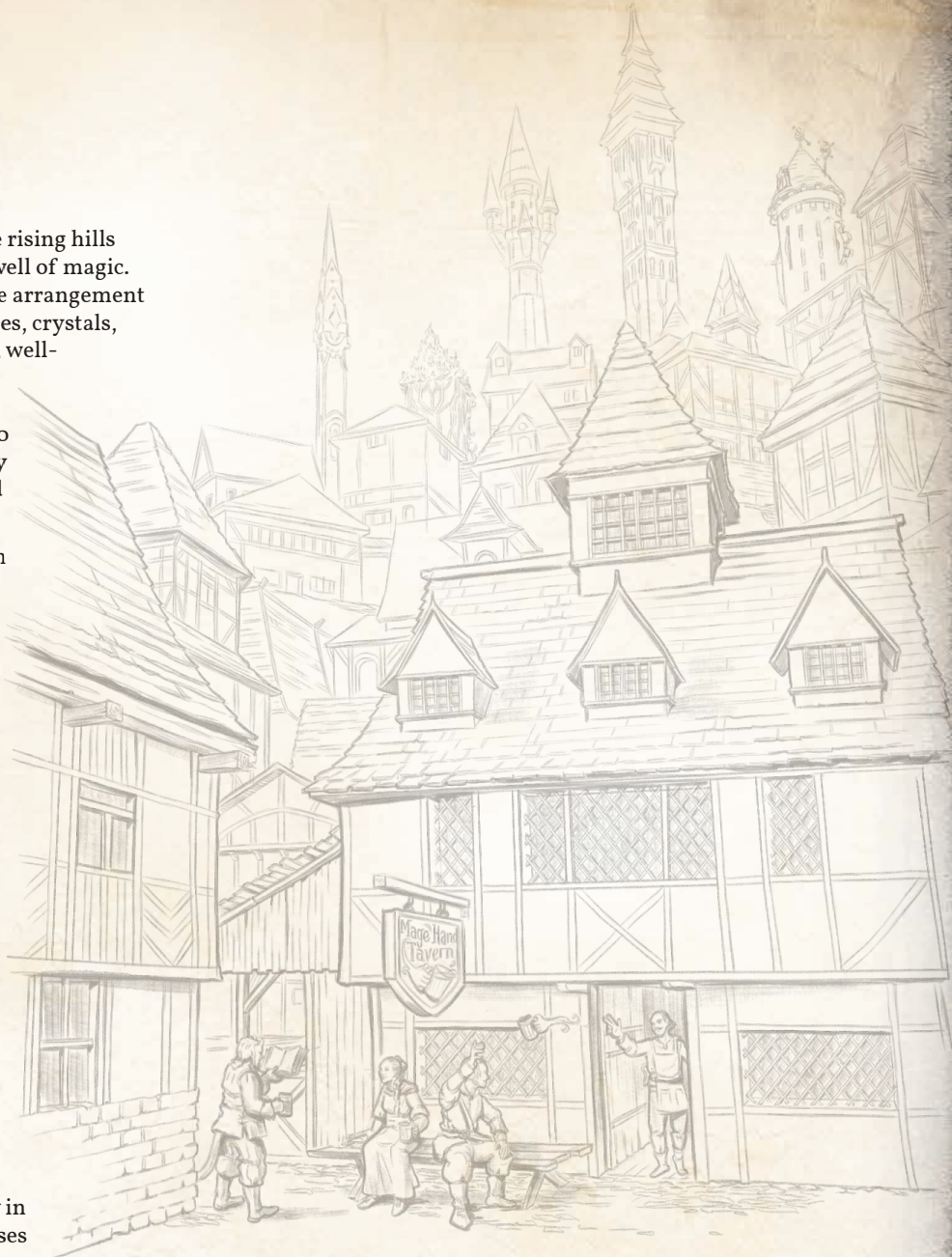
Duskmire

By Jennifer Roy & Megan Roy

Situated on the cusp of a verdant valley against the rising hills lies Duskmire, an ancient capital founded upon a well of magic. Its awe-inspiring skyline is peppered with a unique arrangement of towers and spires, built from all manner of stones, crystals, lumber, clockwork, and even vegetation. Towering, well-patrolled walls surround the magnificent city and elicit a defined sense of security for all inhabitants, temporary or permanent. However, no great concentration of creatures will ever be purely peaceable, and Duskmire's seedy underbelly, based out of the slums, is proof.

Renowned for its University of Magic and devotion to all facets of knowledge, Duskmire is host to a steady stream of travelers year-round, and home to all manner of races. Of particular celebrity are the gnomes, whose cleverness and ingenuity have birthed two of Duskmire's main attractions. At the heart of the capital's botanical district one can find the first: the Clockwork Gardens, a sanctuary where plants of metal and gears are perfectly syncopated to bloom with the sunrise and sleep with the sunset. As mesmerizing as the gardens are, it is the second attraction that more often inspires gossip and intrigue. This attraction is the club, Gnomish Nights. Admittance to the raucous night haunt is limited to shortfolk only, with fliers lining the bottom of every building and fence calling them to attend. Club proprietor and sorcerer extraordinaire, Xarzival, can often be found there of a night, delighting guests with his magic and his dancing automatons. Many suppose it is the rarest magic of all that allows Xarzival to maintain both this extravagant night-life and his position as the University's headmaster.

Duskmire prides itself on being a hub for diversity in populace, study, and thought. As such, it never ceases to amaze its denizens. In need of entertainment? Try an ale at the market district's Mage Hand Inn, where wait staff line the walls and provide all service with ethereal disembodied hands! While you're at it, pop into the Market Theatre next door to see what hot tickets are on sale for the night's performances. Hoping to strike a lucky bet, or release some pent up aggression? Vartak's Arena has you covered as a spectator or contender, and even has open positions for security detail (they promise it pays well). In need of an adventure? Rumor even has it that below the relative modernity of Duskmire lies an ancient web of caverns, though who can say if such whispers bear truth? There *have* been those strange occurrences... could the mages just be experimenting again?



Basic Information

Origin: Magical. The capital was founded around something related to magic (perhaps a theory, rumor, or massive spell event). The draw of the original idea proved to be very strong indeed.

Age: Ancient. The capital is older than living, and possibly even recorded, memory.

Size: Large. Structures in the capital are able to support around 100,000 people.

Environment: Valley. The capital is found within, or on the edge of, an area of recessed elevation in relation to the landscape around it.

Outside the Capital:

- **Resource Harvesting.** Depending on the landscape and available resources (trees, minerals, ore, stone, etc.), a logging camp, mine, or quarry, belonging to the capital, has been built nearby to harvest them, which it then uses or sells.
- **Exploration.** Explorers have been investigating something at this site a fair distance outside the capital. It has been abandoned/completed.

Stewardship: Managed. The city's fundamental elements are all accounted for and well attended to. Whoever is responsible is doing an admirable job.

General Condition: Impressive. The capital is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.

Fortification: Extremely Fortified. The capital is surrounded by an imposing wall of wood or stone, with many fully-staffed watchtowers at regular intervals along its length. The gate is double-thickness, reinforced with metal bands, augmented with a portcullis, and is always manned. A supplementary wall of wood or stone encompasses the surrounding countryside, with its own watchtowers. Nothing goes in or out without the watch's knowledge or permission.

Market Square: Ample. Room for a fair number of vendor stalls.

Vendor Stall Acquisition. Lease. Merchants pay in advance (sometimes *far* in advance) for the right to a space in the market square.

Merchant Overflow: Monitored. Excess vendors are allowed to set up stalls, and the city watch patrols through regularly, but the areas themselves are less-maintained and traffic is lighter.

Underground Passages: Natural Caves. Below the capital, natural cave systems can be found that may, or may not, have been discovered yet.

Government & High Society

Leadership: Elected Council. Prominent members of the community were chosen to lead the capital collectively.

Leadership Unity: Uneasy. Something feels off, but it may just be that someone is having a bad day.

Governing Priority: Enlightenment. The leadership prides itself on intelligence and wisdom, typically making choices that preserve culture and heritage or reinforce the community's access to knowledge and understanding.

Priority Approach: Peaceable (Moderate). An agreeable stance is taken unless heavily provoked, when an aggressive response is carefully deliberated. Deals and negotiations are preferred, but shows of force, or use of leverage, are not completely unheard of.

Priority Success: Mediocre. The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Leader 1

- **Name: Bobdon Hightide.** Head of the Arcane.
- **Lifestyle: Distinguished.** The leader aspires to quality and high-functionality, but without concern for needless luxury or vanity.
- **Residence: Large House.** The leader's residence is large enough to make an impression and, potentially, have some spare rooms.
- **Intent: Genuine.** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Leader 2

- **Name: Quintus Finewire.** Head of the Merchants.
- **Lifestyle: Ostentatious.** The leader revels in comfort and luxury, probably to excess, or endeavors to project such an image. They aim to inspire awe and jealousy in all who see them.
- **Residence: Large Mansion.** The leader's residence likely has many spare rooms, as well as plenty of space for recreational rooms.
- **Intent: Unknown Alternative.** The individual is living this lifestyle because they simply do not really know (or have forgotten) how to live any other way.

Leader 3:

- **Name: Vartak Grimwrath.** Head of the Arena.
- **Lifestyle: Respectable.** The leader's lifestyle is unassuming, but comfortable, appropriate to one in their position.
- **Residence: Modest House.** The leader's residence is just enough to accommodate their needs. This may garner positivity among the poor or frugal, but may also draw derision from the wealthy or extravagant.
- **Intent: Genuine.** The individual lives this lifestyle because they truly believe it is good/right/acceptable to live this way. This (whether positive or negative) might be based on influences from their life, such as how they were raised, or even a sense of entitlement.

Connections: 3

- **Connection 1: Ally - Trusted.** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.
- **Connection 2: Ally - Trusted.** The relationship is solid and unlikely to be shaken. Trust is likely founded on concrete elements, such as mutual admiration and/or shared interest.
- **Connection 3: Enemy - Hated.** The relationship is bitter and, barring an amazing turn of events, unsalvageable. This hatred could have stemmed from a perceived (or actual) insult, an attack, or opposing interests.

Spy Network Size: Ample. The capital has over a dozen spies working outside its borders.

Infiltration Depth: Deep.

- **Goals:** Gathering general intelligence involving identification of key places, figures, routines and infrastructure, ingratiating selves with individual targets, monitoring and noting relationships and actively guarded information.
- **Repercussions:** Individual - revelation of identity, imprisonment/ransom or attempts to turn operative
National - diplomatic tension, divulging information about discovered spy's efforts, difficult negotiations.

Counterintelligence: Adequate. The capital has up to a dozen operatives working within its borders.

Counterintelligence Watchfulness: Vigilant. Pursuit of threats is ongoing and thorough. Skilled efforts at secrecy are often caught and dealt with.

Priority Success: Mediocre. The leadership has made small steps in realizing its priority, achieving, perhaps, a single milestone.

Number of Notable Visitors: 1

Notable Visitor 1: Sentient Large Monster.

- **Reason for Visit: Lost.** They wound up here trying to find their way somewhere else.

Military Force: Yes (Standing). The capital's military is ever at the ready and active. Their training is ongoing, and they are kept well-supplied. They may double as a garrison for the capital or bolster city defenses.

Recruitment Type: Volunteer. Forces are made up of individuals who joined up willingly, and of their own volition.

Size of Force: Strong. The force's size is large, and likely solid enough to consider going into battle.

Specialization: Magical. A section of the military force is made up of magic-users, or arcane specialists are placed in every squad.

Military Facilities: Moderate Structures Inside the Capital. This encompasses well-equipped and outfitted barracks facilities, as well as quarters for officers. Training grounds are well-maintained, with separate, specialist facilities, all surrounded by moderate walls.

Type of Nobility: Egalitarian. The nobility is comprised of self-made people. Theoretically, anyone could attain this degree of notability, as there are few (if any) rules that would prevent social climbing. Typically, those in this group have some agreed-upon metric they use to judge suitability, such as a challenging, but achievable, goal.

Primary Nobles: 7

Relationship to Leadership: Tolerated. The nobility put up with the leadership, at least for the moment.

Relationship with the People: Good. Relations are generally friendly. When a noble and commoner pass in the street, a nod or tip of the hat is typical.

Root of Relationship with the People: Opinion of Leadership. When it comes to their opinion of the leadership, both sides...

- **Positive.** ...agree.

Community

Culture: Self-Improvement. Citizens believe life finds its meaning through the endless pursuit of bettering oneself, inside and out.

Pursuit of Culture: Obsession. Interest is pervasive, and talk of the culture seeps into regular conversation frequently. The pursuit of culture tends to dominate many aspects of daily life.

Population Density: Dense. There is a large amount of people living in the capital. There are few, if any, vacant buildings. In high traffic areas, one generally has elbow room, but not much more.

Demographics: Wide Distribution. 20% primary race. All others reasonably well represented.

Population Wealth: Average. Most of the capital's population have enough to live a modest life. Those without are a minority.

Visitor Traffic: Drovers. Large groups of people regularly frequent the capital. Congestion is significantly increased.

Disposition: Friendly. Locals are generally friendly, welcoming and slow to take offense.

Night Activity: Lively. There is little difference between day and night traffic. There are always people on the streets, and it may seem like no one ever sleeps. Most shops and services remain open constantly. If the capital has a gate, it remains open and is only closed under the most dire of circumstances.

Law Enforcement: Extensive City Watch. Run by a captain and several sergeants, all key points are thoroughly guarded. The city perimeter is patrolled constantly, and city patrols happen regularly.

General Crime: Uncommon. Theft or mild violence happens from time to time. Best to keep an eye out, just in case.

- (+2 to **urban encounter** rolls taking place within the capital, but outside a district)

Districts

Scholar District. This district has a focus on education and the pursuit of knowledge.

- **District Condition: Magnificent.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: Gated & Guarded with Toll.** The district entrance is barred by a guarded gate, and a fee is charged for entry or exit (or both), which may be based on personage, method of transport, or goods being transported.
- **District Crime: Frequent.** The streets are unsafe, and a purse in plain sight is almost sure to be stolen. Vandalism and muggings are fairly regular. It's dangerous to travel alone.
 - (+4 to **urban encounter** rolls taking place within this district)
- **District Housing: Limited.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: 1**

- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Academy/University, Archives/Library, Hired Help - Scholars and Clerics, Schoolhouse, Forum
- **District Additional Locations:** Rare Trade Goods, Alchemist, Schoolhouse
 - **Magic Shop - Books - Notable: *Local Loyalty*.** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Slums District: This district is an area where those with lesser means might live.

- **District Condition: *Decent*.** The district is passable. While not offensive to the senses of one that is well traveled, it could still be off-putting to those with lofty expectations. Structures may not be aesthetically pleasing, but are generally functional.
- **District Entry: *Gated & Guarded*.** The district entrance is barred by a gate with guards.
- **District Crime: *Infrequent*.** Most don't believe there is any crime, and certainly haven't experienced any.
 - (+1 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: *3***
- **District Notable Locations: *Three*.** Up to the *first 3* additional locations in the district are notable.
- **District Included Locations:** Butcher, House of Leisure, Inn, Tavern
- **District Additional Locations:** Club
 - **House of Leisure - Notable: *Important Person*.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
 - **Butcher - Notable: *Rumors*.** Something intriguing has been heard about this place that, for some reason, has piqued visitor's curiosity.
 - **Doctor/Apothecary - Notable: *Organization Affiliation*.** Association with certain people has generated traffic to this location.

Market District. This district has a focus on the sale of practical goods.

- **District Condition: *Impressive*.** The district is well taken care of, and cleanliness is clearly a priority. Structures are maintained, though signs of wear may still be apparent. It feels lived-in, but of a respectable quality in every regard.
- **District Entry: *Lightly Guarded*.** The district entrance has a token guard presence.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.

- (+2 to **urban encounter** rolls taking place within this district)

- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: *2***
- **District Notable Locations: *Two*.** Up to the *first 2* additional locations in the district are notable.
- **District Included Locations:** Baker, Butcher, General Store, Smithy, Tailor
- **District Additional Locations:** Rare Libations & Fare, Magic Shop - Clothing
 - **Inn - Notable: *Important Person*.** Someone directly involved with this location (owner, employee, etc) is a major figure in the community.
 - **Club - Notable: *Excellent Offerings*.** Whatever product or service the location offers, it's good enough to draw notice.

Botanical District. This district has a focus on nature.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Guarded*.** The district entrance has a strong guard presence.
- **District Crime: *Uncommon*.** Theft or mild violence happens from time to time. Best to keep an eye out, just in case.
 - (+2 to **urban encounter** rolls taking place within this district)
- **District Housing: *Limited*.** Only a few live here; the district may be predominantly a place of business or functionality, or perhaps people avoid living here for another, less innocent reason.
- **Noble Residents: *1***
- **District Notable Locations: *Two*.** Up to the *first 2* additional locations in the district are notable.
- **District Included Locations:** Outdoor Recreational Area, Inn, Stables
- **District Additional Locations:** Soothsayer, Cobbler
 - **Club - Notable: *Top-Notch Marketing*.** All around the capital you can see signage, or hear people mentioning, the location.
 - **Hired Help - Guides and Trackers - Notable: *Magic*.** Some form of magic plays a role in what is drawing people here. It could be on purpose or accidental, innocent or malicious.

Administration District. This district has a focus on government and civil matters.

- **District Condition: *Magnificent*.** The district is incredible. Cleanliness, maintenance and structural integrity are all of the highest standard. Loving attention seems to have been lavished on as many aspects as is possible.
- **District Entry: *Open*.** Entrance to the district is unrestricted.
- **District Crime: *Common*.** Most are used to hearing about some sort of trouble every day or two. Everyone knows someone who's been a victim of crime, either a theft or, sometimes, even a mugging, or worse.
 - (+3 to **urban encounter** rolls taking place within this district)
- **District Housing: *Extensive*.** A significant amount of the district's buildings are housing for residents.
- **Noble Residents: *None***
- **District Notable Locations: *One*.** The *first* additional location in the district is notable.
- **District Included Locations:** Courthouse, Chancery, Town Hall, Treasury, Hired Help - Scribes and Clerks

- **District Additional Locations:** Hired Help - Priestly Guidance, (2) Doctor/Apothecary

- **Club - Notable: *Local Loyalty*.** People who live nearby know this place and stick to it out of a deep-seated loyalty, even if there would seem to be better alternatives.

Extra Intrigue

Recent History. Someone within the city has been breeding chickens, and numbers are getting out of control. The streets are filled with poultry, and no one knows where they're coming from, or who started breeding them.

Noteworthy Official: *Master of Trade*. Responsible for the management of imports and exports.

- **Official's Competence: *Incompetent*.** Doesn't truly understand how to execute the position.

Beneath the Surface: *Unsafe*. There is a structural problem with a location within the capital (or, possibly, the land, or environment, it is built on). The longer it goes unnoticed, the more damaging it could be.

- **Beneath the Surface - Awareness: *Single, Direct Occurrence*.** Someone has had a direct, first-hand experience involving the issue, and is trying to deal with it somehow.



Tu Vong Castle

By Lou Fryer

Anyone who's anyone owns a castle.

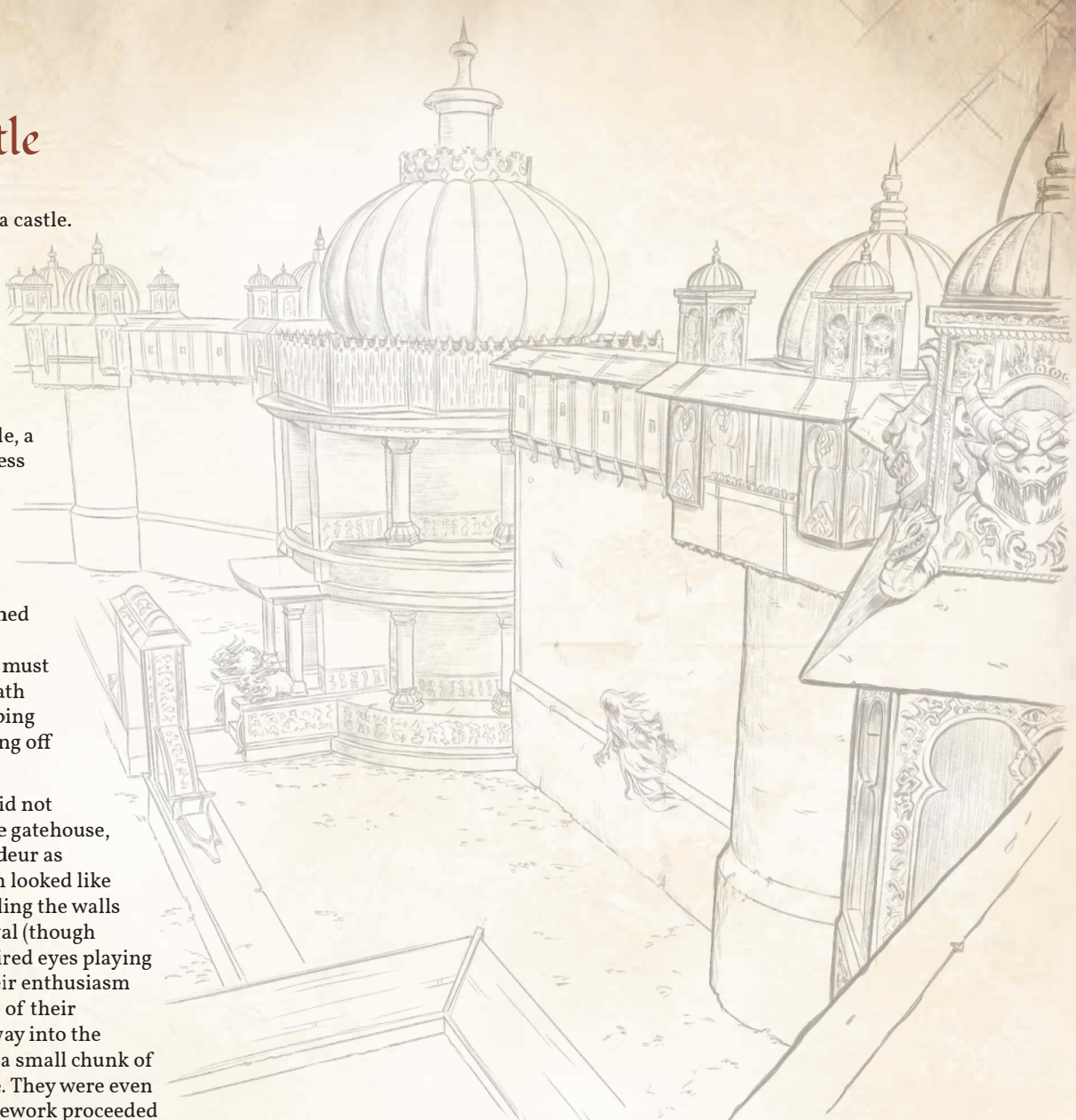
The Proctor Family were, therefore, utterly thrilled to find out they were 'anyone'. Only recently ennobled, they could never in their wildest dreams have hoped to be granted such a jewel as Tu Vong Castle, a sprawling and opulent fortress in a secluded forest grove. They were even granted a contingent of soldiers as their new garrison and given help in moving expeditiously. The family feigned teary goodbyes to their old neighbours (after all, nobles must be benevolent to those beneath them) before practically leaping aboard the wagons and setting off without looking back.

Their sense of joy and awe did not wane as they approached the gatehouse, drooling at its size and grandeur as they passed through - it even looked like someone was already patrolling the walls in anticipation of their arrival (though that might have been their tired eyes playing tricks in the moonlight). Their enthusiasm remained high when the top of their wagon, too tall for the archway into the ornamental courtyard, took a small chunk of stonework off the underside. They were even unperturbed when said stonework proceeded to spring back and reattach itself in a shower of sparks. A castle was bound to have eccentricities. One must expect these things. It would make for small talk at parties.

The unopenable door into the basement level was an oddity, certainly, a mystery to ponder idly over a glass of spiced wine. Until, all of a sudden, it wasn't. One perfunctory tug on a non-descript day was all it took to reveal the secret library and underground sanctum; almost as if the castle wanted it to be found.

You see, the castle's former occupants (and, in fact, originators) had been of quite different stock to the Proctor family. Centuries ago, an order of evil monks, driven out of their lands and into the sanctuary of the forest, set about constructing a castle fortified against all the world in order to practice their dark magics in peace. Into it, they poured all their malice and power; even the stones were magically bound. Necromantic rituals shackled the spirits of those unfortunate enough to wander too close, dooming them to forever protect the grounds they saw as defiled...

This little revelation has caused something of a tiff amongst the Proctors. While most agree that perhaps Tu Vong is not quite the prize they had initially imagined, several prominent voices decry ideas of hiring exorcists or, worse, *leaving*, as nonsense spouted



by the 'less brave and noble' family members. Some 'stout-hearted' relations are rather determinedly ignoring the whole affair, directing musicians to play louder when the wailing in the basement reaches a crescendo, and citing a "lively party" as explanation for the vibrating walls. What other option is there? Return to their simple, *peasant* life?! A deeply haunted, evil castle is better than no castle at all.

After all, anyone who's anyone owns a castle.

General

Location in Relation to Settlement: Remote. The fortress is located a significant distance away from the nearest settlement.

Age: Ancient. The fortress was completed more than 500 years ago.

Condition: Average. The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.

Environment: Forest. The fortress is nestled among the trees.

Expense: Significant. The fortress was built with a large budget, allowing for high-quality materials and some luxury elements.

Primary Building Materials: Stone. Rough-cut or smoothed and shaped, typically built on and around a timber frame and mortared together.

Resource Origin: Locally Made/Harvested [Preserved Surroundings]. Building materials were sourced from the site of the structure itself, and from nearby areas, but sustainably, without depleting any harvesting locations.

Reason for Construction: Panic. The construction was motivated by fear of what would happen if they didn't.

Design Theme: Piety. Righteousness and ascendance.

Alternate Entries: Back Door, Hidden. A small, rear-access door was built into the exterior wall. The door may be used infrequently, and has been intentionally obscured or covered. It may also be guarded.

Local Impact: Hostile. The fortress was constructed in direct opposition to the wishes of those in the area, and relations immediately turned sour.

- **Local Impact Change: Positive.** Things have gotten better.

Residents: New (Peaceful). Non-original residents reside in the fortress, after obtaining it peacefully. Perhaps the fortress was purchased, inherited, or was a gift. These new residents could also be allies of the original residents, acting as stewards. The fortress could even have been found abandoned, so the new residents moved in.

Resident Relations: Family Squabbling. There has been arguing among the resident family of late, regarding a recurring issue. If the primary, or ranking, resident is not there with family, their arguments have been with family, or close relations, outside the fortress, either via correspondence or during a recent visit.

Resident Hobbies: Carving

Resident Attitude: Happy. The residents like the fortress, or are pleased with their situation (or both). Things are good and spirits are up.

Garrison Size: Large. The garrison's size is substantial, and is more than enough to keep the fortress well-defended at all times. Guards are able to stay well-rested.

Garrison Equipment: Poor. Guards are equipped with substandard kit and lack a dedicated training area.

Current Issue: Infestation. Pests have encroached on the fortress and become a nuisance.

- **Issue Severity: Serious.** The issue is a cause of real concern and requires attention soon, lest it worsen.

History: Convergence. A pivotal meeting happened here.

Secrets: Back Door. Someone has been sneaking out of the fortress in a way that would not be approved of.

Oddities: Rumbles. On rare occasions, soft reverberations can be felt from deep underground beneath the fortress.

Special Feature: Magical Properties. The structure and/or its surroundings have magical properties.

- **Magical Properties: Spells of Binding.** Magic augmented the building process to more-thoroughly bind the materials together, strengthening the overall structure exponentially.

Keep

Shape: Round. A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Size:

- **Base Size:** Very Large
- **BSM:** 4
- **Floor Space:** 13-square diameter

Exterior Wall Thickness: 2.5 ft. (Half a square)

Number of Floors: Three. Two above ground and a cellar.

Raised Entrance: Entrance is on ground level.

Entry Defenses: Reinforced heavy door.

Inside the Keep (Starting rooms: 1 Bedroom, 1 Kitchen, 1 Dining and Receiving, 1 Guard Bunks).

Number of Rooms (BSM x Number of Floors): 12

Rooms: Guard Bunks, (4) Bedroom, Kitchen, Dining and Receiving, Library, General Storage, Stables, Solar

- **Library:** In addition to the more traditional collection of reference books, literature and maps on the second floor, Tu Vong's basement contains a sprawling, labyrinthine library dedicated to necromancy and the black arts. Not only books and scrolls, but grotesque artefacts, ritual objects and unholy effigies fill the shelves, and large, dark stains coat the floors and tabletops.

Furnishings: Decent. The contents of the keep are of serviceable quality, or in good condition.

Castle

Geographic Advantages: Forest. None

Style: Fortified Keep. The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.

Size:

- **Base Size:** Very Large
- **BSM:** 4

Curtain Walls:

- **Thickness:** 15 ft.
- **Height:** 10 ft.
- **Number of Curtain Wall Towers (BSM + 1d4):** 8
- **Tower Shape:** Round
- **Tower Size / Height:** Medium [20 ft.]
- **Tower Floor Area:** 7-square diameter
- **Tower Roofs:** Shallow Slope Roof

Curtain Wall Defenses:

- **Hoardings.** Temporary, wooden shelters are constructed, protruding out on top of the walls, allowing defenders to fire directly down on attackers. These would require fireproofing (such as a covering of soaked animal skins), but can be deconstructed and stored in peacetime.
- **Machicolations.** Similar to hoardings, but built as a permanent part of the structure, allowing defenders to fire directly down on attackers. If you already have hoardings, treat them as providing overhead cover.
- **Magical Defenses.** The castle is protected by something magical.
 - **Unliving Sentinels.** The castle is guarded by spirits, shades, wraiths, or some other form of undead.

Barbican: **None.**

Gatehouses:

- **Gatehouse: Standard Gatehouse.** The same height as the wall and slightly thicker. Entry is covered by heavy doors.

Moat: **None.**

Barracks Location: Built-On [Keep]. The barracks are attached to the fortress' keep, and house the garrison. Within, there could be separate quarters (for officers, training, etc.), or there could simply be common areas used as needed.

Bailey Outbuildings (BSM + 1 = Number of Bailey Outbuildings): 5

- **Guard Barracks**
 - **Medium, 8x8, 64 squares, 2 floors**
- **Stables**
 - **Large, 10x10, 100 squares, 1 floor**
- **Servants Quarters**
 - **Large, 10x10, 100 squares, 1 floor**
- **Storage**
 - **Large, 10x10, 100 squares, 2 floors**



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Spectacular Settlements is far more than just some (64!) pre-generated settlements. All three settlements you see here were created with random rolls on the settlement tables included in this book, which could also be yours!

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