

## RANDOM CASTLES: TO THE KEEP!...

### d10 The castle sits...

1. Atop a mountain.
2. On a hill overlooking a wide plain.
3. At the fork of a river.
4. On a narrow, rocky peninsula.
5. Above a seaside cliff.
6. On a hill overlooking a river valley.
7. On a hill rising out of a swamp.
8. On a hill overlooking a forest.
9. Astride a desert oasis or natural spring.
10. On a ridge overlooking a frozen plain.

### d12 The castle was built by...

1. A wise king or queen.
2. An ambitious lord or lady.
3. An evil tyrant.
4. A mighty warrior or warlord.
5. A retired adventurer.
6. A celebrated war hero.
7. An unscrupulous king or queen.
8. A vain lord or lady.
9. A powerful witch or wizard.
10. A beloved sovereign.
11. A prosperous merchant.
12. A member of an ancient noble house.

### d4 The castle was built...

1. In a past age.
2. Hundreds of years ago.
3. A few decades ago.
4. Within the past decade.

### d6 Currently, the castle's condition is...

1. Perfect; upkeep has been fastidious.
2. Good; it been well-maintained.
3. Decent; there are only a few cracks in the walls, but the place can withstand a siege.
4. Fair; the castle has seen better days.
5. Poor; the walls and towers are in dire need of repairs.
6. Decrepit; the place is practically a ruin.

### d12 Presently, the castle is occupied by...

1. A member of the royal family.
2. An ambitious lord or lady.
3. An evil tyrant.
4. An elderly lord or lady.
5. A brash, young lord or lady.
6. A mercenary company.
7. A fearsome warlord or retired sellsword.
8. A wealthy merchant.
9. A retired pirate or thief.
10. A former adventurer.
11. An absentee noble lord.
12. The crown, but the king or queen rarely stays here.

### d12 The position or territory is worth defending because...

1. The surrounding land is excellent for growing crops.
2. The nearby mines are rich in ores or gems.
3. The surrounding land is excellent for grazing livestock.
5. The nearby pass is the easiest way to cross the mountains.
6. The nearby harbor is important for trade.
7. The nearby river is important for trade.
8. The nearby source of freshwater is precious in this region.
9. The wild lands beyond are full of threats.
10. The surrounding lands are part of a long-standing territorial dispute.
11. The surrounding land is held sacred.
12. The nearby lands are home to a rare herb, tree, or creature that has magical uses.

### d10 The castle's outer defenses include...

1. Very high stone walls.
2. Incredibly thick stone walls.
3. A series of curtain walls and gatehouses.
4. A treacherous climb to reach the castle walls.
5. A moat filled with putrescent water.
6. A moat filled with thick, boot-sucking mud.
7. A moat filled with sharp spikes.
8. A moat that is home to one or more dangerous aquatic beasts.
9. An immense barbican.
10. A narrow footbridge to reach the postern.

### d6 The inner keep's defenses include...

1. Hundreds of arrow slits.
2. One of the world's largest dual-portcullis gates.
3. A winding climb to reach the entrance.
4. Several covered parapets with murder holes under which intruders must pass.
5. A wide courtyard surrounded by flanking towers in the curtain wall.
6. An unusual or hidden means of entry.

### d8 The castle can be held effectively by as few as...

1. 5 soldiers and 20 archers.
2. 20 soldiers, 5 knights, and 20 archers.
3. 50 soldiers, 10 knights, and 40 archers.
4. 20 knights, 20 archers, and 5 warmages.
5. 100 soldiers, 50 archers, and 5 warmages.
6. 100 soldiers, 20 knights, and 50 archers.
7. 200 soldiers, 50 knights, and 100 archers.
8. 200 soldiers, 100 knights, and 200 archers.

### d6 In addition to its garrison, the castle can hold foodstores to withstand a three-month siege for up to...

1. 50 people.
2. 100 people.
3. 200 people.
4. 500 people.
5. 1,000 people.
6. 2,000 people.

### d12 The castle is known for...

1. Withstanding a grueling, lengthy siege.
2. Suffering an immense conflagration.
3. Changing hands several times over the course of the same war.
4. Bringing ill-fortune to those who hold it.
5. Being haunted by a former occupant.
6. Never falling in a siege.
7. Welcoming travelers seeking refuge.
8. Turning away travelers seeking refuge.
9. Its unusual architectural style.
10. Its beautiful, historic tapestries.
11. Its breathtakingly beautiful chapel.
12. The quality of its meals.

### d12 What is rumored to be hidden in the castle?

1. An underground tunnel that can serve as a last-gasp escape route.
2. The weapon of a long-dead hero.
3. The preserved head of an ancient villain.
4. A long-lost religious artifact.
5. A missing lord or lady.
6. A book of vile curses.
7. A book of dark and ancient secrets.
8. A cursed treasure hoard.
9. The last bottle of famous vintage of wine.
10. A lost work of a celebrated artist.
11. The crypt of an ancient sovereign.
12. An unhatched dragon egg.

### d20 Rooms: This chamber is...?

1. An antechamber or waiting room.
2. An armory.
3. An aviary, dovecote, owlery, or rookery.
4. A banquet hall.
5. The barracks.
6. A bath or privy.
7. A bedroom (d3): 1. simple; 2. comfortable; 3. luxurious.
8. A chapel or shrine.
9. A crypt.
10. An intimate or informal dining room.
11. A dressing room.
12. A gallery (d6): 1. armor and weaponry; 2. paintings; 3. sculptures; 4. tapestries; 5. hunting trophies; 6. trophies of war.
13. A guardroom.
14. A kennel, menagerie, or stable.
15. The kitchen.
16. A library or study.
17. A pantry.
18. Store room for mundane supplies or a cistern for drinking water.
19. The throne room.
20. A treasure vault (likely hidden and/or protected by traps).

### d20 Features: You notice...?

1. An armchair flanked by two sconces.
2. A large armoire or buffet cabinet.
3. A bench with a cushion.
4. A brazier.
5. A candelabrum on a large table.
6. A plain chair beside a window.
7. A heavy wooden chest.
8. A chest of drawers with a blanket on top.
9. A desk with some quills and parchment.
10. A fireplace with a mantle.
11. A fireplace with a small pile of wood.
12. A fresco with a padded chair beneath it.
13. Portrait of a noble.
14. A painting of a landscape or seascape.
15. A bust on a pedestal.
16. A shelf containing books or knick knacks.
17. A low table in front of a small sofa.
18. A large table beneath a chandelier.
19. An ornate tapestry.
20. A small wall basin and font.

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## ENCOUNTERS

### d10 Under siege: You come upon...?

1. A squad of archers hustling up a stair.
2. A patrol of guards brandishing weapons.
3. A guard shouting instructions.
4. A knight hurrying to the stables.
5. A servant cowering in a hiding place.
6. A curious child peaking out a window.
7. A servant kneeling in prayer.
8. A noble hastily penning a letter.
9. A squire aiding a knight with his armor.
10. A healer checking over his potions.

### d10 In peace: You come upon...?

1. The huntsman cleaning a recent kill.
2. The kennelmaster leading a leashed dog.
3. The horsemaster instructing a young rider.
4. The armorer scolding an apprentice.
5. A maid fussing over her lady's dress.
6. The tutor or sage lost in a book.
7. The chaplain whispering with a maid.
8. A maid polishing an ornamental shield.
9. A servant carrying a tray of food.
10. Several archers practicing in the yard.

## CASTLE INHABITANTS, PAGE ONE

### NOBLEMAN

#### d6 The lord is...

1. A patient old man.
2. A wide-eyed young man.
3. A hot-tempered tyrant.
4. A patient and benevolent ruler.
5. A guest, a member of a powerful house.
6. A guest, a member of a lesser house.

#### d6 The lord seeks someone to...

1. Dispose of an enemy.
2. Negotiate a trade contract.
3. Prepare the castle's defenders for war.
4. Sabotage a rival.
5. Arrange a beneficial marriage.
6. Have a good time with.

#### d6 The lord carries...

1. Several deeds and titles.
2. A family heirloom.
3. Several inventories and invoices.
4. An extremely valuable sword.
5. A compromising love letter.
6. A letter from a powerful lord or lady.

### NOBLEWOMAN

#### d6 The lady is...

1. A wise old woman.
2. A passionate young woman.
3. A homely young lady.
4. An acerbic wit.
5. A guest, a member of a powerful house.
6. A guest, a member of a lesser house.

#### d6 The lady seeks someone to...

1. Help gain revenge against a bitter rival.
2. Bring to light a scandal involving an enemy.
3. Secure a beneficial marriage.
4. Talk some sense into her husband or father.
5. Deliver a secret message.
6. Share some wine and gossip.

#### d4 The lady carries...

1. A family heirloom.
2. Some very valuable jewels.
3. A compromising love letter.
4. A letter from a powerful lord or lady.

### GUARD

#### d6 The guard serves his liege for...

1. The steady pay.
2. The chance to bully others.
3. Love of his liege's family.
4. God and country.
5. The chance to demonstrate his valor.
6. The possibility of being raised to a knight.

#### d6 On the guard's face is...

1. An unsightly scar.
2. A haughty sneer.
3. A look of sadness.
4. An eager grin.
5. A blank stare.
6. A bushy mustache.

#### d4 The guard carries...

1. A highly polished blade.
2. A letter from a fallen comrade.
3. A trophy from a fallen enemy.
4. A ribbon from a sweet maiden.

### KNIGHT

#### d6 The knight is...

1. A beautiful youth.
2. A brutish thug.
3. A celebrated war hero.
4. A popular tavern patron.
5. A favorite among the ladies.
6. Ruggedly handsome.

#### d6 The knight has sworn to...

1. Protect his liege from harm.
2. Defend his liege's lands.
3. Avenge his liege's personal grievances.
4. Protect his liege's loved ones.
5. Advance his liege's ideals or faith.
6. Ride to war in his liege's name.

#### d6 The knight carries...

1. A finely crafted longsword.
2. A huge greatsword.
3. A well-used battleaxe.
4. A heavy warhammer.
5. A letter from his liege.
6. A favor from a faraway maiden.

### SQUIRE / VALET

#### d6 The retainer is...

1. A squire from a lesser noble house.
2. A frightened link boy.
3. A long-time valet or squire.
4. A reformed criminal-turned valet.
5. A prisoner of war.
6. A mysterious foreigner.

#### d4 The retainer has...

1. A black eye.
2. Wild, shaggy hair.
3. A terrible stutter.
4. A lot of self-confidence.

#### d6 The retainer wants to...

1. Earn a little silver.
2. Train with weapons to become a hero.
3. Earn the affection of his master.
4. Bring honor to his family name.
5. Avoid entangling himself in a scandal.
6. Have a drink and a rest.

### ARCHER

#### d6 The archer is...

1. An eager young marksman.
2. An trigger-happy hotshot.
3. A braggart and a fool.
4. A skilled hunter.
5. An wily, old veteran.
6. A local archery champion.

#### d4 The archer is looking to...

1. Help his allies slaughter the enemy.
2. Keep safe someone special in the castle.
3. Hear word of any percolating wars.
4. Eat, drink, and be merry.

#### d4 The archer carries...

1. A longbow with a fraying string.
2. A longbow crafted of superior wood.
3. Arrows fletched with the feathers of a wild bird (d8): 1. eagle; 2. hawk; 3. owl; 4. pheasant; 5. raven; 6. swan.
4. A flask containing a strong drink.

### ARMORER / SMITH

#### d4 The smith is...

1. A meticulous armorsmith.
2. A blacksmith who makes decent swords.
3. A farrier who can mend swords.
4. A highly-skilled weaponsmith.

#### d4 The smith is looking for...

1. Someone who can shoe horses.
2. Steel of the highest quality.
3. Dull blades to sharpen.
4. A mug of strong ale.

#### d4 The smith carries...

1. A hammer.
2. A good luck charm.
3. A filthy rag.
4. Little more than a few coins.

### STEWARD

#### d4 The steward is...

1. A lesser member of the liege's house.
2. A lesser member of a powerful house.
3. A member of a lesser house.
4. A commoner by birth.

#### d4 The steward seeks someone to...

1. Obtain hard-to-get provisions.
2. Deliver some letters.
3. Help win over a sweetheart.
4. Share a drink and a laugh.

#### d4 The steward is concerned about...

1. The gold and silver in the treasury.
2. The stores of cured meat and hard cheese.
3. Grains and ale.
4. The stores of ale and wine.

### CHAPLAIN

#### d4 The chaplain is...

1. A devoted acolyte.
2. An adept healer.
3. A wise source of counsel.
4. A drunken hypocrite.

#### d4 The chaplain is looking for...

1. News from the surrounding lands.
2. Sinners and heretics.
3. The answer to an ancient mystery.
4. The bottom of a goblet.

#### d4 The chaplain carries...

1. A ceremonial cudgel or staff.
2. A prominently displayed holy symbol.
3. A pocketbook of sacred texts.
4. A wineskin.

### COOK

#### d4 The cook greets you with...

1. A goblet of warm wine.
2. A chunk of bread and a piece of cheese.
3. A cup of onion soup.
4. A tankard of mead.

#### d4 The cook is looking for...

1. Someone to chop onions.
2. Some better cabbage.
3. A good joke or story.
4. The bottom of a bottle.

## CASTLE INHABITANTS, PAGE TWO

### FOOL / JESTER

#### d6 The fool is...

1. A dwarf.
2. Morbidly obese.
3. Wearing a mask.
4. Dressed in motley.
5. Dressed as a faux knight.
6. Dressed as a faux wizard.

#### d8 The fool gets the most laughs from...

1. Falling stunts.
2. Gorging himself with food or drink.
3. Singing silly songs.
4. Being hit over the head.
5. Lewd gestures.
6. Juggling sharp objects.
7. Swallowing flames.
8. Witty jokes and observations.

#### d6 The fool wants nothing more than to...

1. Bring smiles to others' faces.
2. Get as far from this castle as he can.
3. Exact vengeance against a cruel noble.
4. Kiss a pretty maiden.
5. Have a drink and be merry.
6. Get drunk and feel numb.

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### TUTOR / SAGE

#### d6 The tutor is...

1. A scholar trained at a university.
2. A wizard trained at an academy.
3. A wizard who had apprenticed to another.
4. A self-taught scholar of noble birth.
5. A monk of an order famed for wisdom.
6. A priest dedicated to spreading knowledge.

#### d4 The tutor's charges view him/her as...

1. A trusted friend.
2. A second father/mother.
3. A weakling to be antagonized and bullied.
4. A tyrant to be feared.

#### d12 The tutor is particularly well-versed in...

- |                       |                        |
|-----------------------|------------------------|
| 1. Alchemy.           | 7. Military history.   |
| 2. Ancient mysteries. | 8. Music.              |
| 3. Astronomy.         | 9. Poetry and songs.   |
| 4. Herb lore.         | 10. Political history. |
| 5. Mathematics.       | 11. Theater and dance. |
| 6. Mineralogy.        | 12. Theology.          |

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### MAIDSERVANT

#### d4 The servant is...

1. Her ladyship's/her lordship's favorite.
2. A long-time servant of the household.
3. New to the household and always in trouble.
4. New to the household and eager to please.

#### d4 The servant has...

1. A pretty smile, but crooked teeth.
2. Beautiful but sad eyes.
3. A wide frame.
4. A bony figure.

#### d4 The servant wants to...

1. Avoid being alone with a particular noble.
2. Discipline one of the children in the castle.
3. Earn the affection of her mistress.
4. Bend your ear for an old folk tale.

### GUARD CAPTAIN

#### d6 The captain is...

1. A lesser member of a noble house.
2. A brutish thug.
3. A dashing swashbuckler.
4. A celebrated war hero.
5. An anointed knight.
6. A career soldier.

#### d4 The captain is concerned about...

1. The resolve of the new recruits.
2. The castle's food stores.
3. Sheltering too many commonfolk in a siege.
4. Running out of ale during a siege.

#### d4 The captain is looking for...

1. Information regarding enemy movements.
2. Reinforcements or new recruits.
3. News of his or his wife's hometown.
4. Drinking companions and storytellers.

#### d6 The captain carries...

1. A superbly crafted sword.
2. A trusted blade and a map.
3. A lucky charm (rabbit's foot, old coin).
4. The token of a faraway love.
5. A pipe and pouch of tobacco.
6. A little jar of mustache wax.

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### HORSEMASTER

#### d4 The horsemaster is...

1. A knight lamed in combat years ago.
2. The son of a servant to the liege's family.
3. A genius for breeding horses.
4. A foreigner who grew up in the saddle.

#### d4 The horsemaster has...

1. A sackful of oats strapped to his belt.
2. A calm demeanor.
3. A soft-spoken manner.
4. A pointed beard.

#### d4 The horsemaster wants to...

1. Have the fastest horses ready to carry his liege's messages.
2. Tell a tale of a grueling ride.
3. Bring honor to his family name.
4. Boast about a prized young mare.

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### STABLE HAND

#### d4 The stable hand is...

1. A shady-looking character.
2. The son of another servant in the castle.
3. A prisoner-of-war turned servant.
4. A simple-minded stable boy.

#### d4 The stable hand has...

1. An awkward gait.
2. Incredibly large hands.
3. Quite an odor.
4. A patchy beard.

#### d4 The stable hand wants to...

1. Earn a little silver.
2. Avoid being kicked by a horse.
3. Rise to the position of horsemaster.
4. Pet the pretty horses.

### HUNTSMAN

#### d6 The huntsman is...

1. A member of the liege's family.
2. A bastard son of a noble house.
3. A gifted tracker.
4. A former poacher.
5. A sadistic killer.
6. A kindly sportsman.

#### d4 The huntsman is concerned about...

1. Reports of strange creatures in the nearby lands.
2. The reckless behavior of a fellow hunter.
3. How best to protect commonfolk's livestock.
4. Bringing enough wine on the next hunt.

#### d4 The huntsman is looking to...

1. Track an unusual beast.
2. Find the lair of a rare beast.
3. Find a place where game is plentiful.
4. Swap tales and rumors.

#### d4 The huntsman carries...

1. A sturdy hatchet.
2. A large knife and a hunting trap.
3. A finely made longbow.
4. A trophy or piece of a wild beast.

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### KENNELMASTER

#### d4 The kennelmaster is...

1. An eccentric dog-trainer.
2. A skilled hunter.
3. A short-tempered, portly fellow.
4. A tall, gregarious fellow.

#### d4 The kennelmaster is looking to...

1. Encourage a hunting expedition.
2. Improve the breeding stock of the hounds.
3. Show off a clever hound.
4. Avoid questions regarding the hounds' obedience.

#### d4 The kennelmaster carries...

1. A dog whistle.
2. A rope of some kind of jerky.
3. A stick or club.
4. A rope leash.

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### BOWYER / FLETCHER

#### d4 The bowyer is...

1. A patient craftsman.
2. An old archer, blind in one eye.
3. A foreigner who puts unusual touches on the bows and feathers he makes.
4. Skilled at mending bows and arrows, but not so good at making them from raw materials.

#### d4 The bowyer is looking for...

1. Someone who can fletch arrows.
2. Stray arrowheads.
3. Intact arrow shafts.
4. A mug of strong ale.

#### d4 The bowyer carries...

1. A whittling knife.
2. A quiver of arrows to be mended.
3. A quiver of newly made arrows.
4. A bundle of fresh wood cuttings.