# Clan Settlements

You can use this system to build settlements. You can choose options to build Stonach clan strongholds, using what is on these tables. Or, you can randomize everything and use your creativity to make sense and story out of the results.

**As a default, each clan has 1d10 settlements.**

**Name Generator**

If you roll once on each column, you will have 4 words to tinker with to end up with a good name. There are many online name generators, and your own creativity will also serve.

| Region | Type | Proper | Geography |
|---|---|---|---|
| 1. Bokrhys | 1. Hold | 1. Meddria | 1. Falls |
| 2. Valvursive | 2. Redoubt | 2. Ariatchul | 2. Mountain |
| 3. Kathrohd | 3. Forge | 3. Hemeni | 3. Lake |
| 4. Denvesta | 4. City | 4. Elachun | 4. Peak |
| 5. Slakeria | 5. Thanedom | 5. Troxel | 5. Caverns |

So, if you rolled 4 results of 1, you might have Bokrhys Falls, or Bokrhys Hold, or Meddria Hold, or any combination that seems good to you.

**Spaces in the Settlement**

- **There are 5 kinds of spaces in the settlement. The settlement has 1d5 of each.**
  - o Roll 1d5 or 1d10 on the sub-chart for each space to see what is in it.
  - o Roll 1d10 for a Space Feature for each space.
  - o If a clan has "Magnificent Home" add 6 chosen spaces after randomizing the rest.
  - o Add or subtract a number of spaces equal to your settlement rating.
    - ▪ If this reduces the number of settlement spaces to 0, the poor clan is homeless.

**These spaces represent areas controlled by the clan.** The clan may be newly establishing itself, living in unfinished quarters. Or, they may be driven back to living in a corner of a formerly great city. In any case, there should be room to expand or contract with the fortunes of the clan. Scale the sizes of the spaces to reflect the "Size" result.

| Size (Roll 1d5 once) | Access (Roll 1d5 once) |
|---|---|
| 1. **Outpost.** Population is [spaces x 10]. | 1. Outsiders are forbidden, and harshly punished. |
| 2. **Village.** Population is [spaces x 50]. | 2. There is a public trading area. |
| 3. **Town.** Population is [spaces x 100]. | 3. Access is allowed, but restricted. |
| 4. **City.** Population is [spaces x 500]. | 4. Mingled population, with off-limits areas. |
| 5. **Metropolis.** Population is [spaces x 1,000]. | 5. Integrated community. |

*If "Access" result is 4 or 5, add 1d5 other populations.* If this seems to contradict traditional foes or allies, or you roll duplicate groups, that is fine. Make them factions, and in the history, note how context can make strange bedfellows.

Roll 1d10 to see what the other populations are.

These populations can be concentrated in appropriate spaces, or broadly integrated through the whole settlement.

1. Another Stonach clan.
2. Humans.
3. Elves.
4. Goblins.
5. Kiskov.
6. Web Walkers.
7. Skokoro.
8. A religious organization.
9. Wizard school.
10. Shamen.

| Crafting 1d5 spaces, 1d5 for each | Defense 1d5 spaces, 1d5 for each | Food 1d5 spaces, 1d5 for each |
|---|---|---|
| 1. Armory | 1. Outpost fort | 1. Mushroom garden |
| 2. Mechanical Workshop | 2. Gate fort | 2. Beetle farm |
| 3. Jewelry / Gemcutting | 3. Key defense | 3. Fishery |
| 4. Textiles (fabric) | 4. Training barracks | 4. Brewery |
| 5. Mine | 5. Citadel | 5. Algae farm |

| Public Spaces 1d5 spaces, 1d5 for each | Residential 1d5 spaces, 1d5 for each |
|---|---|
| 1. Great Hall | 1. Stack housing |
| 2. Reflection Hall (genealogy) | 2. Garden housing |
| 3. Market | 3. Mansions |
| 4. Nexus Plaza | 4. Guest housing |
| 5. Arts Plaza | 5. Barracks |

As a default, each space has a special feature. You may choose to put fewer special features in.

**Special Features**
1. Running water.
2. Still water.
3. Cyclical glowing from lichen or runes. (Day and night.)
4. Ornamentation and carved decoration (usually themed on the Founder.)
5. Access to open sky.
6. Incomplete construction.
7. Extra fortifications.
8. Traps installed.
9. Cleverly hidden, secret doors to enter.
10. [1 x size rating] significant restaurants.