

**DARWIN'S WORLD:
WASTELAND SETTLEMENT GENERATOR**

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WASTELAND SETTLEMENT GENERATOR

The Twisted Earth is a big place. The development of communities in the wasteland can be a daunting challenge for a GM, whether the PC's fail a navigate check, or just decide to investigate a far off ruin like Desemoines. Small communities eke out an existence in various places in the Wasteland. Whether they are fending off raiders and ghouls on the edges of 'Apolis or tucked away out of the sight of slavers in the Range of the Lost, they have managed to survive the bitter Post-Fall world.

In a post-apocalyptic setting, it is likely that communities would develop in a greater degree of isolation than anything we are used to in the real world. They would develop different dialects and even whole new languages. Some would develop different economies, governments, religions and even cultures. Enclaves descended from invaders would bring some of their culture to the Twisted Earth. Artificial intelligence that survived the Fall would also have an impact. Bits of Arcanum and half-remembered legends of the community's early post-Fall days all play a role. The economic resources and isolated flashes of genius unique to a particular community would also have an impact on its development. There is simply no end of possibilities.

The tables and guidelines below are intended to aid Darwin's World GMs in the development of small wasteland communities, whether on the fly or as part of the development of a key campaign location. They do not replace the imagination, but rather give it some direction and hopefully inspiration as well. A GM may find it useful to have a handful of ready-made locations for PCs to encounter when they decide to go wandering. Of course, GM discretion supersedes any dice roll.

The mechanics described below are intended for use with the 'Twisted Earth' setting for Darwin's World. With a little work, it can be made to work for other post-apocalyptic settings and systems.

RANDOM SETTLEMENT GENERATOR

I hadn't seen a living creature in three days. It was easy to get lost out here in the Far Desert. The Ancient roads came and went with each passing wind. I squeezed my waterskin for what may have been the hundredth time today. It was still empty....

The tables presented here allow for the random generation of five factors in the structure of a Wasteland Community. They are background, physical type, population demographics, economic assets, and social structure. These tables provide a framework for the GM to fill in with his or her own ideas.

SETTLEMENT BACKGROUND

I came to the top of the sand dune and I thought I saw a wisp of smoke rising into the desert sky. Where there was smoke, there was usually fire. Where there was fire, there were usually people. If there wasn't there probably used to be. I just hoped that they were the trading type and they wouldn't look too hard at the Ancient rifle slung over my shoulder. It was great for popping ghouls, but not so good for keeping a low profile.

The basis for any community in Darwin's World is the background options presented in the first chapter of the Darwin's World 2nd edition hardcover. Feral communities are not considered here and GMs may wish to treat a result of 'Advanced' as 'GMs choice'. The percentile roll on this table may be modified by the specific region of the Twisted Earth or any other factor according to the GMs preference. A modifier of +/- 20 should be the largest applied. As a general rule, the higher the die roll, the higher the tech level of the community. Some regional examples follow.

Some Suggested Modifiers:

Wilds of Desolation, Big Rocks, Cavern Country	-20
Far Desert, Deserts of Nowhere	-10
Forbidden Lands	-5
Graveyard of Bone Cities	0
Lost Paradise, Sierra Gehenna	+5

Table 1: Settlement Background: (d%)

01-35	Tribal (-5)
36-45	Ritual Preservationist (-2)
46-55	Resentful (+6)
56-60	Radical (+4)
61-75	Degenerate (0)
76-83	Resurrector (+1)
84-90	Visionary Reinventor (+3)
91-93	Guardian (-1)
94-99	Hedonist (-6)
100	Advanced (-8)

The value beside the Settlement Background is the Background modifier, which applies in determining the population and other characteristics of the generated community.

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SETTLEMENT PHYSICAL TYPE

I brought up my spyglass as I drew closer to the smoke. I could make out four big square towers built out of ancient and natural stones laid carefully together. The walls between the towers were taller than a mongoliant. Sand was piled up against the walls and you could see that the locals had to dig out their little town after bad sandstorms.

The physical layout of any given community will clearly have an impact on its viability. In the violent world of the Twisted Earth, defensibility will have a direct impact on the viability of a settlement. An open village in the middle of a desert will fare poorly in a world with motorized raider gangs. Each type of physical settlement is assigned a 'Type Modifier', which combines with the 'Background Modifier' to determine the other characteristics of the settlement being generated. The modifier reflects the viability and security of the community.

Table 2 Settlement Physical Type:

01-20	Walled Village (-2)
21-55	Semi Nomadic (+2)
56-70	Unwalled Village (-4)
71-80	Ruins (above ground) (0)
81-90	Ruins (underground) (+3)
91-99	Natural Cave (+3)
100	Vault (+4)

Walled Village: A walled village will consist of a post-Fall construction surrounding an appropriate number of buildings. Walls typically provide half-cover for defenders atop them. At least one gate should be placed somewhere along the wall. The wall

itself should be constructed in accordance with the community's background and available materials.

Semi-Nomadic: A community of this type travels to a number of set locations over the course of a year. The primary advantage of a community like this is defensive. It is hard for raiders to track down a village that is never in the same place from one week to the next. Groups like this may be quite territorial, or warm and welcoming. When considering assets (See below) for a community like this, remember that their assets may be in various places within a loosely defined territory.

Unwalled Village: A wasteland community like this has probably not been in existence for very long. Given its lack of defenses, it will be vulnerable to raiders and wasteland creatures. A community such as this probably has one secure and defensible building for times of trouble. An old bank vault, a non-functioning tank or any sturdy structure could serve this purpose.

Ruins (above ground): The urban sprawl over the countryside of the pre-Fall United States left ruins in many places. This type of community likely lives in a small cluster of ruined buildings. It could be an old farm, a golf course, a truck stop or even an outlet mall of big-box stores. Ruins like this provide many places for a sparse population to hide and set up defenses. Old vehicles and bits of rubble clog the 'streets' unless the community has been settled for some time.

Ruins (underground): An old sewer, deep basement, missile silo or subway tunnel is an advantageous place for a wasteland community to reside in for two reasons. First, it is secure both in solid structure and the fact that it is often hard to find. Secondly, it provides shelter from the decidedly harsh elements of the Twisted Earth. At the GMs discretion,

a community of this type may have a walled village or above ground ruins as part of its physical setup.

Natural Cave: The benefits of a deep natural cave are the same as those of underground ruins. In addition to these benefits, caves are more likely to have a potable source of water, edible fungi and evolved game. This game has moved underground to escape the incredibly harsh conditions found on the surface.

Vault: The benefits of a vault community with its own supplies and power source are obvious. These remnants of Ancient society will often have a great deal of ancient technology. Vaults can typically support large populations unknown throughout most of the Twisted Earth. Due to this, GM's may be hesitant to simply drop a vault randomly in their campaign world. Of course, a vault could simply be a particularly safe and secure ruin that a group of tribals has stumbled into. For more suggestions on dealing with vaults in the game, see the 'Vault Dwellers' supplement.

SETTLEMENT POPULATION DEMOGRAPHICS

There was a guy up on the wall, marching from tower to tower without looking out too often. I smiled at his laziness and took a good look. He seemed to be pretty much human. Not a sign of the change on him at all. I cursed my luck and hoped that these 'pures' were a bit more tolerant of freaks than the last few places I had seen. As I drew closer, I could see inside the place. There were maybe a dozen buildings inside the walls. One was real big and another looking long and low. I saw them walk a horse into it. I counted the buildings again and figured that maybe fifty or a hundred people lived here if it was full. Here in the desert that wasn't likely.

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In order to determine the base adult population of a community, use the following formula:

$$\text{Population} = (\text{D20} + \text{Type Modifier} + \text{Background Modifier}) \times 10^*$$

*A result of less than 10 persons should be treated as 1d10 persons.

This number will yield the total number of adults present in a community. Roughly 5-50% (d10x5) of this number will be fertile. Add one child per fertile adult to the community.

In addition, 20% of the base adult population will be combatants equipped with weapons and possibly possessing hero levels.

Once the total number of persons has been obtained, determine the degree of mutation in the community, using table three. Given that mutation is random by definition, this roll is unmodified.

Table 3 Population Demographics (d20)

1	Homogenous Mutants
2-7	Mixed Mutants
8-11	Mixed Human and Mutant
12-18	Mostly Human
19-20	Purebred Human

Homogenous Mutants: A community of this type consists strictly of mutants of similar or identical types. It could be an enclave of Winged Ones, ghouls, sandmen, wild men or just mutants who all happen to have horns and green skin. Ideally, the GM should select or randomly determine one or two mutations or defects and apply them to all members of the community.

Mixed Mutants: This community consists of at least 90% mutants. While some mutations and defects may be more common than others (i.e. Albinism and sensitive sight in an underground community), there is no uniform pattern. A community like this may very well be a refuge for persecuted mutants. Humans may be in a precarious position or a position of strength.

Mixed Human and Mutant: In a community like this a visitor can find virtually any imaginable kind of mutant or purebred human. Relations between purebred humans and mutants may be strained or harmonious, depending on a community's tolerance level (see Table 6) or the GM's preference.

Mostly Human: At least 80% of this community is human without any discernible mutations. The local mutants may be dominant or submissive or there may be no tension at all. If the mutants are dominant it is likely due to some kind of immense power.

Purebred Human: No discernible mutants can be part of a community like this. Evolution may change this, as might migration. Tolerance should be determined below.

SETTLEMENT ECONOMIC ASSETS

Of course, I've been wrong before. I was wrong again. I watched closely as one of the old women walked into a low building with a big bucket and came out struggling under its weight. She dropped it and spilled a tiny bit of her cargo on the sand. One of the larger men came and picked up the bucket. I scratched my forehead at that one. I'd seen women killed for less. Must be a lot of water in there.

In order to determine the cp value in total assets, use the following formula:

$$\text{Assets cp value} = (\text{Total Population} / 50)^* \times (1d10 \times 200)$$

* If you don't feel like dealing with fractions, round up this side of the formula.

This will generate the settlement's total assets. The settlement's cp limit (the max value of selling an item) is 20% of the total assets. Note that the cp value is relative. It's up to the GM to determine how much actual corium the settlement possesses.

Each community will have a number of assets that contribute to its survival. As a general rule, each community should have one asset per fifty adults. For the most part, GM's should treat these assets as a surplus to the community's need beyond the subsistence level required for the population in question. For instance, a community with an independent water source will not need to trade for water and may even be able and willing to trade some of its own. Any given asset can be generated more than once. It should be noted that these assets are fragile and protecting them could be the source of many adventures. If the GM feels that a certain asset would unbalance the community, then he or she should feel free to 'cripple' the asset or choose another. For example, a tribal community with an oil well may be unable to actually drill or refine the oil, but they should still derive some trade benefit from it.

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Table 4, Economic Assets (d%)

01-20	Livestock
21-30	Fertile Soil
31-45	Water source
46-65	Slaves
66-70	Entertainment
71-73	Extra breeders (d10)
74-75	Obscure tech/scavenged loot
76-80	Wise religious/philosophical leader
81-83	Strong military leadership
84-85	Above average weaponry of ancient vintage
86-88	Expert Juju Doctor
89-90	Vehicle of note
91-92	Manufacturing
93-94	Library
94-95	Electrical generation
96-97	Live Metal
98	Fossil fuel
99	Mining
00	Aircraft/GM's choice

Livestock: A community with this asset will have enough edible/working livestock to produce a modest surplus for trade. The type of livestock should be appropriate to the physical type of the settlement. For example, there should not be large herds of mutant cattle in a cave community. An underground community is more likely to raise bats, lizards or large edible insects.

Fertile Soil: A community with fertile soil is capable of growing significant amounts of food for trade and consumption. This may be due to a uniquely fertile piece of land, a large quantity of edible fungi underground, a mutant strain of an edible crop that has developed locally, a viable water source or favorable weather patterns.

Water source: Water has been the key to human communities since the first cities were built along the Tigris and Euphrates river. It is no different in the Twisted Earth. Given the rarity of clean water,

a community with enough water to trade would be a wealthy one. The extent of the supply should be determined by the GM and the number of times this asset occurs. If the source is truly great, then the relationship between the settlement and the powerful water clans should be considered.

Slaves: One of the darker aspects of the 'Twisted Earth' is the re-emergence of slavery on a wide scale. A community with slaves will have a number of slaves available for trade and/or labor in a number equal to 10-50% of the base adult population. Each time this asset is generated, the GM should add another 10-50% of the base population to the total number of slaves. Slave labor allows for the community to produce a small surplus of food and/or goods for trade. This surplus will be minor.

Entertainment: This could represent a gladiatorial arena, a decent tavern, a considerable drug supply or 'furniture'. As always, these 'resources' bring an economic boost to the community.

Extra breeders: This asset adds d10 to the number of adults who are capable of producing children. This will add d10 to both the base adult population and the number of children in the community.

Obscure tech/scavenged loot: A community with this asset has a functional artifact or artifacts of the Ancients that is not generated by other rolls. Examples could include an electro-optical spyglass on the walls, a Geiger counter, a small reactor wired to recharge Ancient power supplies or anything else that the GM can imagine.

Wise religious/philosophical/technical leader: Throughout human history, people have sought wise men and women to guide them. A leader of this type may simply be a tourist attraction or an extremely wise and charismatic individual who holds the community together in times of trouble. This leader is neither a soldier nor a juju doctor, but could

be a scientist, clergyman, teacher, librarian, judge, repairman, storyteller or other respected person. NPC's that represent this asset will be of benefit to the community, not a burden. Further occurrences of this asset mean additional people.

Strong military leadership: Communities with this asset typically have one mid to high level guardian who is capable of coordinating the settlement's defenses. Consider increasing the number of militia or the quality of their weapons and tactics under a leader like this.

Above average weaponry of ancient vintage: Depending on the GM's needs and preferences, this could be anything from a militia equipped with M-16s to a tripod mounted Gauss Cannon situated on a defensive wall. Of course, GM's should use discretion and caution when placing powerful items.

Expert Juju Doctor: The community boasts a competent healer who may even provide treatment for outsiders. Presume that such a character will have a treat injury check of at least +12 and will be able to produce juju potions capable of healing d4+2 hit points. This requires at least a Dedicated Hero 3/Juju Doctor 2.

Vehicle of note: This vehicle should be of use to the community above and beyond the norm. It could be anything from a tanker truck loaded with water or fuel to a fully functional tank. Agricultural and construction vehicles should also be considered. The GM should choose the vehicle which best suits the purposes of the campaign.

Manufacturing of note: The community is able to produce something of general use for the wider trade market on a significant scale. Examples include repacked ammunition cartridges, raw black powder, salted meats, medicine, alcohol, metal goods, high quality leather, salt tablets, cloth (fibers vary), soap,

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perfume, rubber tires, small scale oil refining or anything else that could reasonably be manufactured without too much of difficulty. Whatever the product, it should not be commonly manufactured in most communities. Logically, the manufacturing will be led by a technically gifted NPC.

Library: Anywhere from 10 to 100 volumes of useful Arcanum are in the possession of the community. These could be technical manuals, theoretical science, or even moral, political and economic philosophy.

Electrical generation: The community can generate small amounts of electricity for brief periods. They may have solar panels or a fossil fuel generator. A mini-fusion reactor is also possible, but may prove to be too unbalancing to the campaign.

Live Metal (robot/android): An agricultural robot could be a servant/guard. A thinker android could provide leadership and guidance. A pleasure android could provide...

Fossil fuel: This could be anything from coal to crude oil. Note that this does not necessarily include the capability of refining the product.

Mining: The community has a significant supply of some desirable commodity. It could be corium, copper, gold, iron or even a pile of used tires.

Aircraft/GM's choice The benefits to having a functioning helicopter or small plane are wide and varied. Scouting, trading and fast safe transport are just a few of the many benefits. GM's should be cautious in placing such a priceless artifact.

SETTLEMENT SOCIAL STRUCTURE

A bell rang and all the men except for the lucky guy on the wall went into the large building in the center of the village. As I drew closer, I could hear the chatter swelling into occasional shouts and peals

of laughter. The women kept to their work, but they didn't seem to be bent over like many I'd seen in my travels. Now, I could see the children. Some were dusky skinned, some pale. They played together with sticks and wild shouts I could not understand. That too was a rarity. I frowned. Children should be working, not goofing off.

The social and political structure of a small wasteland community is influenced by its size and the extent of its assets. Given the hostile nature of the Twisted Earth, democracies will be rare. The strongest will rule over the weakest. In a smaller community, democratic input and consensus is more likely, as there will be far fewer dominating individuals to impose their will on the rest of the community.

To determine the basic form of a settlement's government, roll a d20 and add the background and physical type modifiers.

Table 5 Governance (d20+ population modifiers)

1-5	Communal Anarchy/Direct Democracy
6-7	Representative Democracy
8-12	Oligarchy/Elder Council
13-19	Single Strong Ruler w/ advisers
20	Mercantile Council
21+	Ironfisted Strongman

Communal Anarchy/Direct Democracy: A community of this nature does not have a government per se, but rather all those who are eligible to make decisions as required. Normally, slaves, children and those who are not community members have no input. Some communities may also bar women or men from participation in decisions.

Representative Democracy: Whether the community elects a mayor and council or simply a council is up to the GM. The length of terms and

procedure for election will have to be determined by the GM. Secret ballots and other hard won elements of modern democracy may be completely unknown. Tyranny is still quite possible under such a system.

Oligarchy/Elder Council This is a fairly common scenario where a small group of self-perpetuating rulers govern the community. They may be chosen representatives of various factions or simply a group of accepted rulers who control the settlements key assets and choose their own successors. The council may be benevolent, vicious or anything in between.

Single Strong Ruler w/ advisers: This is the most common form of government in Wasteland communities. A single chief, mayor, or poobah rules in conjunction with a council. They cannot be effective without one another. The precise nature of their relationship and the origin of the council (elected, inherited or appointed) are up to the GM.

Mercantile Council: The community is ruled by wealthiest elites who control all of the key assets of the settlement.

Ironfisted Strongman: There is one unquestioned leader who controls all the coercive force in the community. He may be a wise paragon of justice or downright nasty, but he's the uncontested boss.

GENDER AND FAMILY ISSUES

In the Twisted Earth setting, male dominance is the rule rather than the exception. Women may be treated with reverence as bearers of children or they may be considered as less than cattle. In some rare communities, the situation may be reversed or gender equality may exist in some degree. It is recommended that the GM consider the respective roles of men, women and children in any given community. The modern North American nuclear family may not be

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the norm either. Polygamy, communal 'wives' (or husbands for that matter) or the non-existence of committed relationships are all possible. Children and elders may be treasured or sold to passing slavers.

There is no random table to determine these factors, so it's left to the GM's imagination to decide.

ETHNIC ORIGINS

Post-fall communities may or may not share a common pre-fall origin. It is entirely possible to create a community that consists entirely of descendants of Invaders, aboriginal peoples, African-Americans, Caucasians or French Canadians. If GM inserts a community that does not have an English speaking origin, then he or she may wish to consider having that community speak a 'Gutter-Talk' version of their original language.

COMMUNITY TOLERANCE LEVELS

I grew braver and decided to walk openly toward the gate. After an unacceptable length of time, the lone guard finally noticed me. I read the banner across the top of the gate. 'Kamlot' was painted in bright yellow on a red background. The guard shouted out, 'Who goes there?'

'Torvald,' I answered, 'I seek to trade for water and food, if you have any to spare.'

'Are you a freak?', the guard demanded bluntly. I cursed my yellow eyes and pulled my head deeper into my hood.

'No,' I lied, 'and you know I must come in.'

The guard hesitated a moment and I sucked on my dry lips nervously.

'I'll open the gate right away,' he answered cheerfully.

I probed my new friend's mind a little closer. With some luck, I might be drinking cool water in a few moments.

In a world filled with hungry ghouls, nihilistic raider gangs, slavers, telepathic imperialists and the like, it should come as no surprise that strangers are often distrusted. Conversely, if the Twisted Earth is to recover, trade and the sharing of knowledge and ideas will play a significant role. Settlements will often bar entry to those who are not like 'them'. Of course, communities may also elect to take advantage of vulnerable strangers. Of course, the actions of PCs can change any of the attitudes and conditions generated.

This roll may be modified by any of the following. The GM should feel free to add his own:

Modifiers for Table 6:

Community is dominated by either pure humans or mutants	+1
Community is purely either human or mutant	+2
Community is purely homogenous mutants	+4
Community has less than 30 persons	+2
Community has more than 150 persons	-1
Community's primary resource must be traded (GM discretion)	-1 to -3

Table 6 Tolerance Levels (d20+modifiers)

1	Open to all
2-6	Screened/limited Entry
7-13	Closed to mutants/non-mutants
14-16	Open to traders and select allies only
17-18	Open only to select traders
19	Trade only outside community
20	Totally closed to outsiders

Open to all: This is a rarity in small Wasteland communities; since strangers can be spies for raiders, rival clans or worse.

Screened/limited Entry: Entry into a community of

this sort will be screened by guards and may require a fee to be paid upon entry or exit. Similarly, there may be a limit on the number of outsiders permitted within the settlement at any given time. Also, the length of time outsiders may spend inside may also be limited.

Closed to mutants/non-mutants: The community will not allow the entry of mutants or non-mutants. If the community is mixed, the GM may presume that one group dominates the other. Typically, the dominant group will allow only its own kind to enter the settlement. Conversely, they may allow the 'lesser' group in, but never allow them to leave. Entry may also be otherwise limited at the GM's discretion.

Open to traders and select allies only: Only those who can show a significant amount of goods for trade or those who are members of an allied community may enter. The GM may have to fabricate or allow for the possibility of alliances. Entry may be limited in other ways as well.

Open only to traders: This is very much like the situation above, save that there are no exceptions to the rule.

Trade only outside community: The community will trade, but never within its own bounds. Trade will be conducted at a safe distance by cautious members of the community. Outsiders can be certain that more locals will be watching closely.

Totally closed to outsiders: No one enters the community without being shot at or being marinated in preparation for dinner.

RELIGIOUS CONSIDERATIONS

For good or ill, human communities rarely develop without some sort of religious expression as a part of their culture. Religions in the Twisted Earth would develop at least in part as a response to the world around any given community. In our own

world, religions change both in practice and belief as a response to the changes in the world around them. In the Twisted Earth setting, congregations of established religions would become isolated from their central offices and neighboring co-religionists. Orthodoxy would crumble on a wider scale, as communities developed their own spiritual traditions in near isolation. As language changes and religious scholars become an endangered species, ancient religious scripture would become unintelligible to most people. The modern trappings of religious ritual would change into something very different. For GM's interested in placing well-developed religions in their post-apocalyptic game, there are several possibilities to consider.

Evolved Modern Religions: It is quite likely that the religions we know today would survive the Fall in some form. It is also likely that they would change greatly. The 'holy writings' available to a community in the 'Twisted Earth' would vary widely. Understood or misunderstood, pamphlets, partial Bibles (or any other Holy Book), hymn books, minutes of church meetings, budget statements and sermon collections could form the written basis of a new kind of faith. Ancient relics from churches, synagogues, temples and mosques, such as crosses, chalices, banners, Torah scrolls, statues, prayer mats, and pictures could become holy objects that might be given a completely different meaning from their original intent. If the GM wishes to consider that a modern religion has survived more or less intact, then the way in which the old religion explains the Fall of the Ancients needs to be addressed, in much the same way that religions in the twentieth century have struggled with the horrors of two World Wars and the Holocaust. Most of the religious groups presented in other Darwin's World source books and articles are religions of this type. Most of them have only the

thinnest of connections to modern day religion.

Ritual Preservationists: In many ways it is much more fun to create religions based on the worship of some artifact or Ancient practice. The worship of 'metal gods' falls into this category. In my own games, I have included religions based on pro-wrestling as it stood in the 1980s, NFL football teams and the 'wisdom' of a foul-mouthed hardware store manager.

New Religions: It is also possible that entirely new religions may develop. The best examples of this in the 'Twisted Earth' are the Brotherhood of Radiation and the Movement. Although the Movement shares many ideas with modern religions, it has its own distinct mythology and must be considered a new religion on that basis alone. It is also likely that the Twisted Earth would see growth in Nature worship and the veneration of local spirits. For example, the Purple Desert might be considered the home of an angry god who punishes the sins of the faithless with terrible storms by a tribal community situated near the radiation soaked sands of that place.

THE VILLAGE OF KAMLOT: AN EXAMPLE OF COMMUNITY GENERATION:

In order to demonstrate the process of creating a Wasteland Settlement using these charts and guidelines the following example is provided.

Let us presume that Dave's gaming group has announced that they intend to begin next week's session with a foray into the wastelands to see what they can see. Dave gets home and goes to the charts above. He knows that the party will be headed out into the Far Desert and decides to apply the 'background type' modifier of -10. The percentile dice yield a 03 on Table 1, which would default to a

result of 'Tribal' and a background modifier of -5. He rolls for the physical type on Table 2, a 09, indicating a walled village and a physical type modifier of -2.

Dave picks up his d20 and prepares to fudge, since the total modifier of -7 could result in a negative population. The die gives an 11, giving this new village a base adult population of 40. The d10 follows up with a 5, meaning that 25% of the base adult population is fertile at this time. Thus, there are also ten healthy children in the village, for a total population of 50. Eight adults are deemed to be capable warriors. (Twenty percent of the base adult population.)

Next, Dave rolls on the Population Demographics table (Table 3), a natural 20. This village will be composed of purebred humans. He toys with tossing the result, but elects to keep it for now.

Next he goes to Table 4 to determine the village's primary resource. He rolls a 37 on the percentile die, yielding a water source. For now, he decides that the village is centered on a deep and fairly clean well. The locals keep the well a secret from all but the Crystal Time water clan, who provide assorted goods in exchange for access to the water.

In order to determine the community's form of governance, Dave rolls on Table 5 and rolls a 10. With the population modifiers, this becomes a 3, indicating a direct democracy of sorts. Dave decides that only adult males can vote in the village assemblies. He also decides that women are revered in this purebred community that dotes upon its handful of children. Men compete for the favor of the women in various ways, but monogamous marriage is the norm. As far as ethnicity goes, Dave decides that he really doesn't care to delve into those issues with such a small village.

He rolls on Table 6 and gets an 8. With the modifier of +2, this becomes a result of 10. The change is

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irrelevant and the table shows that the village is closed to mutants. Given the democratic rulership of the village, this may change.

As for religion, after some thought, he decides to give his tribesmen a bit of a ritual preservationist twist. The eight warriors will be eight knights following a code of chivalry of sorts. They will be warriors mounted on desert horses, and the community really wants to trade for more quality mounts. Dave decides that the group is descended from a group of role-players with a sense of the chivalrous. Over time, they have developed some skill at arms and blacksmithing. Everyone swears to the code and knighthood is granted on merit and general ability. For the most part, the village assigns people to jobs based on their aptitude. This has enabled them to survive through specialization. On occasion, the people roll dice to appease 'the gods' and shout out curses at invisible 'munchkins'.

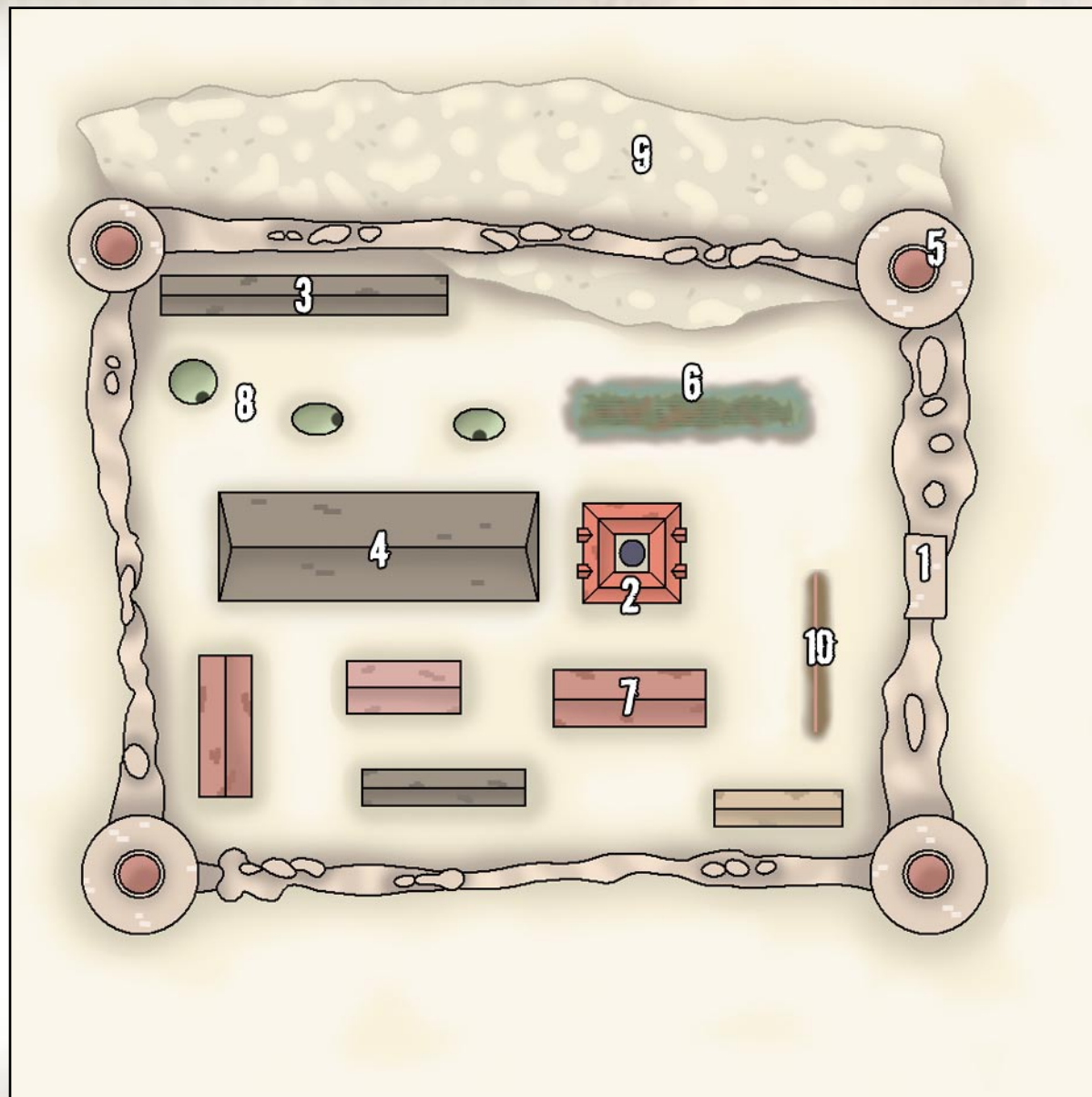
Having established the village, Dave names it, 'Kamlot' and starts thinking up plot hooks.

PLOT HOOK 1:

The PCs are residents of Kamlot and have seen a herd of wild gront in the desert. The men of the tribe elect the PCs to determine if these massive beasts can be made into suitable mounts. If the PCs are not members of the community, then perhaps they need to trade for water and Kamlot needs mounts.

PLOT HOOK 2:

A young woman in the village comes of age and her future husband will be determined in a jousting tournament. As it happens, the young woman, whose name is Jolene, is madly in love with an NPC who is 'lacking' in the skills needed to be considered a great warrior. She asks the PCs to assist her hapless paramour win the tournament by any means necessary.



WASTELAND SETTLEMENT GENERATOR

PLOT HOOK 3:

The Crystal Time is late and the horses are short of feed.

PLOT HOOK 4:

The PCs come upon Kamlot as strangers and any mutants in the party are challenged to meet the Kamlot Eight on the field of honor. A PC mutant victory could change the face of Kamlot forever.

Dave also decides to map the village. He creates a simple map of a square 'castle' and includes four towers, a lone gate facing east, a handful of buildings representing stables, the community hall (Hall of Honor), some residences and a jousting list.

KEY TO KAMLOT:

1. GATE AND WALLS:

The gate is a pair of heavy-duty steel sheets that run along tracks inside the walls. The walls themselves are made of whatever material becomes available at any given time. A mixture of concrete pieces and sandstone dominate the irregular yet surprisingly strong walls. At least one knight patrols the top of the walls at any given time.

2. WELL:

This small building holds the modest well of the settlement. It is covered from view and kept locked at all times. Outsiders are never permitted inside.

3. STABLES

The stables currently hold six desert horses and a pair of fraxx beasts. The knights of Kamlot do not care for the Fraxx beasts and will consider trading them for more suitable mounts.

4. GREAT HALL

In here the people gather for general discussions and the communal meal, which ends each day. Plays, intricate games of chance and spontaneous dramas are common among these people. It is not uncommon for citizens and guests to spend the night here.

5. TOWERS

These four towers serve two purposes. They are watch posts and also the residences of the Knights.

6. GARDEN

The well provides just enough water to sustain a small community garden, which helps to stave off starvation. The community is becoming more and more competent at growing food.

7. RESIDENCES

These buildings are residences of varying sizes and arrangements. Nuclear families are not isolated here as they are in our own culture.

8. STORAGE FACILITIES

A GM can put anything the game requires right here.

9. SAND PILE

This wall is almost covered by loose sand, which routinely blows in from the north. The people have been using it as a garbage dump, which has attracted a trio of giant cockroaches. (See Terrors of the Twisted Earth) They have eaten a few would be invaders who attempted to climb up the dune and over the north wall. The sand here is extremely loose and difficult to climb. The residents of the sand pile make it even more difficult.

10. THE LIST

This narrow long fence is used for jousts. These non-lethal combats have both ceremonial and entertainment value to the community.

Finally, he draws up a stat block to represent the typical knight of Kamlot.

Knight of Kamlot, Strong Hero 3: CR 3; Medium-size Humanoid; HD 3d8+6; HP 19; Mas 14; Init +1; Spd 30 ft; Defense 14, touch 13, flat-footed 12 (+1 Dex, +2 class, +3 studded leather armor); BAB +3; Grap +5; Atk +5 melee (1d8+4), longsword; Full Atk +5 melee (1d8+3,) longsword; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Melee Smash, Improved Melee Smash; AL Kamlot, Chivalry; SV Fort +4, Ref +2, Will +2; AP 6; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation and Background: Herdsman*, Tribal. (Survival, Handle Animal, Ride)

Skills: Handle Animal +6, Jump +2, Knowledge (tactics) +2, Ride +10, Speak Language (Unislang), Survival +8.

Feats: Archaic Weapons Proficiency, Mounted Combat, Primitive Technology, Ride By Attack, Simple Weapons Proficiency, Light Armor Proficiency, Animal Affinity.

Mutations and Defects: none

Possessions: Longsword, studded leather armor, three *juju potions* (1d4), desert horse with trappings.

*This reflects the skills of a 'knight' better than military

SAMPLE COMMUNITIES

The following communities were also generated using the rules above in varying degrees. They are presented in their bare form to provide inspiration to the GM.

WASTELAND SETTLEMENT GENERATOR

VILLAGE OF NAMPO (RESENTFULS)

The 'village' is settled in a natural cave of some depth. The total population is 190 persons (28 of whom are fertile). They have a great deal of scavenged parts, which they destroy ritually on a weekly basis. Most of it consists of auto parts, though much of it is now useless. There is a library of Arcanum. They follow along with assorted readings in an incongruous manner, creating a deranged religion based on children's books. They have a deep water well that taps into an aquifer as well as a strong, well-equipped and well led militia. Fully half the tribe is capable in combat and they know the effective use of longbows and reach weapons. Their chieftain is a high level Brethren type. Mutations of all sorts can be found. There are no neural mutants.

THE WANDERING DIGGLYS (VISIONARY REINVENTOR)

This is a massive (250 person) clan of fuel prospectors. They have managed to develop a process for alcohol-based engines and they have MANY

sources of fermentable material scattered over the region and quite a large number of fuel deposits. They make their living via trade and are open to most visitors. They know of several excellent water deposits and they have a small herd of desert grunts at their disposal. Fifty members of the clan are in fact slaves and therefore not members at all. The men are well trained in combat and respectably equipped. Pipe rifles and black powder comprise the majority of their weapons. Fully half of this powerful clan is fertile. The militia numbers 75 men. They keep their fuel deposits and 'grow places' secret. They are ruled by a council of 12 Digglys.

THE MAKAROV FAMILY (GUARDIAN)

This is a single family of six people. They reside in a fortified walled compound and are heavily armed. The father is a mid-level xenophobe who uses a Dragunov Sniper Rifle. His three sons are all competent warriors. (Wastelord veteran stats) and the two daughters dote on them. They trade a little and hunt competently. They view themselves as guardians of a certain piece of Ancient tech, a fully functional BMP-3. They have an excellent water source and large stocks of ammo. The family also has seven AN-94s and a lone RPG-14. (With two warheads available)

THE 334TH PEOPLE'S LIGHT INFANTRY (RITUAL PRESERVATIONIST)

This is a cave dwelling community with a collection of six basically non-functioning Soviet combat droids. The village is composed of descendants of Soviet invaders so most PC's will have difficulty communicating with them, but the 334th will trade for any Soviet military items. There is a reliable well deep within the cave and the Crystal Time does trade here. They keep some 220 large lizards as livestock. There are 55 children in addition to the 90 adults. The 334th is well equipped with Soviet era arms and will not trade them away. They have a religious significance to the 334th.

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