

Fan Material for Warhammer Fantasy Roleplay : Environment Generator



ENVIRONMENT GENERATOR

By Hilary Roberts

WHAT'S IT ALL ABOUT?

Picture the following situation: The group gets attacked by an armed ruffian in a bar. Suddenly one of the PCs cries:

"I snatch the wooden pole on the wall and use it to disrupt the ancient chandelier that is hanging off the wall. Because it is so old and rusty, it falls down, landing right on the villains head. He falls over and the candles ignite the highly flammable carpet he has been standing on, sending him reeling in a ball of flame."

The GM replies:

"I'm afraid I can't let you do that."

"Why not? These are all perfectly reasonable objects you can expect to find in an average bar!"

Replies the player, irritated. And so they are. But what is the GM to do now? Naturally he has not bothered to define every single object in the bar beforehand, and any decision he makes now is biased either for or against the player. If only he had a fair way of determining the PC's surroundings. That is exactly what these tables are trying to provide.

Details are exactly the thing that can flesh out the game world, make it seem more authentic and realistic, and draw the players in. But no GM can seriously be bothered to determine every single detail beforehand, especially in unexpected situations that he needs to improvise. These tables let him create surroundings quickly and easily.

Please note that they are in no way meant to be rules of any sort. They are merely tools for the GM to use any way he chooses.

Some of the results may seem strange. Peculiar results have been included for comedy value and simply because the old world can be a very peculiar place. But at any time, if the result seems unsuitable to you (GM) just roll again.

It should be pretty self-explanatory if you are meant to use percentile dice or 1d10.

Random Items

These may come in handy anytime. They could be lying on tables, stored in closets, littering the floor, or owned by both PCs and NPCs. A bit of adaptation may be required for different circumstances. For example: To determine the objects lying on any table in an average inn you might use this method:

Roll 2d10 times on the following table:

Roll	Item
1-4	Plate of food
5-8	Mug of ale
9,0	Roll once on random items table

The random items table can be found on the following page.

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Roll	Objects	Roll	Objects
1-2	Golden Chandelier	54	Book
3-4	Mug of ale	55-56	Doll
5-6	Tankard of ale	57-58	Mouldy bread
7-8	Mug of beer	59-60	Skull of a small animal
9-10	Cup of water	61-62	Toolkit (any type)
11-12	Jug of water	63-64	Dice
13-14	Jug of wine	65-66	Deck of cards
15-16	Empty cup	67-68	Toothpick
17-18	Candle	69-70	Hat
19-20	Lit candle	71-72	Shoe
21-22	Candle stump	73-74	Rusty nail
23-24	Plate of food (with cutlery)	75-76	Fishhook
25-26	Leather rag-ball	77-78	Lantern
27-28	Dagger	79-80	Red ribbon
29-30	Kitchen knife	81-82	Dead rat
31-32	Tablecloth	83	A sleeping cat
33	A dose of Laughing Powder	84-85	Tinderbox
34-35	Chicken leg	86-87	Religious talisman
36-37	Dish of food scraps and bones	88	Scroll of parchment
38-39	Purse	89-90	Piece of female clothing
40-41	Arrows	91	Bolts
42-43	Cloak	92-93	Random small animal
44-45	Horseshoe	94	Bunch of flowers
46-47	Random Vegetable	95-96	Random Fruit
48-49	Fan	97-98	Stash of herb cuttings
50-51	Book	99	Taper
52-53	Strip of cloth	100	1d10 teeth

Random Colours

These can be used for almost anything, mainly textiles and painted symbols.

Roll	Colour	Roll	Colour
1-5	Red	44-48	Violet
6-7	Blood red	49-50	Purpur
8-12	Green	51-55	Brown
13-15	Dark Green	56-57	Light Brown
16-17	Light green	58-60	Ocre
18-22	Blue	61-68	White
23-25	Dark Blue	69-76	Black
26-27	Light blue	77-78	Pink
28-30	Turquoise	79-85	Grey
31-35	Yellow	86-87	Pale grey
36-40	Orange	88-94	Striped in 2 random colours
41-43	Marble Pattern	95-100	Chequered in 2 random colours

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Random Small Animals

These are needed for some of the other tables. Of course it is always useful to be able to pull something out of your hat when needed.

Roll	Animal	Roll	Animal
1-8	Hare	51-53	Monkey
9-12	Hamster	54-56	Salamander
13-15	Ferret	57-60	Toad
16-17	Newt	61-65	Frog
18-20	Squirrel	66-68	Weasel
21-23	Goldfish	69-74	Robin
24-26	Kitten	75-80	Rat
27-29	Puppy	81-85	Dormouse
30-35	Pigeon	86-89	Snake
36-38	Speaking parrot	90-95	Bat
39-40	Hedgehog	96-97	Spite
41-43	Badger	98-99	Fire breathing lizard
44-50	Owl	100	Horse

Random Foodstuffs

You have to eat to stay alive, if you'll want to is another matter. Note that these results only make up for one meal, not the whole day's requirements .

Roll	Food (poor quality)	Roll	Food (average quality)
1	Ugh! It moved	1	Good bread with Sausage
2	What is this?	2	Loaf of meat with sauerkraut (white cabbage)
3	Stew again!	3	Hot soup
4	Porridge	4	Fried Mushrooms
5	Plate of beans	5	Cooked Vegetables
6	Rough bread with cold meat	6	Peas and Mash with Sausage
7	Blood pudding/Black pudding	7	Pork with thick Gravy
8	Cabbage	8	House Dish (weird but palatable)
9	Shrivelled Potatoes	9	Fish with Rice
0	Dry home-made Cake	0	Biscuits

Roll	Food (Good Quality)	Roll	Pies
1	Roast Pork	1	Grilled Coney
2	Platter of Fowl	2	Mincemeat
3	Chicken Legs	3	Fish & Port
4	Smoked Salmon	4	Boar & Mint
5	Roast Beef	5	Fruit
6	Stuffed Goat's Liver	6	Mushrooms & Herbs
7	Selection of Cakes	7	Pork & Leaks
8	Local Delicatessen	8	Beef & Beer
9	Platter of (fresh) Fruit	9	Lamb & Rosemary
0	Cheeses and Biscuits	0	Some sort of Cream

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Fruit and Veg

For eating or throwing at drunk dwarfs in stocks. If the number rolled is odd then the object is rotten. Old World food preservation leaves much to be.

Roll	Fruit	Roll	Vegetable
1-20	Apple	1-15	Carrot
21-35	Plum	16-25	Beans
36-55	Pear	26-35	Lettuce
56-60	Grapes	36-45	Cucumber
61-70	Strawberry	46-55	Mushrooms
71-80	Cherries	56-65	Potatoes
81-85	Orange*	66-75	Garlic
86-90	Peach*	76-85	Cabbage
90-95	Banana*	86-95	Onion
96-100	Melon*	96-100	Tomato*

*Might only be available off traders from far-away countries such as Lustria or the Southlands.

Interior Design

About half the action in any game will take place indoors. Players will also frequently change between houses. Therefore it is at least useful to know what the insides of the rooms they are in look like.

The specifications are split into two categories: **Furnishing** and **Walls**. The Furnishing describes the way in which rooms are furnished, what kind of furniture they contain, and what the owner had in mind when setting it up. Room describes the internal architecture of the house - what the walls and ceiling look like, and how they are built.

For any room roll once on the table and consult the descriptions.

Roll	Furnishing	Room	Roll	Furnishing	Room
1-10	Practical	Bare	46-49	luxurious	Grand
6-20	Practical	Rustic	50	luxurious	Wallpaper
21-25	Ostentatious	Bare	51-60	Homely	Bare
26-32	Ostentatious	Rustic	61-70	Homely	Rustic
33-35	Ostentatious	Wallpaper	71-80	Homely	Wallpaper
35-37	Decorative	Rustic	81-90	Run-down	Bare
38-42	Decorative	Wallpaper	91-00	Run-down	Rustic
43-45	Improvised	Bare			

Furnishing

- Practical:** This room is basically a workshop. Everything in it is orientated towards the purpose for which the room was built. On the walls hang mostly tools of trade, for a smithy this would be hammers and bits of scrap metal, in an inn flasks of ale and beer barrels. The furniture is mostly tables and work-benches.
- Ostentatious:** This is primarily a trophy room. On the walls hang evidence of all the feats the owner is proud of: The biggest fish he ever caught, the old suit of armour in which he “killed the giant”, or the gifts that the beautiful noble-woman who had had a secret crush on him has given him.
- Decorative:** The owner of this room, probably a lady, takes great care in neatness and good appearances. Everything is tidy and decorative. There are nice pictures on the walls and a flowery rug on the floor.
- Improvised:** This room has obviously only recently been set up, or maybe it is only temporary, and the owner has not yet had any time to put in any serious furniture, or anything else. Combinations of planks and barrels serve as tables, boxes as seats, and facilities are at a bare minimum. Maybe the walls are being painted.
- Luxurious:** This room is meant to show off – show off wealth. The furniture consists of extravagant couches and armchairs, sometimes comfortable, but never necessary, ornamental tables and drawers or chests, with fine patterns and gold finishing, and maybe an enormous four – poster bed.
- Homely:** The primary intent of this room is to make the inhabitants feel comfortable and welcome. There is a big fireplace in the middle of the room, and comfy chairs, stools or benches. Everything you find in here has a personal and loving feel to it.
- Run – Down:** Like many others in the Old World, this place is a dump. None has taken decent care of it for a long time, and any furniture left in here is probably wrecked or too old to use, decorations have been smashed, and piles of dirt are rotting in the corner. There is a foul odour lingering in the air. Visitors and Customers will either have to put up with it, or find somewhere else to go.

Room

- Bare:** Not much effort has been put into the construction of this room. The walls and ceiling show simply the brick or concrete they were made of.
- Rustic:** The traditional farmhouse style. The room’s structure is supported by a framework of wooden logs, and they are what the floor, ceiling and possibly the wall are made of.
- Wallpaper:** Someone has pasted wallpaper on the walls. What sort of pattern they display depends on the furnishing. To determine the colour, use the random colour chart.
- Grand:** This room looks like (and possibly is) the inside of a palace. Doorframes are golden, intricate patterns line the walls, and there are one or two statues in each room.

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Random Clothes

Roll	Clothes (Good Quality Female)
1, 2	Fine silken dress, padded on the inside, with patterns woven into the cloth and lace on the hem. Also a large ruff surrounds the Neck.
3, 4	Light, flowing dress, of colourful cloth, held together by a decorative girdle.
5, 6	A tight, uncomfortable, but fashionable and decorative corset, with plenty of lace and pearls sewn into it. Also, a fan is held.
7, 8	Travelling gear, consisting of smart, but slightly more practical garments than usual. A fine shirt a simple, comfortable skirt, and a matching jacket should do the trick. Also a pretty umbrella might look nice.
9, 0	The latest fashion and hence impossible to generalise. But you can be sure it'll be peculiar.

Roll	Clothes (Good Quality Male)
1	A short shift of simple linen, with a Toga wrapped round.
2, 3	Black leather trousers, a fine silken shirt, and a Black leather vest, all extremely smart.
4, 5	A decorated, knee-length cape, swung over the shoulders, held with a heavy golden chain. The collar has a ruff on it. Underneath a stiffly starched jacket, with puffed sleeves, and matching puffed trousers.
6, 7	Tight military jacket, with golden chevrons, over a stiffly starched white shirt. A matching pair of straight trousers, held by a belt with a large ornamental buckle. The chest is covered in medals, he is wearing an admirals hat and holding a walking stick.
8, 9	A large cape or overcoat cover a silk shirt and puffed pants or a decorative suit of leather armour.
0	The latest fashion and hence impossible to generalise. But you can be sure it'll be even more peculiar than that of the ladies.

Random Events

A lot can happen in old world towns. If the players are getting bored, simply roll on this table next time they step out of a front door.

Roll	Event
1	Public execution
2	Performance by some travelling players
3	Feast
4	Riot
5	Religious ritual (ie: public sacrifice, etc.)
6	Foreign trader's caravan comes to town (chance for some exotic shopping)
7	Military Parade
8	Public speech by the local Magistrate, or other politician
9	Sports contest
0	Street fight

On the Road Again

Lots can happen on journeys, and these tables give examples of what you might come across on one. Conditions get more desolate and dangerous the further one digresses from the safety of the cities. For this reason, **add the distance from the nearest city in miles to any roll on the following tables**. All of these are for travelling in the Empire.

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Roll	Road
1-40	Cobblestones
41-70	Gravel
71-90	Dirt track
91-100	No distinguishable road

Roll	Encounter
1-7	Screaming Agitator or Street Preacher
7-10	Burgher Family, going for a walk
10-12	Errand Boy
13-14	Watchman patrol
15-17	Farmer bringing dairy products to sell at the market
18-19	1d10 Beggars
20-23	Patrol of 1d10 Town Guards
24-25	Party of Nobles with sizable escort
26	Company of 1d10 travelling Students, Scholars or Wizards
27-28	Company of 1d10 Friars and Priests (may heal characters)
29-31	Shepard with 3d10 sheep
32-35	Regiment of 2d10 Soldiers
36-37	Travelling Circus, with cart, and entertainers
38-39	Charlatan, out for the character's money
40-43	Company of 1d10 Woodsmen, Hunters and Charcoal Burners
44	Party of 2d10 Zealots and Flagellants
45-46	Stage coach with one coachman, one soldier and 1d10 passengers
47-48	1d10 Militiamen
49	Party of 1d10 peculiar travellers from a far-away country.
50-54	Messenger
55	Hedge Wizard
56-58	Toll Keeper (Characters may have to pay 2d10% of their money)
59-62	Merchant's Caravan
63-65	Band of 1d10 Mercenaries
66-67	Witch Hunter
68-70	1d10 Roadwardens
71	Pack of 3d10 Wolves
72	1d10 Knights
73-75	Outrider
76-79	1d10 Outlaws/Bandits
80	1d10 Kithband Warriors
81-82	Scout
83-85	1d10 Goblins
86	Imperial army, 2d10 regiments of Soldiers
87-88	1d10 Beastmen
89	Band of 1d10 Slayers and Vampire Hunters
90	Band of 1d10 Mutants
91	Wild Creature
92-93	Explorer
94-95	1d10 Orcs and 2d10 Goblins
96-97	2d10 Outlaws/Bandits and 1 Outlaw Chief
98-99	Necromancer with 2d10 Zombies and Skeletons
100-114	3d10 Outlaws/Bandits and 1 Outlaw Chief
115-119	2d10 Orcs with 4d10 Goblins
120-124	3d10 Beastmen
125-129	Ork Army: 2d10 Regiments of Orks and Goblins
130+	Beastman army: 2d10 regiments of Beastmen (avoid)

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Structures

Character may see about 1d10/2 of these per day of travel.

Roll	Structure
1-5	Fountain
6-10	Market Square
11-20	Statue
21-24	Graveyard
25-27	Temple
28-30	Guardhouse/Barracks
31-35	Well
36-45	Village
46-60	Inn
61-63	Mill
64	Gallows
65-67	Wooden Hut
68-70	Encampment (use encounter table to determine whose it is)
71-72	Wayside shrine
73-75	Watchtower
76	Barricade
77-78	Cave
79-81	River crossing
82	Deserted battlefield
83-85	Fort
86-90	Ruins
91-95	Grove
96-98	Entrance to Underground Complex*
99+	Orc Encampment

*This could be to the Skaven Under-Empire.

Terrain

Note that these will stay constant from the point at which they are rolled, until a new type of terrain is rolled.

Roll	Terrain
1-5	City outskirts
6-20	Fields
21-30	Meadows
31-60	Forest
61-65	Lake*
66-70	Hill
71-75	River*
76-80	Barrens
81-90	Rocky
91-95	Cliffs
96+	Mountain

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Magical Effects

Magic is strange stuff. It can often have peculiar effects on things and living beings where it is used or appears in abundance. You might want to use these tables to see what happens to items lying in a particularly magical place, like one of the colleges of magic, on a leyline or next to a warpstone for too long. (Objects/animals have a 25% chance of suffering a random magical effect each day they lie in a particularly magical place, and each hour they lie next to a warpstone.) You may also choose to place these effect on the subjects of spells that have failed.

Unless instantaneous or (for example: it explodes) these effects stop after 1d10 minutes, if a 0 is rolled, the effect is permanent.

Roll	Effects on Objects
1-5	It starts sprouting multiple pairs of legs and running around wildly
6-10	It disappears in a puff of smoke and reappears in a random location 1d10 yards away.
11-15	It starts talking and insulting its owner or anyone who comes near it ferociously.
16-20	It starts fizzing with electrical energy and anyone who touches it is electrocuted suffering a damage 2 hit.
21-25	It turns into a random different object.
26-30	It turns into a random small animal.
31-35	It explodes with a burst of flame, causing a damage 2 hit to anyone within 3 yards.
36-40	It snaps in half.
41-45	It starts glowing.
46-50	With a jolt of energy it flies 1d10 yards in a random direction.
51-55	It multiplies, meaning there are now 1d10 such objects in that place.
56-60	It grows extremely hot to the touch. Any water that it comes in contact with turns to steam.
61-65	It becomes extremely cold. Any water that it comes in contact with freezes
66-70	It is inscribed with the symbol of one of the winds of magic (as appropriate). Such an item may act as a +2 ingredient to any spell using that wind.
71-75	It turns a (random) different colour.
76-80	It is covered in moss and fungi.
81-85	It rapidly grows a thick fur coat.
86-90	It grows to 1d10 times it's size.
91-95	It shrinks to a 1d10th of it's size.
96-99	It spins rapidly on the spot.
100	It focuses on the nearest person and starts "attacking it randomly, that is to say shuffling towards him and knocking into him repeatedly. The victim must succeed in an Ag test each minute or loose 1d10-5 wounds.

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Roll	Effects on Animals
1-3	It loses any fur or feathers it had.
4-8	It disappears in a puff of smoke and reappears in a random location 1d10 yards away.
9-13	It gains the gift of speech.
14-18	It starts fizzing with electrical energy and anyone who touches it is electrocuted suffering a damage 2 hit.
19-23	It turns into a random object.
24-28	It turns into a random different small animal.
29-30	It explodes with a burst of flame, causing a damage 2 hit to anyone within 3 yards.
31-35	It suffers a random chaos mutation.
36-40	It starts glowing.
41-45	With a jolt of energy it flies 1d10 yards in a random direction.
46-50	It multiplies, meaning there are now 1d10 such creatures in that place.
51-55	It grows extremely hot to the touch. Any water that it comes in contact with turns to steam.
56-60	It becomes extremely cold. Any water that it comes in contact with freezes
61-65	It is inscribed with the symbol of one of the winds of magic (as appropriate). Such an item may act as a +2 ingredient to any spell using that wind.
66-70	It turns a (random) different colour.
71-75	It is covered in moss and fungi.
76-80	It goes into a berserk rage, attacking the nearest person.
81-85	It grows to 1d10 times its size.
86-90	It shrinks to a 1d10th of its size.
91-95	It spins rapidly on the spot.
96-97	It gains the "Flier" talent.
98-100	It starts acting strangely.

Credits

Please remember to send any feedback, queries or suggestions to hilary.maurice@gmail.com , or post them on the Black Industries Forums.

For more excellent tables for WFRP 2 be sure to check out:

<http://davesgames.net/wfrp2/>

<http://www.liberfanatica.net>