



d30 Abridged Castle/Stronghold Generator

CP1: RESIDENT

| Roll | Class | Level |
|------|--------------------|-------|
| 1 | fighter | 9 |
| 2 | fighter | 10 |
| 3 | fighter | 11 |
| 4 | fighter | 12 |
| 5 | fighter | 13 |
| 6 | fighter | 14 |
| 7 | fighter | 15 |
| 8 | fighter | 16 |
| 9 | magic-user | 11 |
| 10 | magic-user | 12 |
| 11 | magic-user | 13 |
| 12 | magic-user | 14 |
| 13 | magic-user | 15 |
| 14 | magic-user | 16 |
| 15 | cleric | 7 |
| 16 | cleric | 8 |
| 17 | cleric | 9 |
| 18 | cleric | 10 |
| 19 | cleric | 11 |
| 20 | cleric | 12 |
| 21 | cleric | 13 |
| 22 | cleric | 14 |
| 23 | cleric | 15 |
| 24 | cleric | 16 |
| 25 | dwarf (fighter) | 9 |
| 26 | dwarf (fighter) | 10 |
| 27 | elf (fighter/MU) | 9 |
| 28 | elf (fighter/MU) | 10 |
| 29 | halfling (fighter) | 9 |
| 30 | halfling (fighter) | 10 |

CKS1: CONSTRUCTION

| | Main/Older Area | Secondary/Newer Area |
|----|-----------------------------------|--------------------------|
| 1 | partially constructed | — |
| 2 | newly completed | — |
| 3 | good condition, some age | — |
| 4 | well-worn | — |
| 5 | in need of minor repair | — |
| 6 | in need of major repair | — |
| 7 | partially inoperational/destroyed | — |
| 8 | newly completed | partially constructed |
| 9 | newly completed | newly completed |
| 10 | good condition, some age | partially constructed |
| 11 | good condition, some age | newly completed |
| 12 | good condition, some age | good condition, some age |
| 13 | well-worn | partially constructed |
| 14 | well-worn | newly completed |
| 15 | well-worn | good condition, some age |
| 16 | in need of minor repair | partially constructed |
| 17 | in need of minor repair | newly completed |
| 18 | in need of minor repair | good condition, some age |
| 19 | in need of minor repair | well-worn |
| 20 | in need of major repair | partially constructed |
| 21 | in need of major repair | newly completed |
| 22 | in need of major repair | good condition, some age |
| 23 | in need of major repair | well-worn |
| 24 | in need of major repair | in need of minor repair |
| 25 | partially inoperational/destroyed | partially constructed |
| 26 | partially inoperational/destroyed | newly completed |
| 27 | partially inoperational/destroyed | good condition, some age |
| 28 | partially inoperational/destroyed | well-worn |
| 29 | partially inoperational/destroyed | in need of minor repair |
| 30 | partially inoperational/destroyed | in need of major repair |

CKS2: TYPE/SIZE

| | Type | Size |
|----|------|------|
| 1 | I | A |
| 2 | II | A |
| 3 | III | A |
| 4 | IV | A |
| 5 | V | A |
| 6 | VI | A |
| 7 | I | B |
| 8 | II | B |
| 9 | III | B |
| 10 | IV | B |
| 11 | V | B |
| 12 | VI | B |
| 13 | I | C |
| 14 | II | C |
| 15 | III | C |
| 16 | IV | C |
| 17 | V | C |
| 18 | VI | C |
| 19 | I | D |
| 20 | II | D |
| 21 | III | D |
| 22 | IV | D |
| 23 | V | D |
| 24 | VI | D |
| 25 | I | E |
| 26 | II | E |
| 27 | III | E |
| 28 | IV | E |
| 29 | V | E |
| 30 | VI | E |

FIGHTER/CLERIC: CASTLE

| Type | Size | levels/towers | rings/castles |
|------|------------------------------------|---------------------|------------------|
| I | keep/square (size = # of levels) | A 1d2+1 (per type) | 1d2+1 (per type) |
| II | keep/round (size = # of levels) | B 1d3+2 (per type) | 1d2+2 (per type) |
| III | keep/shell (size = # of rings) | C 1d3+4 (per type) | 1d2+3 (per type) |
| IV | towers/square (size = # of towers) | D 1d5+6 (per type) | 1d2+4 (per type) |
| V | towers/round (size = # of towers) | E 1d6+10 (per type) | 1d2+5 (per type) |
| VI | concentric (size = # of "castles") | | |

MAGIC-USER: TOWER

| Type | Size |
|------|---------------------------------|
| I | round/sloped A 1d2+1 levels |
| II | round/straight B 1d3+2 levels |
| III | round/stepped C 1d3+4 levels |
| IV | square/sloped D 1d5+6 levels |
| V | square/straight E 1d6+10 levels |
| VI | square/stepped |

ELF: TREE STRONGHOLD

| Type | Size |
|------|--------------------------------|
| I | 1 level/tree A 1d2 trees |
| II | 1d2 levels/tree B 1d2+1 trees |
| III | 1d3 levels/tree C 1d3+3 trees |
| IV | 1d5 levels/tree D 1d5+6 trees |
| V | 1d6 levels/tree E 1d6+10 trees |
| VI | 1d10 levels/tree |

DWARF: MOUNTAIN STRONGHOLD

| Type | Size |
|------|-----------------------------------------|
| I | centralized/flat A 1d2 levels |
| II | spread/concave B 1d2+1 levels |
| III | spread/convex C 1d3+3 levels |
| IV | modular/towered D 1d5+6 levels |
| V | hidden/disguised* E 1d6+10 levels |
| VI | roll d2 [1=underground, 2=freestanding] |

* by/as mountains



HALFLING: SHIRE

| Type | Size |
|------|-------------------------------------------------------------------------|
| I | mounds/walled (size x 2 = # of mounds) A 1d2+1 (per type) |
| II | mounds/hidden* (size x 2 = # of mounds) B 1d3+2 (per type) |
| III | mounds & trees/walled (size = # of mounds & trees†) C 1d3+4 (per type) |
| IV | mounds & trees/hidden* (size = # of mounds & trees†) D 1d5+6 (per type) |
| V | castle/walled (size = # of towers) E 1d6+10 (per type) |
| VI | castle/hidden* (size = # of towers) |

* usually by magical means (e.g., through the aid of a high-level magic-user employing the use of a *mass invisibility* or *hallucinatory terrain* spell)

† roll separately for specific number of each type

