

BUTCHER, BAKER, RAW CRYSTAL SHAPER

Presenting a system for populating towns and cities with suitable businesses. Not at all inspired by Chaosium's 'Thieves World', oh deary me no.

OK, it's basically their business generator with extra bits culled from Joruni occupations and encounter tables. So sue me (just kidding..). The tables should enable you to populate smaller cities in a relatively short space of time. In fact they work best in settlements of 20,000 to 40,000 rather than the huge metropolises; the Sobayid region is a good example, and these tables can be used to fill in the blanks on the maps contained in the Sobayid Atlas.

Although it's a little artificial, the layout of a standard town has been broken down into Upper Class, Middle Class, Lower Class, Bazaar, and Recreation. Use discretion for overlapping neighbourhoods and unique features. Each city will be a little different in regard to centres of industry, pub crawls, tourist attractions, or whatever. Note that klades may well have their own area of town, in which case use the klade occupations listed on p. 122 of the 3rd edition rules or simply note a given borough as klade controlled.

Here's how to use the tables:

1. Make an initial roll on the table appropriate to the area you are populating; upper, middle, etc. These are tables 1 to 5 inclusive. If this roll does not indicate a business, make a note and move on to the next building.
2. If the initial roll indicates a business, roll on tables A, B or C as directed. After each business there is a percentage chance listed that the next business for the area is the same as the last one, ie. the chance that a cluster of like businesses has developed. This chance is subsequently halved for each reoccurrence of the business type.
3. There is also a number column (#) indicating the total number of business, of that type, in a given area of town. This is for towns and cities of approximately 20,000, so adjust the figure up or down if you're dealing with a different population size. Once the total number of businesses has been reached, further results indicating that business should be re-rolled. Note that booths in the bazaar and all Recreation businesses do not count toward these totals, and that each table has a separate total (eg. bakers might have all been allocated from table A, but you can still stick a baguette merchant into town from table B).
4. Use your noggin. Some businesses (eg. stables) require more space than others, some may not be suitable to the city at hand (eg. a caji houser in the heart of Thantier), and some may look out of place. Maintain a mental image of your chosen city, it's 'feel' eg. you might decide that Joble was basically a huge Recreation area surrounded by Lower Class housing, Jorune's mini-version of Las Vegas. Also note that some non-humans are more likely to run certain establishments, for example thivin musicians, thriddle mathematicians, and corastin movers are probably more common and/or better qualified than their human counterparts.

TABLES

TABLE 1 : UPPER CLASS

| <u>D100</u> | <u>Type</u> |
|-------------|---|
| 01-25 | Empty |
| 26-50 | Residence other than those on Tables A to C |
| 51-85 | Use Table A |
| 86-95 | Use Table B |
| 96-00 | Use Table C |

TABLE 2 : MIDDLE CLASS

| <u>D100</u> | <u>Type</u> |
|-------------|---|
| 01-25 | Empty |
| 26-50 | Residence other than those on Tables A to C |
| 51-85 | Use Table B |
| 86-95 | Use Table C |
| 96-00 | Use Table A |

TABLE 3 : LOWER CLASS

| <u>D100</u> | <u>Type</u> |
|-------------|--------------------|
| 01-25 | Empty |
| 26-50 | Residence/Tenement |
| 51-75 | Use Table C |
| 76-98 | Use Table B |
| 99-00 | Use Table A |

TABLE 4 : BAZAAR

| <u>D100</u> | <u>Type</u> |
|-------------|---------------|
| 01-10 | Empty |
| 11-25 | Wine/Alcohol |
| 26-50 | Prepared food |
| 51-72 | Use Table B |
| 73-92 | Use Table C |
| 93-00 | Use Table A |

TABLE 5 : RECREATION

| <u>D100</u> | <u>Type</u> |
|-------------|---|
| 01-10 | Empty |
| 11-30 | Pawnshop/Moneylender |
| 31-60 | Brothel (80% chance of reoccurrence on next roll) |
| 61-80 | Mayoo Den (60% chance of reoccurrence on next roll) |
| 81-90 | Use Table C |
| 91-97 | Use Table B |
| 98-00 | Use Table A |

TABLE A

| <u>D100</u> | <u>Business</u> | <u>%</u> | <u>#</u> |
|-------------|--------------------|----------|----------|
| 01-03 | Baker | 10 | 2 |
| 04-10 | Incuhut | 20 | 1 |
| 11-12 | Artist | 20 | 2 |
| 13-16 | Crystal Cutter | 40 | 3 |
| 17-24 | Jeweller | 60 | 5 |
| 25-33 | Yordeh | 10 | 3 |
| 34-38 | Private Yord | 10 | 3 |
| 39-40 | Musician | 40 | 2 |
| 41-50 | Learsis | 40 | 8 |
| 51-56 | Fadri: Etiquette | 40 | 3 |
| 57-58 | Luxury Goods | 60 | 4 |
| 59-61 | Stable | 20 | 2 |
| 62-66 | Illidge/Inclep | 10 | 4 |
| 67-72 | Res, Astronomer | - | 1 |
| 73-74 | Res, Architect | - | 1 |
| 75-76 | Res, Biologist | - | 1 |
| 77-80 | Res, Engineer | - | 1 |
| 81-82 | Res, Geologist | - | 1 |
| 83-86 | Res, Entris | - | 3 |
| 87-90 | Res, Fadri | - | 3 |
| 91-92 | Res, Mathematician | - | 1 |
| 93-98 | Res, Scholar | - | 3 |
| 99-00 | Res, Diplomat | - | 3 |



TABLE B

| <u>D100</u> | <u>Business</u> | <u>%</u> | <u>#</u> |
|-------------|-----------------|----------|----------|
| 01-02 | Beaster | 20 | 2 |
| 03-08 | Armourer | 60 | 6 |
| 09-10 | Baker | 10 | 3 |
| 11-14 | Bowyer | 60 | 6 |
| 15-16 | Cartographer | 40 | 4 |
| 17-20 | Thomboc | 60 | 3 |
| 21-22 | Daijic | 60 | 4 |
| 23-24 | Glassblower | 40 | 3 |
| 25-26 | Furniture Maker | 40 | 2 |
| 27-29 | Tapestry Maker | 60 | 4 |
| 30-31 | Hishtin | 40 | 3 |
| 32-35 | Freight Shipper | 10 | 5 |
| 36-39 | Learsis | 60 | 5 |
| 40-41 | Caji Performer | 40 | 3 |
| 42-46 | Leather Worker | 80 | 6 |
| 47-50 | Outfitter | 30 | 5 |
| 51-52 | Perfumer | 40 | 3 |
| 53-57 | Food Produce | 10 | 6 |
| 58-59 | Jer/Limilates | 10 | 2 |
| 60-62 | Movers | 40 | 4 |
| 63-65 | Scribe | 10 | 4 |
| 66-67 | Builder | 40 | 3 |
| 68-71 | Silk Merchant | 80 | 3 |
| 72-73 | Metal Worker | 10 | 3 |
| 74-79 | Stable | 10 | 8 |
| 80-81 | Tailor | 60 | 3 |
| 82-88 | Illidge/Inclep | 10 | 8 |
| 89-90 | City Guide | 10 | 3 |
| 91-93 | Weapon Maker | 50 | 6 |
| 94-95 | Wheelwright | 40 | 3 |
| 96-98 | Wineshop | 20 | 2 |
| 99-00 | Oils | 40 | 4 |

TABLE C

| <u>D100</u> | <u>Business</u> | <u>%</u> | <u>#</u> |
|-------------|--------------------|----------|----------|
| 01-03 | Baker | 10 | 3 |
| 04-05 | Barber | 10 | 2 |
| 06-08 | Barrell/Box Maker | 40 | 3 |
| 09-13 | Butcher | 10 | 6 |
| 14-15 | Brewery | 40 | 2 |
| 16-17 | Brothel | 10 | 2 |
| 18-20 | Lamp Maker | 10 | 3 |
| 21-24 | Carpenter | 40 | 4 |
| 25-28 | Cobbler | 80 | 4 |
| 29-30 | Hishtin | 40 | 2 |
| 31-33 | Dyer | 80 | 4 |
| 34-38 | Food Produce | 20 | 6 |
| 39-41 | Fortune Teller | 10 | 3 |
| 42-43 | Rug Maker | 40 | 4 |
| 44-45 | Gambling Hall | 10 | 2 |
| 46-47 | Laundry | 10 | 2 |
| 48-51 | Mason | 10 | 4 |
| 52-55 | Pawnshop | 60 | 5 |
| 56-60 | Durlig Pullers | 40 | 6 |
| 61-62 | Painter, Buildings | 10 | 2 |
| 63-65 | Paper/Ink Maker | 10 | 3 |
| 66-70 | Potter | 60 | 6 |
| 71-74 | Rope/Net Maker | 10 | 4 |
| 75-76 | Weaver | 20 | 2 |
| 77-78 | Caji Houser | 40 | 4 |
| 79-80 | Sign Painter | 10 | 2 |
| 81-83 | Spinner | 60 | 4 |
| 84-86 | Stable | 10 | 3 |
| 87-88 | Performer | 10 | 4 |
| 89-95 | Tanner | 70 | 6 |
| 96-00 | Illidge/Inclep | 20 | 5 |

Example

The GM has decided to populate the Sobayid city of Laindis (Sobayid Atlas, p.30). Moreover, she has determined that the northern part of the city contains the richer citizens, and that she will begin populating the area along Gundon Walk. She begins on the west side, next to Lainya Elayn's statue of woffen. Thus she rolls on Table 1 (Upper Class), getting a 51. This refers her to Table A, where she rolls a 72. So the resident of the corner building is an Astronomer, and the GM decides that this is a visiting Iscin from Ardoth taking advantage of the clear Sobayid skies. There is no chance of reoccurrence, and the number of astronomers is 1 (so this is the only known stargazer in Laindis). The GM moves on, rolling an 87, which means she refers to Table B. This time she rolls 90, indicating a City Guide. The chance of reoccurrence is 10%, and the dice roll is 21, so the next business rolled will be as normal (if the GM had rolled 09, the next business along Gundon Walk would have also been a City Guide). The number of potential City Guides left is two. The GM continues to populate the street - and the city - in this manner.