

THE ETERNAL COURT

RANDOM TABLES

& SENSORY DETAILS

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THE ETERNAL COURT
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Random Tables

& Sensory Details

When the room needs a smell, the street a sound, or the encounter a complication — roll once, read aloud.

KORMOR KIRAK · VIDEK · ANNO 1793

FORMAT	ROLL	USE
<i>Tables · A5</i>	<i>D6 · D66 · D100</i>	<i>Live Table</i>

Dice-driven tables for generating encounters, sensory details, and complications during play. Roll when characters enter new locations, when time passes between sessions, or when you need immediate inspiration for what happens next. These tables are designed to support the campaign's dark, morally complex tone -- specific enough to feel rooted in this world, atmospheric enough to set mood without overwhelming the story.

Consider pairing these atmospheric tables with The Lights Lower mechanic (see The Lights Lower supplement) during major encounters to layer mounting tension. When sensory details establish dread, The Lights Lower transforms that dread into immediate resource pressure, forcing players into active participation in their own mounting horror.

CAPITULUM

PART ONE: WEATHER AND ENVIRONMENTAL CONDITIONS

These conditions affect the entire city and its surroundings. Roll once per session or once per day of in-game time. Reroll on 8.

WEATHER TABLE (08)

1 -- Overcast and Cold

Grey clouds hang low over Kormor Kirak, pressing down like a physical weight. The temperature drops enough to make breath visible, and light takes on a flat, colorless quality that makes distance difficult to judge. Red Guard patrols seem sharper, more alert in the gloom.

2 -- Intermittent Rain

Water falls in cold, spitting bursts, not quite heavy enough to constitute a storm but enough to make streets slick and miserable. The rain carries the faint mineral tang of runoff from the mountains, mixing with smoke from the city's chimneys into a smell that coats the throat.

3 -- Clear and Bright

Rare good weather breaks through the mountain cloud cover. Sunlight illuminates the city harshly, driving away shadow and making hidden movements across open ground more dangerous. The castle's towers gleam like bone against the blue sky.

4 -- Heavy Fog

Fog rolls in from Hallaset Fields, thick enough that visibility drops to twenty feet or less. Sounds muffle and distort. The boundary between city and countryside blurs into grey whiteness. Those moving through the fog report feeling watched, as though something moves parallel to them in the mist.

5 -- Volcanic Ash from Distant Mountains

Fine grey ash falls from the high air, the result of distant volcanic activity. Everything becomes coated in a gritty layer of mineral dust. The smell is acrid and faintly sulfurous. Ash clogs breathing and reduces visibility. By nightfall, the city looks like it has aged a hundred years under the coating.

6 -- Storm Approaching

Distant lightning illuminates the horizon. Wind picks up with sudden violence, tearing loose shingles and dropping branches into streets. The pressure in the air is palpable, and animals become agitated. Those with sensitivity to supernatural forces report an electrical tingle, as though something is building beneath the normal world.

7 -- Eclipse Phenomena

The daylight takes on an odd quality -- never quite right, never quite normal. If a true eclipse is approaching, this precedes it by days. Creatures become confused about the time. Red Guard increases patrols, uncertain why they feel more threatened. People speak in low voices, aware that something is wrong with the sky but unable to articulate what.

8 -- Unnatural Fog from Hallaset

Unlike normal fog, this emanates from the fields themselves and carries the faint sweet-rot smell of necromantic activity. It moves against the wind, behaving as though it has intelligence and purpose. Those breathing it too deeply report temporary disorientation and fragments of nightmares upon sleeping.

LIGHTING CONDITIONS TABLE (d6)

1 -- Gas Lamps Failing

Throughout the city, gas lamps flicker and dim as pressure in the system drops or lines begin to freeze in mountain cold. By evening, entire districts are darker than usual. Shadows deepen. Criminals take advantage. The Terrassian Quarter, with its older infrastructure, is hit hardest.

2 -- Lamps Burning Bright

Pressure in the gas system is optimal. Lamps burn steady and clear, turning the city's streets into columns of light. The brightness feels almost oppressive in the marketplace. Those conducting business in shadow find fewer places to hide.

3 -- Aurora from Necromantic Activity

The sky over Hallaset Fields glows with an eerie green and purple light that has nothing to do with normal aurora. The glow illuminates at night, casting everything in sickly colors. Those outside after dark can see clearly without torches or lamps, a quality of illumination that feels deeply wrong.

4 -- Heavy Overcast Dimness

Clouds are so thick that daylight is barely distinguishable from deep twilight. The city exists in perpetual half-light. Red Guard lamps are lit even at midday. Visibility is poor enough that pickpockets work freely. Movement through the streets feels like moving through a dream.

5 -- Storm Light

Electrical storms illuminate the entire city in brief, brilliant flashes. In the moments between lightning strikes, darkness is nearly absolute. Sound distortion from thunder makes coordination difficult. The castle is silhouetted repeatedly against lightning-bright sky.

6 -- Clear Night with Full Moon

If a full moon rises, the entire city is bathed in silver light clear enough to read by. Shadows are sharp and distinct. Nocturnal creatures are more active. Jack's condition becomes more pronounced. Those awake report the city looks like a different place, transformed and strange.

THE QUEEN'S INFLUENCE TABLE (d6)

These effects ripple through the city as echoes of Kiraline's activities and power. Roll when characters spend significant time in Kormor Kirak or when the queen moves to consolidate power.

1 -- Citywide Unease

A pervasive sense of dread settles over Kormor Kirak without obvious cause. People move quietly, conversations are muted, crowds disperse faster than usual. Animals are jittery. Those attuned to supernatural forces feel the weight of Kiraline's attention pressing down, as though she has noticed something happening in her city.

2 -- Animal Behavior Changes

Dogs refuse to enter certain areas. Birds roost at unusual hours. Horses buck without provocation. In the Hallaset Fields, the normal animal population has vanished -- no birds sing, no insects buzz, only the sound of the wind through tall grass. Something has scared the natural world into silence.

3 -- Milk Souring Throughout the City

Across Kormor Kirak, dairy stored even in cold places sours within hours. The phenomenon is widespread enough that multiple merchants report it simultaneously. Some whisper it is a sign. Others believe it is something in the water supply. The truth remains unclear, but the effect is unmistakable and deeply unsettling.

4 -- Mirrors Show Wrong Reflections

Those who look into mirrors see distortions -- their own faces aged or youthful beyond reality, or sometimes the face of a stranger looking back. Some mirrors show nothing at all, reflecting the space behind the observer but not the observer themselves. Ordinary reflections return after a few hours, but the disruption creates superstitious dread.

5 -- Shared Nightmares Spread Through Population

Across the city, people wake from identical or near-identical nightmares featuring a woman with a beautiful face that unhinge at impossible angles, or a sense of being drained, or drowning in crimson darkness. The dreams are vivid enough to be mistaken for memory. Some people wake with new scar tissue on their necks though nothing bit them in waking life.

6 -- Kiraline Moves Against Her Enemies

Arrests increase. Red Guard squads are mobilized. Specific locations are sealed off from civilian traffic. A sense of active threat hangs over the city. Everyone

senses that the queen is doing something -- consolidating power, eliminating opposition, or preparing for something larger. The tension feels like a held breath waiting to exhale.

CAPITULUM

PART TWO: SENSORY DETAIL TABLES

Roll a d6 or d8 when characters enter a new district or major location to determine which sensory details are most prominent. Use 2-3 details per scene rather than all options. Repeat visits to the same location should emphasize different details on the second or third time through.

MARKET DISTRICT SOUNDS (d8)

1 -- Haggling in Multiple Languages

Terrassian merchants argue with Albion traders about pricing, their voices rising and falling in rhythmic waves. Underneath, common speech in at least three different regional accents. The noise is almost musical in its chaos.

2 -- Coins and Commerce

Endless clink of copper and silver changing hands, the metallic percussion underlaying everything. Money changers' scales create precise tones as they measure weight. The sound of coins is the marketplace's heartbeat.

3 -- Sizzle of Cooking Fires

From the food vendors' section, constant sizzle and pop of meat cooking, bread crisping. The sharp sound of hot oil mixed with the deeper crackle of burning wood.

4 -- Crying Children and Thin Voices

Street urchins call out to passersby. Mothers selling bread or goods call their children to stay close. The high, piercing tones of the young mixed with the lower murmur of adult negotiation.

5 -- Smithing and Metalwork

From the Albion Quarter, the ring of hammer on anvil, the hiss of quenching hot metal in water. The sounds are rhythmic and industrial, utterly unlike the organic chaos of other sections.

6 -- Rats and Movement in the Dark

Beneath the conscious marketplace noise, the skitter of rats and larger creatures moving through shadows. Boxes shifting. The small sounds that suggest the market has another layer of activity happening unseen.

7 -- Wind Through Cloth

Thousands of bolts of fabric ripple in the mountain breeze. Banners crack and flutter. The wind carries whispered rustling that makes it difficult to hear conversations at normal distance.

8 -- Bell Chiming from the Castle

Distant bells ring from Torony Castle at the hour, deep and resonant enough to cut through all other noise. The sound stops conversations briefly. Everyone pauses, listening, then returns to commerce as though released from a spell.

MARKET DISTRICT SMELLS (18)

1 -- Vinegar and Spice

The sharp, nose-clearing tang of a tanner's stall mixing with cinnamon from a Terrasian spice merchant. Underneath, the almost metallic smell of dried herbs in bundles waiting to be purchased.

2 -- Copper and Blood

The faint copper scent that never quite leaves the air near the Blood Gate or the butchers' section. Mixed with sawdust meant to absorb spillage, it creates a smell simultaneously alive and dead.

3 -- Leather and Machine Oil

From the Albion Quarter, the heavy smell of worked leather and the sharp chemical tang of machine oil used to keep precision tools functional. It smells industrial, foreign to the city's natural scents.

4 -- Roasting Meat and Woodsmoke

From the food vendors, the deeply savory smell of meat over open flame mixing with acrid woodsmoke. The smell is warm and hunger-inducing, drawing people toward the stalls even against their intentions.

5 -- Horse and Animal Waste

The ever-present smell of horses, mules, and the detritus of animal presence. Dung, urine, and hay mixing into a stench that newcomers find overwhelming but which longtime residents barely notice.

6 -- Flowers and Decay

Strange contradiction from Terrassian goods -- Hallaset flowers blooming in arrangement at stalls mixed with the underlying rot-smell of goods at various states of age and spoilage.

7 -- Incense and Perfume

Burning incense from merchants attempting to mask less pleasant odors, mixing with perfumes and scented oils. The combination is cloying and artificial, creating a haze of competing fragrances.

8 -- Unwashed Human and Hunger

The salt-smell of sweat, the organic smell of people living closely together without regular bathing. Mixed with desperation and the metallic smell of fear-sweat from those in genuine poverty.

CASTLE INTERIOR SOUNDS (d6)

1 -- Echoes and Emptiness

The vast interior spaces of Torony Castle create echoes from every sound. A single footstep reverberates for seconds. Conversations echo confusingly off stone, making it difficult to locate sound sources.

2 -- Chains and Restraint

From the dungeons, the faint clink of chains. Even in upper levels, those sensitive enough report hearing the distant metallic sounds of imprisonment, creating a persistent sense of constraint.

3 -- Water Dripping

Throughout the castle, the endless drip of water from stone. Sometimes rhythmic, sometimes stuttering, always present. The sound is maddening to those trying to sleep, hypnotic to those in trance states.

4 -- Red Guard Boots on Stone

The precise, uniform sound of armor and boots on stone floor. The sound announces authority, creates anticipatory tension. Those hearing it approach stiffen, awaiting interaction or judgment.

5 -- Torches Burning and Crackling

A sound most modern people don't notice until it becomes the dominant noise. Torches burning in sconces crackle and hiss softly, an organic sound that keeps the castle from ever being truly silent.

6 -- Whispered Conversations and Rumors

The castle staff gossip in low tones, spreading rumors, speculation, information that may be true or entirely fabricated. The whispers create a constant background murmur, suggesting secrets being shared.

CASTLE INTERIOR SMELLS (16)

1 -- Incense and Perfume

The castle is heavily perfumed, attempting to mask less pleasant odors with floral and exotic scents. The smell is cloying and artificial, speaking of wealth and power but creating subtle discomfort.

2 -- Stone and Age

The deep, mineral smell of ancient stone that has absorbed centuries of dampness. The smell suggests weight, permanence, the oppressive feeling of living inside a mountain.

3 -- Burning Torch and Smoke

The acrid smoke from oil torches despite modern gas lamps in some areas. The smoke creates a layer of smell that makes the castle feel medieval, old, slightly oppressive.

4 -- Blood and Copper

Faint and undeniable, the metallic smell of blood. Where it comes from -- dungeons, the queen's feeding, old stains -- remains unclear. But the smell is present enough to register, creating subliminal dread.

5 -- Flowers That Don't Belong

Fresh flowers arranged in elaborate displays throughout the castle. The flowers are exotic, expensive, out of season. Their fragrance is almost cloyingly sweet, suggesting something hidden beneath.

6 -- Rot and Decomposition

Not obvious unless you know what to seek, but present in the castle's oldest sections. Something is decaying in the walls or dungeons, creating a smell faint enough to dismiss but persistent enough to disturb.

UNDERGROUND SOUNDS (d6)

1 -- Dripping Water and Echoes

Water falling from impossible heights, echoing in vast chambers. The sound bounces and multiplies, creating disorientation about distance and direction.

2 -- Movement in the Dark

The skitter of things that live underground -- rats, insects, something larger. The sounds suggest active ecosystem inhabiting darkness, creating sense that tunnels are alive with invisible motion.

3 -- Distant Voices and Commerce

From deeper sections, the sound of human activity, negotiation, trade. The sounds are muffled enough to be uncertain, suggesting activity hidden from the upper world.

4 -- Creature Vocalizations

Things that shouldn't be underground emit sounds. Growls, snarls, or something weirder. The creatures are hidden but their presence is announced through sound.

5 -- Pressure and Silence

An oppressive quiet that feels pregnant with potential violence. The lack of sound is more disturbing than noise, creating sense of held breath.

6 -- Hydraulic Hiss and Mechanical Sound

In sections where Terrassian technology operates, the hiss of hydraulic systems, the whirl of clockwork. The sounds suggest machines waiting, watching, ready.

UNDERGROUND SMELLS (06)

1 -- Damp Stone and Minerals

The heavy, mineral-rich smell of deep places that have never seen sunlight. The smell is cold and somehow ancient, speaking of ages past.

2 -- Blood and Raw Meat

From butchers' sections or The Pits, the smell of blood and fresh animal flesh in the process of being butchered or killed.

3 -- Chemicals and Alchemy

From The Apothecary, the sharp tang of alchemical substances, acids, exotic components. The smell is harsh enough to burn the sinuses.

4 -- Rot and Decay

Things decomposing in darkness, bodies or organic matter in various states of dissolution. The smell is overwhelming in places, requiring effort to breathe through it.

5 -- Incense and Ritual

The smell of incense burning in ritual spaces, mixed with things less identifiable. The combination speaks of purposes unknown, of magic or predation or both.

6 -- Unwashed Human and Desperation

The accumulated smell of humans living in underground spaces without proper facilities or hygiene. It speaks of poverty, imprisonment, loss of hope.

STREET ENCOUNTER SOUNDS AT NIGHT (d6)

1 -- Footsteps and Pursuing Threat

The sound of someone running or being chased. Footsteps echoing off stone create panic or tension. The sound ends, leaving uncertainty about outcome.

2 -- Whispered Conversations and Danger

Two or more voices speaking in urgent tones too low to hear clearly. The tone suggests conspiracy, threat, or secret negotiation. The conversation ends abruptly when the party approaches.

3 -- Creature Vocalizations

Snarling, hissing, or the sound of predators hunting. The sounds suggest things hunting in the city's darkness, things that shouldn't be in the streets.

4 -- Breaking Glass and Destruction

The sound of commerce being violated, of theft in progress or property being destroyed. The sounds create urgency and ethical complication about whether to intervene.

5 -- Screaming or Crying

Someone in distress, pain, or terror. The sound is distant and disorienting enough that location remains unclear. Reaching the source may be complicated or impossible.

6 -- Profound Silence

A rarity in the city, the complete absence of sound speaks of danger more than noise. The silence feels unnatural, suggesting that something is wrong enough to make predators silent.

WHAT'S THAT TASTE? (d6)

For food and drink encountered at The Bastion Inn or the marketplace.

1 -- Bread with Herbs and Salt

Fresh bread from Eppy's kitchen, still warm, with rosemary and sea salt baked into the crust. The taste is pure comfort, speaking of care in preparation and genuine nutrition.

2 -- Stew with Unclear Origins

At food vendor stalls, soup or stew in questionable condition. The meat source is unidentifiable, vegetables are overcooked, but the flavor is oddly savory. Eating it involves accepting uncertainty about ingredients.

3 -- Mountain Honey Sweetness

Honey from Terrasian suppliers, so pure it coats the mouth with sweetness. The flavor hints at summer flowers and high meadows, creating momentary escape from the city's darkness.

4 -- Wine with Acrid Undertone

Wine from Eppy's collection, complex and full-bodied, but with a lingering acrid undertone that suggests age, chemical breakdown, or alchemical addition. Drinking it is slightly uncomfortable but not poisonous.

5 -- Meat That Was Butchered Too Long Ago

Cured sausage or dried meat from questionable sources, the flavor vaguely wrong, vaguely concerning. It sustains but creates lingering unease about what exactly was consumed.

6 -- Water That Tastes Like Metal

Water from tainted sources, carrying mineral tang or actual metallic aftertaste. It quenches thirst but leaves feeling of grit on teeth and lingering concern about purity.

CAPITULUM

PART THREE: RANDOM CREATURE ENCOUNTERS

These tables provide narrative setups rather than simple stat-block deployments. Each result describes the encounter context, creature motivation, and immediate situation. Adjust creature numbers based on party size and level.

CITY STREETS, DAY (08)

1 -- Red Guard Patrol

Two to four Red Guards march the streets in loose formation, checking papers from travelers, maintaining visible authority. If the party looks suspicious or foreign, they will approach and demand credentials. Their manner is professional but edged with potential violence.

2 -- Market Russian Pickpocket Gang

Two to three market criminals attempt to relieve characters of valuables. They work in coordinated teams, one creating distraction while others cut purses or steal openly. They flee immediately if caught, disappearing into crowds or alleys. Catching them causes complications with local crime organizations.

3 -- Beggar Swarm and Hidden Threat

A dozen or more beggars surround the party, pleading for coin. Among them is a single gangster lieutenant or skilled thief assessing the party for targeting. The beggars scatter immediately if violence erupts, revealing that the operation was reconnaissance.

4 -- Street Preacher with Gathering Crowd

A religious figure or someone claiming prophecy stands on a box or platform speaking to gathered citizens. The crowd includes true believers, curious onlookers, and Red Guard watching to ensure order. The message is apocalyptic, speaking of approaching darkness or divine judgment.

5 -- Cavalry Patrol Blocking Route

Mounted soldiers control a checkpoint on the route the party intended to travel. They demand papers, create bureaucratic delay, possibly demand "inspection fees." Their incompetence is evident but their authority is absolute. Circumventing them requires creativity rather than force.

6 -- Accident with Overturned Carriage

A merchant's carriage has overturned or broken down, spilling goods and creating traffic blockage. The merchant is in distress. Red Guard is attempting to clear the street. Those helping may gain favor or find themselves entangled in complicated situations.

7 -- Street Performance and Deception

A talented bard or street performer draws crowds with music or acrobatics. The performance is genuine, but the crowd it attracts includes pickpockets and beggars. The performer may have information the party needs or may be an undercover operative watching the streets.

8 -- Disturbance Requiring Investigation

Sounds of fighting, property destruction, or threat emerge from an alley or side street. The disturbance may be gang violence, a mugging in progress, or something supernatural. The party's response determines immediate complications.

CITY STREETS, NIGHT (d8)

1 -- Red Guard Night Patrol, Nervous

Two to three guards moving with heightened alertness, eyes on shadows, hands near weapons. They are more likely to react with violence if startled. They may warn the party away from certain areas "for their own safety," suggesting something moves in darkness.

2 -- Criminal Operation in Progress

Smugglers, thieves, or organized crime figures conducting business. The operation may be theft, extortion, movement of contraband, or worse. The party's discovery of the activity forces quick decisions about involvement.

3 -- Prowling Creature or Supernatural Presence

Movement in shadow that may be animal or may be something worse. The creature is dangerous but not immediately aggressive. Encounter involves environmental risk and tension rather than direct combat.

4 -- Desperate Person in Crisis

Someone running from threat, injured and bleeding, seeking help. Aiding them creates immediate complications -- whoever or whatever chases them will pursue. Refusing aid has moral weight.

5 -- Gathering of Strangers

A group of cloaked or deliberately concealed figures meets in shadows, conducting business. The party's approach causes the gathering to disperse. What they witnessed may attract dangerous attention.

6 -- Clockwork Scout or Mechanical Watcher

A small mechanical device observes from high ground. Its presence suggests sophisticated surveillance. Destroying it alerts its controller. Leaving it allows observation to continue.

7 -- Vampire Spawn on Nocturnal Hunt

One or more undead creatures move through darkness, hunting. They may target the party, target innocent bystanders, or allow the party to pass if not interfered with. Direct confrontation is dangerous.

8 -- Multiple Encounters Converging

Different parties -- Red Guard, criminals, creatures -- are moving through the same area for different purposes. The convergence creates chaos and opportunities for advantage or entanglement.

HALLSET FIELDS (08)

1 -- Undead Shambler Sentry

A single shambler or small group of shamblers animate from the soil as the party approaches. They are slow and stupid but relentless. The encounter serves as atmospheric encounter establishing necromantic presence rather than major combat.

2 -- Ward Symbol Investigation

Freshly painted ward symbols mark the field boundary. They are new, hastily applied, suggesting recent escalation of whatever threat they guard against. Investigation reveals the symbols were painted in fear, with urgency.

3 -- Necrotic Bulk Movement

The party observes evidence of the bulk's passage -- torn earth, trampled grass, scattered bones. The creature is not present, but its recent activity is undeniable. The encounter establishes that something powerful hunts these fields.

4 -- Hallaset Flowers Behaving Unnaturally

Flowers bloom in unnatural profusion, or bloom out of season despite winter conditions. They smell sweet but wrong, and touching them creates discomfort -- faint burning sensation or nausea. The flowers are symptom of necromantic saturation.

5 -- Grass Whispers and Old World Awareness

Those attuned to the old world hear subtle sound from tall grass, almost like whispers. The sensation is not threatening but profound, suggesting the landscape itself is aware and communicating. The communication resists translation into words.

6 -- Mountain Wolves, Agitated

A pack of 4-6 wolves, unusually aggressive, emerges from tree line. If Jack is present, the wolves focus on him with specific intensity. The encounter is combat if party engages, or avoidance if party chooses retreat.

7 -- Ritual Site, Recently Used

Evidence of necromantic ritual -- chalk marks, bone arrangements, corpse portions. The site is abandoned but recent. Investigation may reveal what ritual was performed and by whom, creating investigative threads.

8 -- Corpse Emerging from Soil

As the party travels, earth shifts and a partially decomposed corpse emerges. The corpse is recent enough to preserve some feature identifying it as someone the party knew or knew of. The emergence is simultaneous with the party's presence -- it may have been triggered.

CASTLE UPPER FLOORS (d6)

1 -- Red Guard Squad on Patrol

A six-person squad encounters the party, demands explanation for their presence. Response depends on party credentials and prior relationship. The encounter may be smooth passage or rapid escalation.

2 -- Servant or Staff Member

A castle employee encounters the party, either offers help or attempts to report intruders depending on the party's apparent legitimacy. Staff members may provide valuable information or create complications if they disappear to report.

3 -- Vampire Spawn Passage

One or more undead servants move through castle corridors on nocturnal business. The spawn are not immediately hostile but may become so if the party interferes. Encounter establishes the castle's secret population.

4 -- Noble or High Ranking Official

A visiting dignitary or castle official encounters the party. The interaction is political, requiring negotiation and credible explanation of presence. The official may become useful contact or dangerous enemy depending on handling.

5 -- Door Locked or Sealed

Access is blocked by heavy doors requiring force or keys the party doesn't possess. The locked area is clearly important. Forcing entry creates commotion and attracts attention.

6 -- Castle Behaving Strangely

Geometry becomes confusing. Corridors lead where they shouldn't. Distances don't match exterior measurements. The effect is subtle enough for party to second-guess their own navigation. The castle may be magically flexible or the party may simply be losing sense of direction in unfamiliar space.

CASTLE DUNGEONS AND BELOW (08)

1 -- Prisoner Encounter

A cell holds one or more prisoners, some lucid and some mad from imprisonment. If released, prisoners may become allies or complications depending on their mental state. Prisoners know dungeon layout and may provide valuable intelligence.

2 -- Guard or Jailor

A single guard or small group enforces dungeon security. They are likely surprised but trained in combat. The encounter may result in combat, negotiation, or cautious passage depending on party choices.

3 -- Vampire Spawn Feeding

One or more spawn encounter the party in dungeon shadows. The spawn are actively feeding on a prisoner or in post-feeding state. The encounter is guaranteed combat unless party retreats or hides successfully.

4 -- Fresh Blood Stains

The party discovers evidence of recent feeding -- blood on stone, torn clothing, body parts. The evidence is recent enough to suggest predator is still nearby. The discovery creates tension and dread.

5 -- Decomposing Bodies

Older remains, no longer feeding current needs, remain in cells or piled areas. The stench is overwhelming. Bodies may be identifiable as people the party knew. The corpses may still hold valuable items or information.

6 -- Ritual Framework

Evidence of necromantic ritual -- the trellis structures used for binding corpses, chalk marks, the smell of decay and ritual components. The framework is empty or abandoned but clearly functional. Its presence indicates Lich Cult activity within the castle.

7 -- Chained Creature

A supernatural creature is imprisoned and chained, creating both threat and opportunity. The creature may communicate and offer aid if freed, or may become immediate threat. Evaluating risk and benefit is complex.

8 -- The Queen's Private Chamber Approach

The party discovers passage leading to impossible depth, geometry becoming visibly wrong. The way forward is clearly dangerous and forbidden. Pursuing it risks everything but might reveal critical information.

THE MARKETPLACE (d6)

1 -- Social Tension Between Merchants

Conflict between Albion Quarter merchant and Terrassian merchant over territorial encroachment, price undercutting, or ancient grievance. The conflict is verbal and heated but not yet violent. The party's involvement influences market dynamics.

2 -- Information Broker in Operation

A figure operating from the margins of the market buys and sells information. The broker may have intelligence the party needs or may recognize party members and attempt extraction for profit. Encounter introduces information economy.

3 -- Charity Situation

A child, elderly person, or disabled individual requests aid or charity. Responding with assistance gains reputation among locals. Refusing creates moral weight. The recipient may provide information or become recurring connection.

4 -- Criminal Opportunity

A middleman offers work to capable people -- theft, protection service, smuggling. The work is morally complicated and comes with risk. Accepting creates criminal associations. Refusing may create enemies if handled poorly.

5 -- Undercover Red Guard or Spy

A figure apparently shopping or conducting legitimate business is actually surveillance agent watching for illegal activity or specific targets. The party's recognition of the surveillance or the spy's recognition of the party creates complications.

6 -- Disturbance Requiring Local Authority

Fighting breaks out, theft becomes obvious, or someone collapses. Red Guard responds. The party's involvement influences outcome and local reputation. Standing aside may allow crime to continue; intervening may create complications with locals or authorities.

CAPITULUM

PART FOUR: ANTAGONIST ENCOUNTERS

These tables describe escalating presence of specific threats. Roll for antagonist activity when time passes or when party actions attract attention.

VARGA SJÖHJINGS (d6)

The werewolf enforcer's increasing presence as she tracks or targets the party.

1 -- Distant Observation

The party spots a figure watching from rooftop, alley corner, or market edge. The figure is clearly female, clearly alert, clearly dangerous. Upon notice, she vanishes. The message is clear: she knows where you are.

2 -- Recent Arrival Confirmed

The party learns through contact, rumor, or direct evidence that Varga has arrived in the city. Crime lord lieutenants confirm whispered reports. The threat that was distant has become immediate.

3 -- Confrontation with Transformation

Varga confronts the party directly, no longer attempting concealment. During combat or negotiation, witnesses her transformation from humanoid form to lupine predator. The transformation is brutal and rapid. She is vastly more dangerous in beast form.

4 -- Pack Attack at Dusk

Varga, in hybrid or full animal form, attacks with wolf pack. She coordinates the wolves with clear intelligence, using them to flank and overwhelm. The fight is desperate combat in failing light.

5 -- Personal Challenge and Confrontation

Varga approaches the party directly, no witnesses, and offers direct negotiation or challenge. She is unambiguously dangerous and makes clear that her interest in the party is personal and deadly. Violence or agreement hangs in balance.

6 -- Coordinated Criminal Operation

Varga uses her position as enforcer to mobilize criminal resources against the party. Multiple teams of gangster lieutenants and ruffians converge. The party is caught between avoiding obvious predator and dealing with organized threat.

DEATH CULT ACTIVITY (d6)

The presence and operations of the death cult become increasingly visible and threatening.

1 -- Acolyte Discovered Among Known Contacts

The party learns that someone they trusted or regularly interact with is cult member. The revelation creates questions about what information may have been passed along, what loyalty actually exists.

2 -- Ritual Site Discovered

The party stumbles upon or investigates location of recent ritual -- Hallaset Fields, abandoned building, underground chamber. The site is fresh enough that cult practitioners are likely to return. Hiding to observe or rushing to interrupt are viable options.

3 -- Acolyte Recruitment Attempt

A cult member approaches a party member directly, offering power, protection, or purpose. The pitch is genuinely appealing to someone with appropriate motivations. Declining creates enemy. Accepting creates moral entanglement.

4 -- Undead Servant Encounter

The party encounters undead shambler or worse, clearly serving cult purposes. Destroying it doesn't stop cult activities but does eliminate immediate threat and confirms cult's presence.

5 -- Necromancer Presence Confirmed

The party witnesses evidence that a true necromancer is operating in Kormor Kirak. The evidence may be Necrotic Bulk encounter, corpse arrangements, or direct sighting. The threat escalates from theoretical to immediate.

6 -- Cult Strikes Against Party Directly

Acolytes or undead servants attack the party directly, attempting assassination or capture. The attack reveals that the cult is aware of party and considers them threat worthy of resource expenditure.

RED GUARD COMPLICATIONS (d6)

The city's military enforcement creates problems independent of combat.

1 -- False Arrest and Detention

Party members are arrested on false or exaggerated charges. They are held in detention, their belongings inventoried and taken. Release depends on paying fine, providing leverage, or causing enough disruption to warrant release.

2 -- Checkpoint Intensification

Red Guard establishes or intensifies checkpoints on routes the party frequently travels. The checkpoints create delays, increase scrutiny, make concealment of items or identity more difficult.

3 -- Wanted Status

The party discovers they are wanted by Red Guard for crimes they may or may not have committed. Wanted posters appear in districts they frequent. Bounty is placed on their capture.

4 -- Royal Summons

The queen or her representatives summon the party to Torony Castle. Whether this is honor, threat, or test is ambiguous. Refusing may create serious complications. Attending means entering the power structure directly.

5 -- Protection Racket or Extortion

Red Guard captain offers deal -- payment in exchange for avoiding harassment, warnings before raids, or protection from other authorities. Refusal results in increased enforcement actions against party.

6 -- Military Conscription Pressure

The war effort increases. Red Guard begins pressuring suitable individuals to volunteer or be drafted into military service. Party members may be targeted depending on apparent capabilities and origin.

AUTOMATIC ASSASSIN EVENTS (d4)

Clockwork killers sent against the party, each more dangerous.

1 -- First Unit Appearance and Retreat

An Automatic Assassin pursues the party relentlessly. The encounter is survival-focused rather than combat-focused. The assassin pursues with mechanical inevitability until the party escapes or the assassin is disabled. It withdraws if damaged enough.

2 -- Second Unit Appears, Upgraded

A new assassin arrives, clearly improved or repaired from previous encounters. It is faster, more efficient, more heavily armed. It focuses on priority target with clear capability to kill.

3 -- Dual Assassins Coordinated Attack

Two assassins arrive simultaneously, coordinating attacks, covering each other's weaknesses. The party is clearly the target of significant resource. Survival requires serious damage to infrastructure or direct destruction of both units.

4 -- Assassin Modifications and New Threat

The next assassin is clearly custom-built, with modifications suggesting specific knowledge about the party's capabilities and tactics. It may be armor-resistant, magically null, or designed to counter specific party members.

CAPITULUM

PART FIVE: THE QUEEN'S DARK ACTIVITIES

What Kiraline does between sessions. Roll when time passes or when the party triggers attention from the castle. These are not encounters but consequences, ripples affecting the broader campaign landscape.

HER COURT ACTIONS (08)

Political moves that affect the party's situation or position within the city.

1 -- Public Decree

Kiraline issues new law or restriction affecting the city. The decree may target merchants, restrict movement, establish new taxes, or control behavior. The decree influences party activities and creates opportunities for subversion or cooperation.

2 -- Assassination or Removal of Rival

A political opponent of the queen disappears, dies suspiciously, or resigns from position. The event demonstrates power and creates succession complications or consolidation of authority.

3 -- Summons or Test

The queen requests party presence at the castle for unspecified reasons. The summons is courteous but unavoidably an order. The "test" may be political, supernatural, or merely social evaluation.

4 -- Alliance Proposal or Demand

Kiriline offers alliance to party or specific members, offering power, protection, or resources in exchange for loyalty or service. Refusing may create enemy or cost. Accepting creates moral entanglement.

5 -- Demonstration of Power

The queen conducts some action that makes clear her power and dominion. May involve mass feeding, resurrection of servant, or magical display. The action is visible enough to create city-wide awareness.

6 -- Masquerade Announcement

The queen announces preparations for the Masquerade ball. Invitations are issued. Security is established. The event creates focal point for social maneuvering and potential conspiracy.

7 -- Supply of Resources to Allies

The queen visibly distributes wealth, protection, or resources to her followers and supporters. Those allied with her are rewarded. Those opposed experience withdrawal of support or active hindrance.

8 -- Expansion of Territory or Claim

The queen claims new area, expands castle holdings, or extends authority into previously neutral space. The expansion may involve building, military presence, or simple declaration of dominion.

SUPERNATURAL EVENTS (d6)

Necromantic experiments or the castle behaving strangely as Kiraline's power manifests.

1 -- Undead Animal Appearances

Necromantic corruption creates animated animal remains -- birds with wrong joints, creatures moving in impossible ways. The animals are witnesses to what is possible rather than threats in themselves.

2 -- Ghostly Manifestation

Spirits become visible, moving through castle or city. The manifestations are not clearly hostile but undeniably supernatural. Those who recognize spirits may be able to communicate.

3 -- Temporal Distortion

Time behaves strangely in specific locations. Minutes pass as hours, or hours as minutes. The effect is localized and temporary but creates disorientation.

4 -- Mass Dream Phenomenon

Large numbers of people across the city report nearly identical nightmares, visions, or supernatural experiences. The phenomenon suggests something powerful is experimenting with or affecting the sleep of an entire population.

5 -- Portal Appearance

A gateway or tear in the fabric between worlds opens briefly. It may be near the castle, in Hallaset Fields, or in unexpected location. The portal suggests experiments or preparations for larger working.

6 -- Castle Transformation

The castle's interior changes subtly. Corridors shift. New areas appear. Familiar areas are suddenly different. The transformation is real but dreamlike, creating sense that the castle itself is alive.

HER GROWING SUSPICION (d6)

Escalating attention from the queen as she becomes aware of and interested in the party.

1 -- Agent Approaches for Information

A representative approaches, asking probing questions about party, their origins, their business in the city. The approach is polite and doesn't threaten, but the message is clear: the queen is gathering intelligence.

2 -- Gentle Reminder of Authority

A small action demonstrates the queen's power and attention. Perhaps someone the party knows is briefly detained, then released. Perhaps the party's movements are clearly tracked. The action is not hostile but establishes understanding.

3 -- Subtle Threat

Kiraline sends message through intermediary that she is aware of party, aware of their activities, and watching with interest. The message is not threat but not quite friendship. Tone is genuinely uncertain.

4 -- Competitor's Disappearance

Someone the party competes with or opposes vanishes. The disappearance may be death, may be elevation to castle position, may be something else. The message is clear: alignment with the queen is safer than opposition.

5 -- Personal Contact from Szeret

The princess approaches directly, claims she has noticed the party, believes they are interesting, and wishes closer acquaintance. Her tone is flirtatious, predatory, and genuinely difficult to interpret. Her interest is flattering but potentially lethal.

6 -- Direct Summons for Private Audience

The queen herself summons party for audience away from court and public view. The audience is conversation rather than spectacle. Kiraline evaluates the party directly, asking questions, making observations, deciding their ultimate fate within her domain.

CAPITULUM

APPENDIX: HOW TO USE THESE TABLES

During Session Play

Roll when:

- Characters enter new district or location for first time or after significant absence
- Multiple hours or days pass in-game
- Party draws attention from authority, criminals, or creatures
- You need immediate inspiration for what happens next
- Characters rest or conduct business in city during downtime

Use 2-3 results per scene rather than reading every option. The tables are tools for consistency and inspiration, not scripts that must be followed exactly.

Between Sessions

Roll antagonist and queen's activities tables to determine what changes in the city while the party rested. Did Varga arrive? Did cult activity escalate? What new decree affects their plans? These rolls establish consequences and create hooks for next session.

Customization

Reroll 8s to exclude duplicates in a single scene. Modify results to match party composition, season, or current plot threads. Replace or add options to better fit your vision of Kormor Kirak. These tables are framework, not gospel.

Atmosphere Over Combat

Remember that these tables are designed to create mood, dread, and specificity. A shambler encounter in Hallaset Fields carries weight not because the creature is mechanically challenging, but because it confirms necromantic presence, because players know ward symbols are failing, because the wrongness is becoming visible. Use sensory tables to make the familiar city feel progressively more alien and dangerous.

The best use of these tables is to reinforce the central themes: that the city is under control of forces beyond moral goodness, that danger is always present, that choices have consequences rippling through social networks the party doesn't fully control, and that Kormor Kirak itself is alive with awareness and intention.

Roll wisely. Describe carefully. Let the dice guide mood without determining story.

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