

Castle, Chance to find a:

There will always be a chance to find a castle in a civilized area, no matter the population.

For the chance, the location and condition, and any other special things you should know, begin by rolling on Chart #1:

Chart #1

Civilization setting:

Chance for the presence of a castle:

City:

There will be a 20% chance of a castle in the city.

Roll on Chart #2 to know it's location.

Roll on Chart #3 to know it's condition.

Town:

There will be a 10% chance of a castle in the town.

Roll on Chart #2 to know it's location.

Roll on Chart #3 to know it's condition.

Village:

There will be a 05% chance of a castle in the village.

Roll on Chart #2 to know it's location.

Roll on Chart #3 to know it's condition.

Chart #2

<u>D-8 Roll:</u>	<u>Location/situation of castle:</u>
1	Castle floats above a civilization surrounded by high walls.
2	Castle floats above a civilization that has no walls surrounding it.
3	Castle is built against a wall that surrounds the civilization.
4	Castle is built outside the boundary of the civilization (1-D4 minutes ride on horseback)
5	Castle is built within a high wall, within the civilization that has a wall surrounding it.
6	Castle is built within a high wall, within the civilization that has no wall surrounding it.
7	Castle is built within its own walls, within the civilization that is surrounded by walls.
8	Castle is built within the walls that surround the civilization. This castle is mingled with the structures of the civilization.

Chart #3

<u>D-4 Roll:</u>	<u>Condition of castle:</u>
1	Poor
2	Good
3	Excellent
4	New