

Shops, Chance of locating certain:

The following are the four dwelling places: Castle, City, Town, and Village.

There will be a list of shops on the left with the "Needed %Roll" to have a specific shop. To the right of "Needed %roll for . . ." will be the "# of shops".

Shop Types	Needed %roll	# of shops	Needed %roll	# of shops	Needed %roll	# of shops	Needed %roll	# of shops
	for a <u>Castle</u>		for a <u>City</u>		for a <u>Town</u>		for a <u>Village</u>	
Abandoned (unused)	16+	1-D30	11+	1-D20	21+	1-D20	81+	1-D4
Alchemist	21+	1-D4	51+	1	81+	1	96+	1
Antique	91+	1-D4	26+	1-D4	56+	1	91+	1
Apartment (rooms)	02+	1-D100 x5	02+	1-D100 x5	02+	1-D100 x2	02+	1-D4
Armory	02+	1-D6	11+	1-D4	36+	1-D4	81+	1
Archive (library)	02+	1	02+	1	03+	1	04+	1
Artist	61+	1-D4	26+	1-D4	66+	1	91+	1
Bank (Treasury)	02+	1-D6	02+	1-D4	11+	1-2	41+	1
Bar/Pub/Tavern	02+	1-D4	02+	1-D4	02+	1-D4	21+	1
* Barracks	02+	5-D20	----	----	----	----	----	----
Blacksmith	02+	1-D6	06+	1-D4	21+	1-D4	71+	1
Book	02+	1	31+	1-D4	66+	1	91+	1
Carpenter	02+	1-D6	02+	1-D4	16+	1-D4	71+	1
Cartographer	02+	1-D4	11+	1-D4	41+	1-D4	81+	1
Clothing	11+	1-D10	02+	1-D6	21+	1-D4	81+	1
Coach	26+	1	06+	1-D4	16+	1	81+	1
Dealer	76+	1-D4	61+	1-D4	81+	1	----	----
Doctor	02+	1-D6	02+	1-D6	02+	1	41+	1
Expedition	31+	1-D4	61+	1-D4	81+	1	----	----
Farming/Equipment	96+	1	66+	1	21+	1-D4	81+	1
** Fish Market	46+	1	11+	1-D8	21+	1-D4	41+	1
Fishing Market	46+	1	11+	1	16+	1-D4	56+	1
Garden Shop	----	----	66+	1	31+	1-D4	61+	1
Gladiators Arena	06+	1	61+	1	91+	1	----	----
Glass Smith	61+	1	51+	1-D4	81+	1	96+	1
Gold Smith	26+	1-D4	36+	1-D4	46+	1	91+	1
Graveyard	02+	1-D4	02+	1-D6	02+	1-D4	02+	1
Herb	66+	1	61+	1	56+	1-D4	76+	1
House	02+	1-D100 x4	02+	1-D100 x2	02+	1-D100	02+	1-D20
Inn	02+	1-D4	02+	1-D4	31+	1	61+	1
Jeweler	02+	1-D4	26+	1-D4	56+	1	96+	1
Lawman's Office	----	----	21+	1-D4	35+	1	91+	1
Leather Supply	26+	1-D4	31+	1-D4	41+	1	81+	1
Mansion	----	----	02+	1-D6	41+	1-D10	96+	1
Meat Market	36+	1	02+	1-D8	02+	1-D6	21+	1
Military Recruit	02+	1	41+	1	91+	1	02+	1
Mining	76+	1	41+	1	61+	1-D4	91+	1
Museum	21+	1-D4	31+	1	61+	1	99+	1
Music	76+	1-D4	11+	1-D4	31+	1	81+	1
Park	21+	1	02+	1-D4	31+	1	96+	1
Pet	46+	1-D6	21+	1	41+	1	02+	1
Potter	91+	1-D4	11+	1-D4	31+	1-D4	86+	1
Provisions	02+	1-D10	02+	1-D6	06+	1-D4	41+	1
School	02+	1-D4	02+	1-D6	31+	1	71+	1
Seamstress	----	----	02+	1-D6	06+	1-D4	51+	1
Shrine (evil deity)	21+	1	31+	1	81+	1	----	----
Shrine (good deity)	21+	1	31+	1	81+	1	----	----
Silver Smith	41+	1-D4	41+	1	61+	1	91+	1
Stables	02+	1-D4	02+	1-D4	06+	1	76+	1
Toy Store	76+	1	06+	1-D6	26+	1-D4	96+	1
Traps Shop	70+	1	46+	1-D4	61+	1	91+	1
Treasure Shop	11+	1	41+	1-D4	81+	1	99+	1
Vegetable Market	26+	1-D4	02+	1-D4	02+	1-D8	21+	1
Venomist	10+	1	41+	1	81+	1	91+	1
Weapons Shop	02+	1-D4	02+	1-D4	31+	1-D4	76+	1
Well	31+	1-D4	31+	1-D4	66+	1-D4	56+	1-D4

* No less than 10 barracks will be in a Castle. One barracks holds 100 persons.

** Only if near a water source (Discretion of the G.M.).