

Taxes and Death

by Gabor Lux

Roll	Result
1	Colonists
2	Mercenaries
3	Traders
4	Craftsmen
5	Monster settles
6	Barbarians attack
7	Visiting dignitaries/army
8	Taxes and tribute
9	Adventuring party
10	Diplomatic proposal
11	Insurrection
12	Special

These guidelines were designed for the Judge whose players, through heroic deeds or deceit, have managed to establish themselves as the rulers of a smaller settlement below town size (although, with the proper modifications, they may be of some use even then). They should be thought of as a „long term encounter chart“. Events occur with a 1:6 probability each month (for about 1 to 4 events per year). For results, consult the tables and explanations below, and alter them

to fit the feel and particulars of your campaign.

1. Colonists: a company of $2d6*10$ colonists seek a place to settle down. They are not taxable for a full year, but thereafter contribute to the monthly tithes.

Mercenary level	
1-3	1st
4-5	2nd (double pay)
6	3rd (triple pay)

2. Mercenaries: mercenaries are generally $d6*10$ in number and have their own equipment. Roll on the table to the left to see their level.

Trader goods	
1	Tools&materials
2	Spices&luxury items
3	Clothes
4	Weapons&armour
5	Slaves ($2d6*100$ gp worth)*
6	Extraordinary**

3. Traders: a caravan of $2d4$ carts or camels, with $d6*100$ gp worth of trade goods each. The caravan will be guarded by one 2nd level guard per 100 gp and a 3rd level one per cart or camel. To find out the nature of carried valuables, roll on the table. One in six caravans have more than one type.

*Figure four or even five slaves to 100 gp. Generally, more valuable captives are sold in large cities. 20% of slaves are women.

4. Craftsmen: $d6*10$ in number, craftsmen are wandering experts in search of a wealthy patron. Their superior skills fall into three categories. Those of the manufacturing type can

Craftsman type

- 1-4 Manufacturing
- 5 Engineer
- 6 Miner

create items of their Technological Level or lower. Engineers can oversee the construction of great works, from fortifications and roads to aqueducts and hanging gardens. If the village is coastal, they can build ships as well. The third type is miners. Miners (usually dwarves) can search for valuable resources if no mine exists on the spot or increase yields by 10% per ten men if they do. To determine a craftsman's Technological Level, roll d6. If a 6 is rolled, roll again and add one half to the result. Craftsmen command a wage of 1 gp per TL per month. They stay for one year, or more if generous pay is offered.

5. Monster settles: a band of monsters (or a solitary, more powerful one) moves into the area. They always settle one or two hexes away from civilization (roll d6 for direction if desired and consult the appropriate encounter charts) and may establish a rival power center or harass the inhabitants. Their stay is permanent unless bribed, driven off or killed. Even those which are friendly to the cause or alignment of the domain's master will desire riches and appeasement.

Barbarian type

- 1 Amazons
- 2 Reavers&pirates
- 3 Horse nomads
- 4 Religious fanatics
- 5 Monstrous
- 6 Mercenary&reroll*

*Mercenaries were hired by an antagonistic nearby force. They are more cowardly than usual, but tend to go for maximal property damage instead of pillaging.

6. Barbarians attack: barbarians are 3rd level Fighters. 2d6*10 plus a 5th to 8th level Fighter or Barbarian leader are encountered on a raid, where they try to capture valuables and/or slaves and disappear before a larger force arrives, or, if emboldened by little resistance, try to conquer the entire settlement. Roll to the left to determine type of the raiders.

7. Visiting dignitaries/army: d6 important people with 10 guards (3rd level) each, dignitaries could be high priests, lords or other known NPCs. Armies consist of d6*50 men (2nd level) plus one 5th level leader per 50 and a single commander of 5th to 8th level. Both of these encounters will stay for a while, enjoy the hospitality and ride off for unknown parts. They don't take no for an answer.

Taxes and tribute

- 1 Demands regular tax, services offered*
- 2-3 Demands regular tax
- 4-5 Demands one time tax
- 6 Offers regular tribute for services*
- 7 Offers one time tribute
- 8 Taxes or tributes lifted (50/50%)

*These take the form of recognition, military aid or other boons and duties

8. Taxes and tribute: while land owners are usually a tough lot, there are always more powerful potentates nearby to demand a contribution to their coffers. On the other hand, weaker settlements also seek out more powerful ones and offer tribute in exchange for protection. The measure of this tax or tribute is usually d6*100 gp, but apparent wealth may attract increasing demands. Regular tax is paid yearly. Refusing a tax or slaying a tax collector (who usually travel with d6*10 3rd level guards) may result in punitive expeditions or offering the land to someone who can conquer it.

Adventurer class

- 1-4 Fighter
- 5-6 Cleric
- 7-8 Thief
- 9 Magic-user
- 10 Multi- or other

9. Adventuring party: adventurers travel in parties of d6+2, with twice the number in henchmen if they are of high level. If their alignment or cause conforms to those of the local lord, they can (20% probability) offer to sell him something, seek an assignment (20%) or spend their money in the settlement (30%), which increases the month's taxation revenue by 10 gp for every experience level present (henchmen not included). In case of a significant alignment or cause enmity, there is a chance of a coup/assassination attempt (10%) or an insurrection (10%) and see

Adventurer party avg. level

- 1-3 low level (1-3)
- 4-5 mid level (4-6)
- 6 high level (7-9)

below). To determine the strength of a party, roll on the tables to the left. There will generally be a maximum of one Wizard, two Clerics and two Thieves in a party, the rest being Fighters.

Diplomatic proposal

- | | |
|---|------------------------------------|
| 1 | Military adventure |
| 2 | Trade |
| 3 | Marriage/blood oath |
| 4 | Request aid |
| 5 | Shift attitude towards third party |
| 6 | Mutual protection pact |

10. Diplomatic proposal: proposals are accompanied by 2d6*100 gp worth of gifts and a suitably impressive force to present them. Nature of proposal is found to the left.

11. Insurrection: insurrections usually begin on a small scale and proceed from that. There is always a good cause – excessive taxes, tyrannical behaviour or slanderous rumours are just a few. Initially, 10% of the local population refuses to pay taxes (usually by hiding their valuables). Unless countered, discontent rises by 10% every month. Once 50% of the people are restless, they will have formed a revolutionary force. Revolutionaries are always armed. An insurrection is initially stopped by diplomacy, paying wergild for real or imagined slights, or any other peaceful method. 50% or more requires the presence of a military force, spies and regular acts of terror.

12. Special: special events are major occurrences. The unearthing of an ancient and deadly dungeon, a falling star or a plague are good examples of what a crafty and ruthless Judge may come up with.