

## COMMUNITY ODDITIES

Use any of the following ideas to help make the communities in your region unique and interesting.

- This community is home to a famous brewery. It provides high quality booze for the prince's domain. It's whispered the brewer uses a special ingredient, but if so, he's not talking. Most who've sampled his brew claim it's a bit salty, but despite this unusual trait, it's quite good.
- A strange tower, constructed from stone, iron, glass, or flesh, overlooks the town. Believed to be the abode of a Wizard, none of the locals have ever gone up there to see if he's home.
- By day, this community is eerily quiet. The doors are locked, shutters latched, and aside from the mournful howls of an old dog, it seems empty. But the atmosphere changes at night when the fungus farmers prowl the fields for a strange mushroom that grows only by the light of the moons.
- A few years back, the community became fed up with their mayor, and in an act of brash rebellion, they replaced him with a horse. To their surprise, they were all much happier under equine rule, and ever since, horses have come to be regarded as important, if not sacred, members of the community. A recent law passed that now prevents horses from being used for labour, though whether this edict comes from the horse or the horse's advisors, none can say with certainty.
- A master archer from Bretonnia settled in this community, and word of his exploits has spread throughout the land. For a hefty price, the master archer Bouet Le Bowman will teach people his trade.
- The current prince was born many years ago in this community, and to celebrate this fact, the locals spend much of their time and resources honouring him. What began as a few statues in dramatic poses has since evolved into crude paintings of the beloved prince on every door, a variety of beverages and pies bearing his name, to say nothing of the fact that nearly all the locals have incorporated the prince's name in their own.
- This town is renowned for playing an odd game involving a cloth ball and a pair of posts set at opposite ends of an open field. Who knows, maybe it could catch on.
- Everyone wears hats in this town, and there are lots of hat shops. Either wearing hats is some local custom, or the trend has something to do with a nearby albatross colony and the thick covering of bird droppings on everything here.
- The town is known for breeding fine hunting hounds, coveted by princes and peasants alike. Indeed, the income from these dogs is quite nice, but the place is loud, filled with incessant barking.
- This gentle community is neat and orderly. Those who pass through may notice there aren't many men about, though there is no shortage of manly women who could easily pass for members of opposite gender. Visitors who linger, though, soon realise there are no men at all, which is strange since the women are accommodating, friendly, and more than a little aggressive.
- This town is home to an oddity shop known as the "Borderlands Bizarre." Filled with strange things such as Orc talismans, genuine Ogre bones, Tilean masks, and strange weapons and armour from the southern deserts, the shop does poor business since few have much need for such rubbish.
- This town holds an annual contest known as the "Festival of Flying Fires" in which contestants see who can catch the most live fireflies in their mouth. The best three move on to the next round, in which they cover themselves in pig fat and light themselves on fire. The individual who waits the longest to put himself out wins the prize: a year's supply of ham from the finest butcher in town. Winners can sometimes be found in the square rubbing ointment in their scarred flesh and sucking stinking flesh from pig bones.
- All the buildings in this town are made from stone—ever since that Halfling pyromaniac passed through, anyway. Even with the added protection, only those locals with special permits can light fires.
- A grand anti-Goblin ditch surrounds this town, which is full of polished stones and bits of shiny metal, in a hope to distract any attacking Greenskins. Each winter, a lucky child moves through the ditch with a soft cloth. It's his or her duty to make sure the bits are polished.
- A shooting star once fell to ground here and has been hollowed out and turned into the "Fallen Star Saloon." Rumour has it that the tavern is not a fallen star at all but is actually the gallstone of a lumbering giant that lay down to die here about 100 years ago, though such whispers do little to diminish the fine establishment's reputation.
- This odd community is empty. All of the buildings are blood-soaked, and bones litter the ground. Crude signs of warning adorn the doors, warning travellers to be on their way. In truth, this place is a decoy. The locals all live in caves in the nearby hills.
- An exiled courtier lives here and is a master of makeup, clothing coordination, and hairdressing. For a reasonable price, he's happy to share his fashion sense with any who desire.
- Dominating the centre of this community is a large statue cast from bronze, or it's believed to be bronze. It's hard to tell these days since it's covered in at least a foot of dung, left by birds that seem to settle here only to do their business before moving on. Those who've tried to scrape away the filth always die mysteriously, so most folks leave the statue alone.
- The earth around this town is oddly fertile, and its farmers produce huge harvests for their prince, who is wise enough not to ask why the ground is so good for farming.

Powers. This makes for a good change of pace, and if such Cults are going to flourish anywhere, the Borderlands is that place. *Sigmar's Heirs* contains some examples of Heretical Cults, which can be used directly or as inspiration.

## SPECIAL

The special result covers a whole range of possibilities; roll on **Table 3–7** to determine the details.

### Roll Twice

The settlement has an unusual number of features of interest. This result can come up multiple times, but you should ignore it once you feel that the settlement is becoming ridiculous.

### Cultists

The settlement hides followers of the Ruinous Powers. This is the same as the possible result on **Table 3–2**; see page 47 for details on **Cultists**.

### Hospital

The settlement is or includes a hospital, most likely run by Priestesses of Shallya. In return for donations that make it possible to maintain operations, this place provides healing and shelter to those who need it. Many followers of Shallya regard bringing her mercy to such a dangerous place as the Borderlands as highly virtuous; it is not uncommon for young followers to spend at least some time there. As they gain more experience, many return to more civilised lands, where Shallya's mercy is equally required, but some feel the Goddess's call and stay.

Such a hospital is often extremely vulnerable, and the destruction of a Shallyan hospital is a common event in the Borderlands. The ones that survive have protectors who live near the hospital. These protectors are rarely princes; the Shallyans have a tendency to speak out against tyrannical abuses. Rather, the protectors are people who have been healed by the Priestesses and now devote their lives to protecting them.

### Magical Effect

There is some persistent magical effect in or near the settlement. This probably indicates the influence of Chaos, but the effect is not a dangerous one; people choose to live near it, after all. It might heal people and animals of diseases, cause intense pleasure, or increase martial vigour. Alternatively, it might do something like turning lead into gold, in which case the settlement has a valuable resource.

More ambiguous effects might simply show visions to people nearby or appear to show events in a distant location. The magical effect might be a clearly unnatural plant, such as a tree with bronze bark and iron leaves that rust and fall off in the autumn. In this case, the magical effect is little more than a curiosity, at least at first glance. The effect is still enough to convince people to live close by, however.

### Monastery

The settlement is a monastery of one of the orders of ascetics described in **Mysticism** on page 52. If you roll this result for a town, apply it to one of the villages or homesteads you have yet to generate, and re-roll for the town. The orders do not establish their monasteries in centres of population.

**TABLE 3–7:**  
**SETTLEMENT SPECIAL FEATURES**

Roll	Feature
1–2	Roll twice on <b>Table 3–2</b> .
3	Cultists
4	Hospital
5	Magical Effect
6	Monastery
7	Monster
8	Templars
9	Witch
10	Wizard

### Monster

The settlement is afflicted by a powerful monster. The monster is an individual, rather than a group of Orcs or similar, and has a particular interest in this settlement. This interest does not involve simply killing everyone and eating the bodies. The monster may demand tribute in the form of a virgin sacrificed every month (such places tend to have high population growth rates), or it may simply raid at random. It also tends to protect the settlement from other threats.

This is about the only circumstance that could support a town outside a principality, as the monster keeps the place safe in return for whatever it wants. Most such relationships are with smaller groups, however, and sometimes the monster's demands are no more onerous than those of a Human prince. In such a case, the residents may not want the monster to be defeated, but the nominal overlord might.

If you have such a settlement, you will probably have to decide on the monster's plans eventually. You might be able to avoid doing this if the Player Characters defeat it early on, and you certainly do not need to do so right away; you can wait to see what would fit best into the pattern of the campaign.

### Templars

The settlement houses highly trained and devout warriors of one of the established Gods of the Old World. Myrmidia and Ulric are by far the most common patrons, but Manann, Sigmar, Taal, and Verena are also possibilities.

All settlements with resident Templars are also strongholds because the military order fortifies its home. A homestead is a small fortress manned entirely by Templars, while a village might be a large castle or a small fortress attached to a farming village. Templar fortresses are occasionally found within towns, in which case the Templars are almost always responsible for the town's defence. This gives their religion a great deal of influence and affects the character of the town quite strongly.

Templars have a mission; they do not just set up in the Borderlands on a whim. Some may seek to pacify the whole