

## Faction Spice

The next faction in your growing megadungeon is interesting because they:

1. Have a rigid sense of honor and must always save face.
2. Have incredible hunger that drives them to find new food sources.
3. Need body parts from [ Faction X ] to replace their deteriorating ones.
4. Need body parts from [ Faction X ] to reproduce.
5. Have strict notions of which creatures are clean and which are vile.
6. Reproduce like rabbits.
7. Value beyond measure something normally considered worthless.
8. Produce precious metals/gems as a waste product.
9. Seek solitude above all things.
10. Die when separated from their kind too long.
11. Consider number of slaves owned a great status marker.
12. Have a great excess of males/females needing mates.
13. Only act through puppet factions.
14. Have rituals for every occasion that must be adhered to.
15. Consider death in combat the sole path to a glorious afterlife.
16. Consider death in combat a horrible sin.
17. Have strict territories for every adult male/female.
18. Consider territory held a great status marker.
19. Have population booms in cycles of years like cicadas.
20. Must vacate their territories periodically for religious reasons.
21. Can only dwell in areas previously lived in by [ Faction X ].
22. Can only dwell in areas freshly dug/built.
23. Disguise themselves as [ Faction X ] for survival.
24. Disguise themselves as [ Faction X ] for hunting.
25. Are actually the juvenile form of [ Faction X ].
26. Are actually the outcasts, invalids, and criminals of [ Faction X ].
27. Do not understand the players' are sentient.
28. Consider tasks completed without magic unseemly.
29. Consider tasks completed without arcane science unseemly.
30. Have only survived because [ Faction X ] [roll again].

