



d30 Necropolis Generator

NEC1: NECROPOLIS TYPE

Roll	Physical Description of Necropolis	Suggested Undead
1	3-5 barrow mounds of earth; cremated dead in stone or ceramic receptacles	B
2	3-5 barrow mounds of earth; remains of dead in loculi	B
3	3-5 barrow mounds of earth and stone/rock; cremated dead in stone or ceramic receptacles	B
4	3-5 barrow mounds of earth; cremated dead in stone or ceramic receptacles	B
5	3-5 barrow mounds of earth; remains of dead in loculi	B
6	3-5 barrow mounds of earth and stone/rock; cremated dead in stone or ceramic receptacles	A
7	3-5 barrow mounds of earth and stone/rock; remains of dead in loculi	B
8	3-5 stepped barrow mounds of earth; cremated dead in stone or ceramic receptacles	A
9	3-5 stepped barrow mounds of earth; remains of dead in loculi	B
10	3-5 stepped barrow mounds of earth and stone/rock; cremated dead in stone receptacles	A
11	3-5 stepped barrow mounds of earth and stone/rock; remains of dead in loculi	B
12	3-5 elongated barrow mounds of earth and stone with 5-30 interior chambers	B
13	1 mound of earth surrounded by 10-30 scattered dolmens	A+B
14	30-300 scattered dolmens	A+B
15	30-300 scattered graves (in ground) topped w/ monumental tall/chest-shaped tombstones	A+B
16	30-300 scattered graves (in ground) covered by limestone tombstone panels	A+B
17	5-30 small tombs of rough stone; dead arranged loosely inside	A+B
18	3-18 medium-sized tombs of rough stone; dead arranged loosely inside	A+B
19	3-5 large tombs of rough stone; remains in sarcophagi	A+B
20	3-18 above-ground tombs constructed of fine stone; remains in sarcophagi	C
21	3-18 below-ground tombs constructed of fine stone; remains in sarcophagi	C
22	3-18 tombs carved out of solid rock; remains of dead in loculi	C or D
23	3-5 mausoleums, pavilion-towers of rough stone & mortar; cremated dead in stone receptacles	A+F
24	3-5 mausoleums, pavilion-towers of rough stone & mortar; remains of dead in stone chambers	D
25	3-5 mausoleums, pavilions of fine stone and timber; cremated dead in ceramic receptacles	A+E
26	3-5 mausoleums, pavilions of fine stone and timber; remains of dead in stone chambers	A+E or D
27	3-5 tower tombs of stone and mortar; remains of dead in loculi	A+E
28	1-3 earth and stone temple complexes each with 1-5 main "nodes"	D or E
29	1-3 stone temple complexes each with 1-5 main "nodes"	D or E
30	1-3 catacomb systems with 5-30 "spurs" off main hallway/passage of each system	A+B or A+D

GUIDE TO SUGGESTED UNDEAD MIX BY NECROPOLIS TYPE

Code Undead Types Found

- A ghosts, haunts, spectres
- B wights, ghouls, ghosts
- C mummies, skeletons
- D skeletons, wraiths
- E skeletons, mummies, vampires
- F skeletons

NEC2: CONDITION OF NECROPOLIS

Roll on d30	Physical Status					Degree of Looting
	pristine condition	preserved but aging	partially ruined	few preserved areas	complete ruins	
1	2	3	4	5	completely/totally	
6	7	8	9	10	little hidden treasure remains	
11	12	13	14	15	a few areas untouched	
16	17	18	19	20	many areas untouched	
21	22	23	24	25	most areas untouched	
26	27	28	29	30	little-to-none	

NEC3: INHABITANTS & LEADER/BOSS (OPTIONAL)

Roll on d30	Inhabitants					Leader
	human cult	humanoids	animated undead	low-level monsters	trained animals	
1	2	3	4	5	hypnotic magic item/artifact	
6	7	8	9	10	high-level magical NPC	
11	12	13	14	15	high-level non-magical NPC	
16	17	18	19	20	powerful magical monster	
21	22	23	24	25	powerful undead creature	
26	27	28	29	30	extra-planar being	