d30 Ruins Generator

RG1: TYPE OF RUIN

	10s	20s	30s
1	hovel	hut	cottage
2	villa	manor	palace
3	tower	keep	citadel
4	altar	shrine	temple
5	tomb	vault	mausoleum
6	crypt	catacombs	sewer
7	bunker	blockhouse	garrison
8	hamlet	village	town
9	small castle	med. castle	large caste
0	small city	med. city	large city

RG2: TYPE OF RUIN/DECAY & DEGREE

	1s Digit: Type of Ruin/Decay	10s Digit: Degree	
1	burned/charred	1-10	slightly/barely
2	collapsed/crumbling		
3	covered in vines/sand/rocks*	11-20	moderately/noticeably
4	disfigured/destroyed		
5	moldy/contaminated**	21-30	severely/extremely
6	sunken		
7	burned/charred & disfigured/destroyed		
8	covered in vines/sand/rocks & moldy/contaminated		
9	sunken & covered in vines/sand/rocks		
0	sunken & collapsed/crumbling & covered		

* as appropriate to terrain type
** for desert terrains, use "burned/charred"

RG3: INHABITANTS & NUMBER

	Type	10s Digit: Number	
1	chimera	1-10	nuisance
2	humanoids*	11-20	infested
3	humans	21-30	overrun
4	insects		
5	lycanthropes		
6	magical		
7	mammals		
8	molds/slimes/jellies		
9	reptiles/reptilians		
0	undead		

* roll addition 1d3
[1=demi-human, 2=human-sized, 3=giant-class]

SUGGESTED INHABITANTS BY TYPE AND GENERAL LEVEL

	Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	chimera		...harpies, centaurs, minotaurs, medusae, satyrs, cockatrices, manticores, lammasus, lamias, chimerae, sphinxes													
2	humanoids, small	kobolds, goblins														
	humanoids, medium	orcs, hobgoblins, gnolls, lizard men, troglodytes														
	humanoids, giant	...bugbears...	...ogres, ogre magi, trolls...			...hill giants, stone giants, frost giants, fire giants, cyclopses, cloud giants, storm giants										
3	humans	by level...														
4	insects	giant: centipedes, ants, beetles, spiders, wasps, scorpions														
5	lycanthropes	...wererats, werewolves, wereboars, weretigers, werebears, devil swines														
6	magical/misc.	stirges, gargoyles living statues, blink dogs, basilisks, rust monsters, invisible stalkers, rakshasa, salamanders, djinn, efreet, ropers, giant slugs, purple worms														
7	mammals	giant shrews, wolves, dire wolves, giant skunks, giant porcupines														
8	molds/slimes/jellies	yellow mold, green slime, gray ooze, gelatinous cube, ochre jelly...							...black puddings							
9	reptiles/reptilians	spitting cobras, pit vipers, giant rattlers, rock pythons, giant lizards, hydras, wyverns, nagas, dragons (white, black, green, blue, red, gold)														
0	undead	skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, vampires...						....ghosts...			...lich(es)					