



d30 Generators: Settlement Suppliers

Type = Population =	Thorp 5 + 1d30			Hamlet 30 + 1d30			Village (5+1d30) x 5			Small Town (2+1d30) x 60			Large Town (20+1d30) x 100			Small City 5,000 + (1d30x200)			Large City 10,000 + (1d30x400)																																												
Vendor/Shop	Small (6-15)			Medium (16-25)			Large (26-35)			Small (31-40)			Medium (41-50)			Large (51-60)			Small (35-75)			Medium (80-120)			Large (125-175)			Small (180-760)			Medium (820-1,340)			Large (1,400-1,920)			Small (2,100-3,000)			Medium (3,100-4,000)			Large (4,100-5,000)			Small (5,200-7,000)			Medium (7,200-9,000)			Large (9,200-11,000)			Small (10,400-14,000)			Medium (14,400-18,000)			Large (18,400-22,000)		
alchemist	1/3	1/3	1/2	1/2	1	3	1/9	1/6	1	1/9	1/6	1	10	15	(1)	(5)	(10)	(15)	[1-2]	[1-3]	[2-3]																																										
armor smith	1/3	1/2	1	1/2	1	3	4	5	6	7	8	9	15	20	(10)	(20)	[1-3]	[2-3]	[3-4]	[3-5]	[3-6]																																										
boatwright††	1	2	3	5	7	9	9	11	13	15	18	21	24	27	(5)	(15)	(25)	[2-3]	[2-3]	[2-5]	[3-6]																																										
fletcher	1/3	1/2	1	1/2	1	2	3	6	9	9	12	15	20	25	(10)	(15)	(20)	(25)	[1-2]	[1-3]	[2-5]																																										
healing	1/3	1/2	1	1/2	1	2	3	6	9	9	12	15	20	25	(10)	(15)	(20)	(25)	[1-2]	[3-5]	[4-6]																																										
horses	1/3	1/2	1	1/2	1	2	5	10	15	27	28	29	(15)	[1-2]	[1-3]	[1-3]	[2-3]	[3-5]	[3-6]	[4-6]	[4-7]																																										
inn	1	2	5	5	10	15	21	27	(3)	(5)	(10)	(15)	(20)	(27)	[1-2]	[1-3]	[2-4]	[3-5]	[3-5]	[3-6]	[7-10]																																										
leathercraft	1/3	1/2	1	1/2	1	2	5	10	15	(3)	(8)	(13)	(21)	(25)	(28)	(29)	[2-3]	[2-3]	[2-3]	[3-4]	[4-6]																																										
magic supplies	1/3	1/3	1/2	1/2	1	2	1/9	1/6	1	1/9	1/6	1	10	25	(10)	(15)	(25)	[2-3]	[2-3]	[2-5]	[3-6]																																										
magic items	1/3	1/2	1	1/2	1	2	3	6	9	10	15	20	20	25	(10)	[1-2]	[1-2]	[2-3]	[2-3]	[3-4]	[4-6]																																										
potions	1/3	1/2	1	1/2	1	2	3	6	9	10	15	20	20	25	(10)	[1-2]	[1-2]	[2-3]	[2-3]	[3-4]	[4-6]																																										
provisions	2	5	10	10	15	25	(5)	(15)	(25)	[2-3]	[2-3]	[2-4]	[2-4]	[3-5]	[4-5]	[3-5]	[4-6]	[4-6]	[5-6]	[6-8]	[8-10]																																										
resale items	1	2	3	3	6	9	10	15	25	(5)	(15)	(25)	[2-3]	[2-3]	[2-4]	[2-4]	[3-5]	[4-5]	[3-5]	[4-6]	[4-6]																																										
scribe	1/3	1/3	1/3	1/3	1/2	1	3	6	9	10	15	20	20	25	(10)	(15)	(25)	[2-3]	[2-3]	[2-5]	[3-6]																																										
sage	1/3	1/3	1/3	1/3	1/2	1	3	6	9	10	15	20	20	25	(10)	(15)	(25)	[2-3]	[2-3]	[2-5]	[3-6]																																										
smith (general)	1/2	1	3	5	10	15	21	27	(3)	(5)	(10)	(15)	(20)	(27)	[1-2]	[1-3]	[2-4]	[3-5]	[3-5]	[3-6]	[7-10]																																										
tailor	1/3	1/2	1	3	6	9	10	15	25	(5)	(15)	(25)	[1-2]	[1-2]	[1-3]	[2-3]	[2-5]	[3-5]	[3-5]	[4-6]	[4-6]																																										
tools	1	3	10	15	20	25	(5)	(15)	(25)	[2-3]	[2-3]	[2-4]	[2-4]	[3-5]	[4-5]	[3-5]	[4-6]	[4-6]	[5-6]	[6-8]	[8-10]																																										
weapons	1/3	1/2	1	1	2	3	5	10	15	(3)	(8)	(13)	(21)	(25)	(28)	[2-3]	[2-4]	[3-5]	[3-6]	[4-6]	[4-7]																																										

Reading this Chart

#: represents chance in 30 of settlement having this type of supplier

1/#: represents a fractional chance in thirty of settlement having this type of supplier (e.g., "1/3" = one-third of a chance in 30)

where "1/2" = 1 in 60 chance (if a 1 is rolled on 1d30, a result of 1-15 on an additional 1d30 = a positive result),

and "1/3" = 1 in 90 chance (if a 1 is rolled on 1d30, a result of 1-10 on an additional 1d30 = a positive result)

(#): indicates community has at least one supplier of this type; number in parentheses indicates chance in 30 of community having a second supplier of same type

[#]: indicates a total range of suppliers of this type (e.g., "[2-3]" indicates community has 2-3 suppliers of this type.

†† assumes a proximity to water; otherwise chance in 30 at DM's discretion