d30 Temple Generator

TG1: TEMPLE TYPE

	Type	Description	Size
1	tabernacle	tent-sanctuary	1d3x10' x 1d5x10'
2	henge	earth bank w/ inner ditch*	1d30+30' diameter
3	henge, mini	as henge, but smaller*	1d10+20' diameter
4	henge, super	as henge, but larger*; 1 in 2 chance = center occupied**	(1d30x10)+50' diameter
5	mound	large earthen mound	1d6 rooms
6	mound, platform	stair-stepped, rectangular structure with outward sloping sides	1d2+1 levels
7	stone, primitive	stone-walled, above-ground structure	1d5 "rooms"
8	stone/mound	stone-walled, partially "buried" structure	1d5 "rooms"
9	conjuratory	square; stone archway walls w/ stone roof	(1d5x5)+10' length per side
10	pyramid, mastaba	flat-roofed, rectangular structure with outward sloping sides	1d5+1 levels
11	pyramid, primitive	trapezoidal platform on artificial mound w/ sloped causeway	(1d30x2)+10' sq.
12	pyramid, rhomboidal	double slope, changes inclination appoximately halfway up	1d3 x 2 levels
13	pyramid, standard	square base w/ sloped sides meeting at apex	1d5+2 levels
14	pyramid, ziggurat	terraced step pyramid of successively receding levels	1d5+2 levels
15	mortuary	pillared court, elongated shrines, and chapel along single axis	1d5+2 shrines
16	terraced	layered terraces fronted by colonnades; usu. built in mountainside	1d3+1 terraces
17	rock-cut	cut into mountain face; main chamber + columned portico	(1d5+1)x2 columns
18	pagoda	tiered tower; roll 1d3 [**1**=4 sides, **2**=6 sides, **3**=8 sides]	1d10+1 levels
19	monopoteros	domed circular colonnade, no walls	1d10+5 columns
20	hypaethral	rectilinear w/columns, no roof	(1d3+1)x2 columns per side
21	classical	naos with columns (roll on **TG1a** for specific type)	20-30' length per column
22	basilica	rectangular hall with a gable roof and semi-circular apse	S/M/L†
23	tetraconch, domed	domed sanctuary w/ four equally-sized apses	S/M/L†
24	tetraconch, flat	sanctuary w/ four equally-sized apses, flat roof	S/M/L†
25	triconch, domed	as domed tetraconch, but w/ narthex replacing one apse	S/M/L†
26	triconch, flat	as flat tetraconch, but w/ narthex replacing one apse	S/M/L†
27	cruciform	cross-shaped; long sanctuary w/ transept "arms"	S/M/L†
28	cross-in-square	quadratic naos divided into nine bays by four columns	S/M/L†
29	central plan, domed	simple structure w/ 1d5+3 sides and domed/vaulted center	S/M/L†
30	central plan, flat	simple structure w/ 1d5+3 sides and flat roof	S/M/L†

* roll additional 1d3 [**1**=earthen structure only, **2**=plus timber structures, **3**=plus stone structures]
** as opposed to strictly religious in purpose
† roll 1d3 [**1**=small, **2**=medium, **3**=large]; sizes are general guidelines; actual sq. ft. at DM's discretion

TG1a: CLASSICAL TEMPLE TYPES (Roll here as directed by TG1.)

1	cyclostyle
2	peripteral/tholoi
3	prostyle/distyle
4	prostyle/tetrastyle
5	prostyle/hexastyle
6	prostyle/octostyle
7	prostyle/decastyle
8	prostyle/dodecastyle
9	amphiprostyle/distyle
10	amphiprostyle/tetrastyle
11	amphiprostyle/hexastyle
12	amphiprostyle/octostyle
13	amphiprostyle/decastyle
14	amphiprostyle/dodecastyle
15	peripteral/hexastyle
16	peripteral/octostyle
17	peripteral/decastyle
18	peripteral/dodecastyle
19	psudo-peripteral/hexastyle
20	psudo-peripteral/octostyle
21	psudo-peripteral/decastyle
22	psudo-peripteral/dodecastyle
23	dipteral/hexastyle
24	dipteral/octostyle
25	dipteral/decastyle
26	dipteral/dodecastyle
27	pseudo-dipteral/hexastyle
28	pseudo-dipteral/octostyle
29	pseudo-dipteral/decastyle
30	pseudo-dipteral/dodecastyle

Classical Temple Overview

Classical temples generally consist of a rectilinear naos (central structure) housing a cella (main chamber containing a cult statue) and lined on 1, 2 or 4 sides with columns supporting porticos.

There is a 1 in 3 chance any rectilinear classical temple will include a pronaos (inner portico area) before the cella, and a 1 in 30 chance of including am adyton (restricted area) behind the cella.

Classical Temple Types

cyclostyle: round/domed (no columns)

peripteral tholoi: round/domed w/ single colonnade around perimeter

prostyle: columns along front face only

amphiprostyle: columns along front and back faces

peripteral: single colonnade around perimeter

pseudo-peripteral: single colonnades at front & back end w/ "false" (1/2) colonnade along "side" walls

dipteral: double colonnade around perimeter

pseudo-peripteral: double colonnades at front & back end w/ single row + "false" (1/2) colonnade along "side" walls

Number of Columns

distyle: 2 columns in "short" face

tetrastyle: 4 columns on "short" face

hexastyle: 6 columns on "short" face

octastyle: 8 columns on "short" face

decastyle: 10 columns on "short" face

dodecastyle: 12 columns on "short" face