



# d30 Village Generator

## VLG1: BUILDING ARRANGEMENT & MATERIALS USED

		Walls/Roofs of Buildings					
		Earthen/Thatched	Timber/Thatched	Timber/Timber	Stone/Thatched	Stone/Timber	Arrangement of Buildings
Roll on d30	1	2	3	4	5	loose radial pattern, buildings face "center"	
	6	7	8	9	10	grid pattern, with perpendicular roads layout	
	11	12	13	14	15	scattered loosely (no formal arrangement)	
	16	17	18	19	20	scattered, but facing landmark/key feature	
	21	22	23	24	25	scattered, but facing single direction*	
	26	27	28	29	30	flanking/facing main thoroughfare thru area	

\* 1-in-3 chance buildings face one of the 4 cardinal directions

## VLG2: BUILDING SIZE & CONSTRUCTION

		Quality/State of Construction					
		Aged/Needs Repair	Poorly Constructed	Well-constructed/Poorly Maintained	Well-constructed/Well Maintained	Mixed	Size of Majority of Buildings
Roll on d30	1	2	3	4	5	tiny/cramped/almost unlivable/unbearable	
	6	7	8	9	10	smaller than normal for type, but bearable	
	11	12	13	14	15	about average for building type	
	16	17	18	19	20	noticeably larger than normal	
	21	22	23	24	25	excessively large for building type	
	26	27	28	29	30	mixed sizes*	

\* roll 1d5 for each building, indexing result on rows 1-5 of **Size of Majority of Buildings** column

## VLG3: KEY/DISTINGUISHING FEATURE(S)

### Roll Seeking

- 1 1d3 buildings are off-limits to all (1-in-3 chance reason is unknown/unsaid)
- 2 area subject to sinkholes (1-in-10 chance any individual building has been affected)
- 3 built over natural (tapped) aquifer
- 4 built upon/among ruins of former location; roll 1d3 [1=legendary; 2=insignificant; 3=unknown]
- 5 doors in town are never locked; roll 1d3 [1=trusting; 2=reckless]
- 6 doors in town are protected with 1d3+1 locks each; roll 1d3 [1=distrusting; 2=overly cautious]
- 7 entire place is covered in a thin layer of mold (1-in-3 chance=toxic, but locals immune)
- 8 entire place is excessively/beautifully landscaped (1-in-3 chance a single person is responsible)
- 9 entire place is plastered with flyers/handbills
- 10 entire place reeks of incense/smoke
- 11 entire place reeks of pungent cooking spices
- 12 everyone in village/town is incredibly loud/boisterous
- 13 everyone in village/town is literate and quite well-read
- 14 everyone in village/town is remarkably quite/reserved
- 15 everyone in village/town walks around in a daze
- 16 evidence of battle in area; roll 1d3 [1=within 1d3 days; 2=1d3 weeks; 3=1d3 years]
- 17 evidence of widespread fires; roll 1d3 [1=within 1d3 days; 2=1d3 weeks; 3=1d3 years]
- 18 guards posted everywhere (in addition to population of village/town per table in d30SBC)
- 19 many of the locals are missing limbs (roll 1d5-1 for each resident)
- 20 monuments, 1d3 lithic stones/obelisks
- 21 monuments, 1d5 statues of founders/heroes
- 22 none of the locals provide information freely; each want 1d3 gp to answer questions
- 23 place is exceedingly dirty/unkept (e.g., trash in streets, smell in air)
- 24 place is remarkably clean/pristine
- 25 tent city of military personnel set up outside perimeter of village/town
- 26 tent city of nomads set up outside perimeter of village/town
- 27 tent city of refugees set up outside perimeter of village/town
- 28 underground network of tunnels/passages connect almost every building
- 29 underground sewer network (1-in-3 chance sewers are infested with vermin)
- 30 roll twice on this table, ignoring this result hereafter