

**Grinning Skull Design Studios**

**Grim's Amazing D100 Special's**

# D100

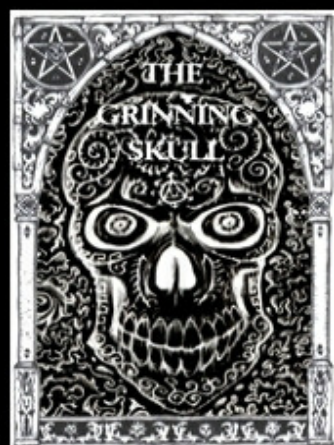
## City Builder

**Businesses, Maps, Street Names.**

**Grim's Amazing D100 Tables**

**Suitable for  
ANY FANTASY  
ROLE-PLAYING  
GAME SYSTEM**

**A world building GM's Aid,  
complete with tables, sample  
maps and random street name  
generator, compatible with  
all fantasy Role Playing Game  
systems.**



**<http://thegrinningskull.wordpress.com>**

**Grinning Skull Present**

**Grim's Amazing D100 Specials**

# **D100**

## **City Builder**

**For all Fantasy RPGs**



**A world building system for GM's for creating settlements, villages, towns and cities, complete with random tables, sample maps and instructions, for use with all fantasy RPGs.**

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## How to use this publication

Hello, and thank you for purchasing this supplement. This publication is designed for the world building GM to create settlements in a fantasy setting for virtually any fantasy RPG system.

Contained within these pages are charts and tables to help flesh out details of the various buildings, sights and smells and more for your imaginary dwelling places.

Also included are a variety of blank template maps, ready to customise for your use, and data sheets to fill in the various details in the charts.

I might add that all details are optional, you may invent your own results and insert your own as you see fit. Obviously, at times due to it's random nature, some entries may contradict each other, in which case feel free to choose another or re-roll again until one fits better.

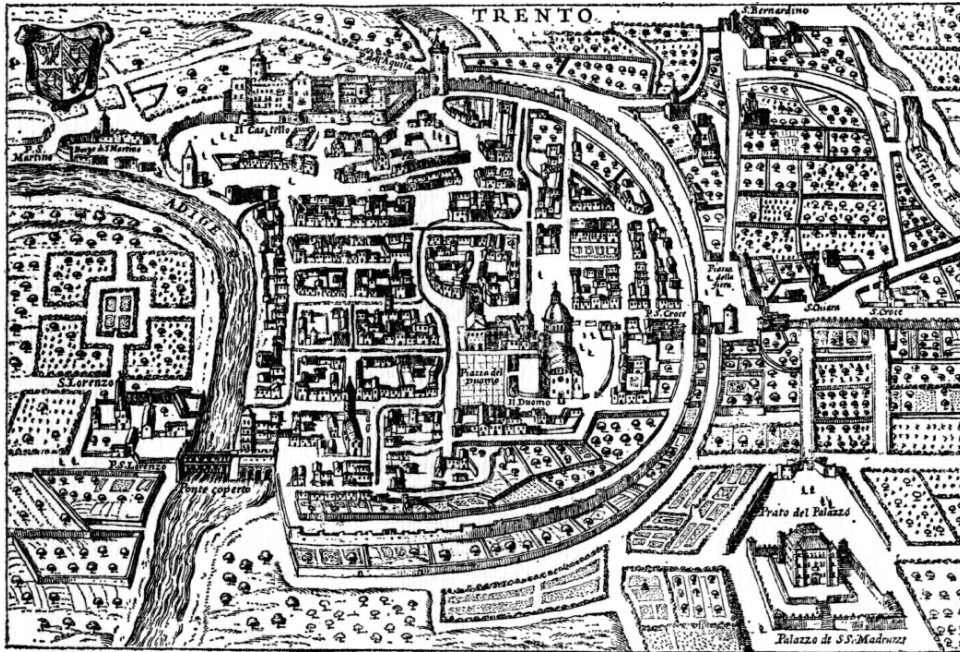
I would add that other titles in this series would come in handy in conjunction with this one, those being 100 Settlement names 1 & 2, 100 Village traditions, 100 Strange Townsfolk, 100 out of town Encounters, and any of the tavern Series publications also, as are a lot of the other 100 series, that will further flesh out other details you may need along the way, all are available from our publisher page where you acquired this supplement.

Further resources will be made available at a later date, such as additional charts, further template maps and so forth, so please check back regular for updates on these publications.

Most of all, enjoy creating interesting cities and sprawling towns for your game!

**Grim**

# How to start creating your settlement



1. Choose a template map from Appendix A, and print out as many settlement detail sheets and Street/Road data sheets as you like before you start.

2. On the map, number each building and roll to see what each dwelling place is. First roll on this chart to see whether the dwelling is simply a home or business:

## Roll D6

1. Small Hovel,
- 2-3. Medium Hovel/Cottage.
4. Large Dwelling/House.
- 5-6. Business (Roll on Table A)

3. Fill in the details of the sheets by either choosing for yourself or rolling on the various tables.

4. Carry on filling out the information until satisfied!

## Type of Business Table (Table A)

### Roll D100

1. Butchers shop.
2. Slaughterhouse.
3. Smokehouse
4. Brewer.
5. Bakery
6. Delicatessen.
7. Pastry shop.
8. General store.
9. Communal oven.
10. Potter.
11. Iron monger.
12. Blacksmith.
13. Candle maker.
14. Key smith.
15. Carpenter.
16. Fish monger.
17. Tannery.
18. Tobacconist.
19. Assay office.
20. Jeweller.
21. Apothecary.
22. Coach house.
23. Small inn.
24. Large inn.
25. Lodging house.
26. Work house.
27. Orphanage.
28. Militia post.
29. Militia HQ
30. Militia barracks.
31. Council office.
32. Tax house.
33. Counting house.

### Roll D100

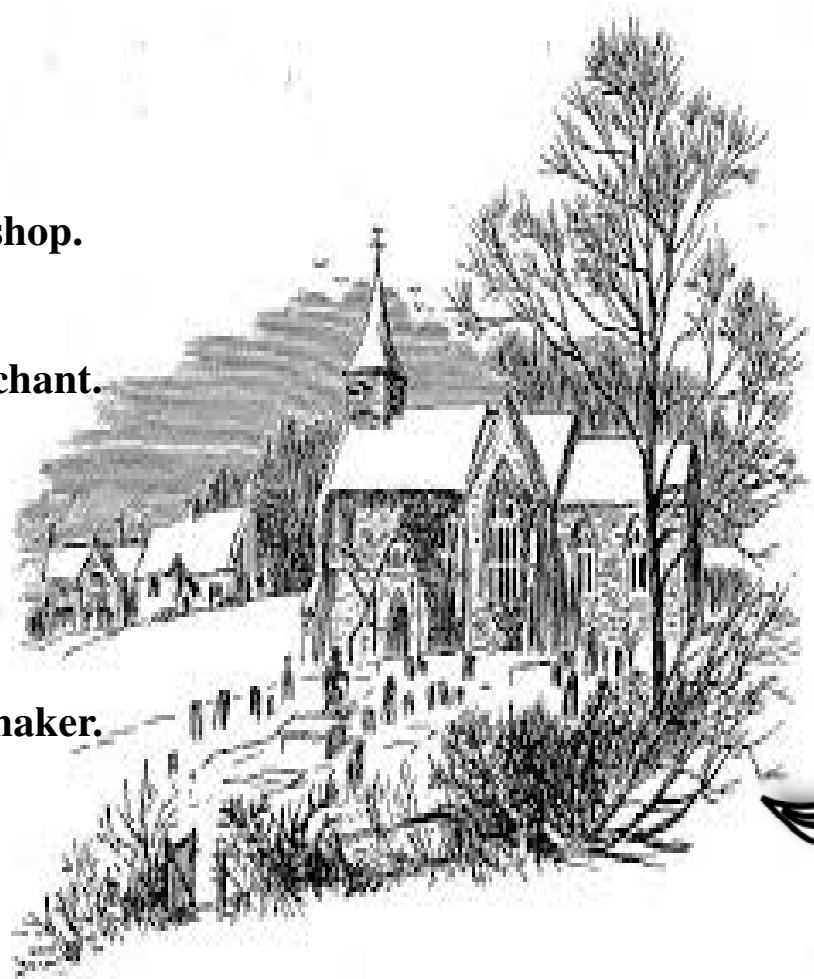
34. Money lender.
35. Auction house.
36. Livestock dealer.
37. Horse dealer/ breeder.
38. Exotic livestock breeder.
39. Riding school.
40. Animal feed retailer.
41. Jail house.
42. Prison.
43. Theatre.
44. Market Stalls.
45. Cheese maker.
46. Toy maker.
42. Herb importer.
43. Herbalist.
44. Adventurer's post.
45. Weapon smith.
46. School.
47. Fighting school.
48. Slaver.
49. Mercenary guild.
50. Thieves guild.
51. Assassins guild.
52. Mage's guild.
53. College of music.
54. College of sorcery.
55. Academy of higher learning.
56. Accountant.
57. Law court.
58. Town hall.
59. Administration office.
60. Attorney of law.
61. Brothel.

## Roll D100

62. Gambling den.
63. Casino.
64. Bookshop
65. Enchanted item store.
66. Potion vendor.
67. Scribe.
68. Bookbinder.
69. Library.
70. Enchanter.
71. Eatery (low end establishment)
72. Eatery (high end establishment)
73. Diviner/Fortune teller.
74. Barber.
75. Arena.
76. Clothes shop.
77. Messenger post.
78. Courier.
79. Antique/Curiosity shop.
80. Translator.
81. Bath house.
82. Coal/firewood merchant.
83. Debt collector.
84. Shrine.
85. Small temple.
86. Large temple.
87. Fire house.
88. Smelter.
89. Parchment/paper maker.
90. Mining guild.
91. Hunter's lodge.
92. Rat catcher.
93. Dairy.
94. Merchants guild.
95. Lord's residence.

## Roll D100

96. Artists shop
97. Art gallery.
98. Museum.
99. Grocer
100. Livery stables.



# Street Name Generator Tables I-III

## Table I (Mixed/Neutral Street Names)

### Roll D100

1. Fingal.
2. Fortune.
3. Arbour.
4. Potters.
5. Baker.
6. Gem.
7. Turner.
8. Murton.
9. Cobblers.
10. Market.
11. Greener's.
12. Highem
13. Shorper.
14. Strandford.
15. Loom.
16. Jester.
17. Brewer.
18. Stavers.
19. Strange.
20. Brugles.
21. Loaf-tin.
22. Spooner.
23. Woodman.
24. Dog breath.
25. Cat lick.
26. Smokers.
27. Dragon.
28. Northerner.
29. Trillion.
30. Inkwell.
31. Taster.
32. Griffon.
33. Skullcap.

### Roll D100

34. Burnold.
35. Veritas.
36. Grognard.
37. Hermit.
38. Ebrigas.
39. Molderin.
40. Charblis.
41. Greddis.
42. Rholand.
43. Tenbrish.
44. Slaughter.
45. Token.
46. Darner.
47. Verbal.
48. Corgar.
49. Flora.
50. Urner.
51. Eddis.
52. Goldlaming.
53. Sedarin.
54. Nibbots.
55. Burnard.
56. Calmeron.
57. Ignis.
58. Retriman.
59. Marguld.
60. Aplomol.
61. Heggamen.
62. Durualis.
63. Joppy.
64. Crindle.
65. Nurfle.
66. Surfol.

### Roll D100

67. Ledrick.
68. Stimple.
69. Roundels.
70. Nivik.
71. Streuss.
72. Dasnid.
73. Doobad.
74. Brekkin.
75. Wingler.
76. Quortan.
77. Minskin.
78. Petris.
79. Povric.
80. Valter.
81. Scutter.
82. Blinder.
83. Corker.
84. Stompa.
85. Constry.
86. Ladrien.
87. Walsh.
88. Sidemonger.
89. Sheep-dip.
90. Girdle.
91. Gusset.
92. Physician.
93. Scryer.
94. Thung.
95. Bleeder.
96. Pullock.
97. Leader.
98. Benmin.
99. Naull.
100. Orinare.

## Table II:(Rough/Sinister Street Names)

### Roll D100

1. Murder.
2. Nightmare.
3. Red eye.
4. Asphix.
5. Tourniquet.
6. Lash.
7. Choacker.
8. Bludrun.
9. Mugger.
10. Stabslice.
11. Cut throat.
12. Slash.
13. Killer.
14. Dog-bite.
15. Black cat.
16. Severed.
17. Hangman.
18. Highwayman.
19. Pick pocket.
20. Loose.
21. Last chance.
22. Executioner.
23. Mad man.
24. Nightman.
25. Secret.
26. Shadow.
27. Demontung.
28. Blackfang.
29. Spite.
30. Bilespewer.
31. Wretched.
32. wrong turn.
33. Evil eye.

### Roll D100

34. Venom.
35. Kick bucket.
36. Cemetery.
37. Cremation.
38. Troll gate.
39. Raven.
40. Fisheye.
41. Silent.
42. Mortal.
43. Vitriol.
44. Brigand.
45. Troublemaker.
46. Hell's end.
47. Irritation.
48. Scrappers.
49. Graves.
50. Bad Apple.
51. Arrogance.
52. Rotten.
53. Skinner.
54. Tumour.
55. Cantankerous.
56. Sliced neck.
57. Dead duck.
58. Corpse wood.
59. Death dealer.
60. Funery.
61. Traitors.
62. Vomit.
63. Nightsoil.
64. Spiritshank.
65. Coffin.
66. Resurrection.

### Roll D100

67. Weird.
68. Eerie.
69. Warning.
70. Hatepreacher.
71. Unholy.
72. Fullmoon.
73. Stench.
74. Malpractice.
75. Melancholia.
76. Toothache.
77. Grievance.
78. Broken-nose.
79. Hierophant.
80. Fallen.
81. Anointed.
82. Laggars.
83. Shankers.
84. Cracked-skull.
85. Smash-mouth.
86. Blacktooth.
87. Underhand.
88. Berserk.
89. Red-mist.
90. Slaughter-man.
91. Rat tail.
92. Bloody pulp.
93. Nausiation.
94. Acrid
95. Sewage.
96. Sodden.
97. No Man's.
98. Never-go-back.
99. Thieves.
100. Armageddon.



### Table III (Positive/Picturesque Street Names)

#### Roll D100

1. Lilywhite.
2. Fragrant.
3. Apple tree.
4. Lover's.
5. Sunshine.
6. Happiness.
7. Optimism.
8. Fresh.
9. Harlequin.
10. Circus.
11. Obedience.
12. Hope.
13. Wellfed.
14. Goodtime.
15. Truth.
16. Emperor.
17. Temperance.
18. Providence.
19. Lovely.
20. Justice.
21. Marigold.
22. Green Ivy.
23. Shining.
24. Warmheart.
25. Smiling.
26. Verywell.
27. Fairway.
28. Rightway.
29. Honesty.
30. Salvation.
31. Beloved.
32. Perfection.
33. Heavenly.

#### Roll D100

34. Holy.
35. Trefoil.
36. Merry Dance.
37. High spirit.
38. Pine Tree.
39. Angelic.
40. Farm Fresh.
41. Wellbegotten.
42. Blessed.
43. Protectorate.
44. Lucky coin.
45. Goodfate.
46. Opportunity.
47. Raised-up.
48. Mother's Love.
49. Songsing.
50. Lifelong.
51. Old-age.
52. Nostalgia.
53. Starlight.
54. Goose-egg.
55. Fertility.
56. Cornucopia.
57. Excelsior.
58. Lightpath.
59. Cherry tree.
60. Oak bark.
61. Goldcrest.
62. Helion.
63. Luxurious.
64. Book-end.
65. Rainy-day.
66. Dewdrop.

#### Roll D100

67. Sensation.
68. Open-eye.
69. Relaxation.
70. Silvertown.
71. Yellowleaf.
72. Greybriar.
73. Bluebird.
74. Rowanwood.
75. Pine-martin.
76. Nut wood.
77. Equestrian.
78. Dreamer's.
79. Warm Wind.
80. Long life.
81. Spotless.
82. Robin's nest.
83. Brown beer.
84. Deity.
85. Homefire.
86. Godholme.
87. Silverfish.
88. Beggar's Peg.
89. Firebird.
90. Beauty's faire.
91. Fernvale.
92. Barley Dale.
93. Silver Birch.
94. Overhead.
95. King.
96. Queen.
97. Errant Knight.
98. Rosy Glow.
99. Messenger.
100. Redemption.

## Table IV & V: Place Appearance Descriptors

### Table IV:

#### Positive Appearance Roll D20

1. Clean.
2. Newly Built.
3. Stunningly Decorated.
4. Well Insulated.
5. Welcoming.
6. Being Renovated.
7. Newly re-roofed.
8. Beautiful stained glass windows.
9. Very Clean Windows.
10. Ornate Architectural details.
11. Reinforced build.
12. Well secured.
13. Guarded by Dogs.
14. Protected by guards.
15. Magnificent Murals.
16. Gold Gilded details.
17. Ornate wood carvings.
18. Impressive Iron work fences & gates
19. Impressive Heraldry.
20. Loyal to local Ruler, Lord, guild or religion.

### Table V:

#### Negative Appearance Roll D20

1. Dirty.
2. Run down.
3. Abandoned.
4. Fire damaged.
5. Poorly decorated.
6. Needing Repair.
7. Covered in Dirt/Dust.
8. Damp.
9. Broken Windows.
10. Boarded up.
11. Under Construction.
12. Undergoing Repairs.
13. Graffiti.
14. Structural problems.
15. Hole in the Roof.
16. Painted in an awful colour.
17. Severe woodworm.
18. Subsidence.
19. Severe wood rot.
20. Bad water damage.

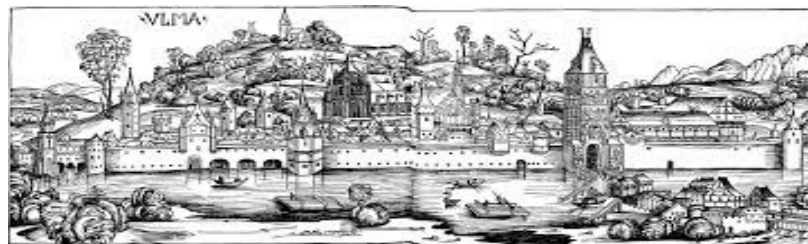
## Tables VI & VII: Place Smell Descriptors

### Table VI: Positive Area Smells Roll D20

1. Perfume.
2. Incense.
3. Sweet pastries.
4. Fresh Bread.
5. Smoked Meat.
6. Roast Meat.
7. Soup.
8. Fine ale.
9. Yeast.
10. Good wine.
11. Fruit.
12. Fresh Fish.
13. Chestnuts.
14. Anointing Oils.
15. Wax.
16. Flowers.
17. Sweet Tobacco.
18. Spices.
19. Herbal scent.
20. Cinnamon.

### Table VII: Negative Area Smells Roll D20

1. Wet Dog.
2. Sweat.
3. Cat Urine.
4. Human Urine.
5. Excrement.
6. Vomit.
7. Sickly Tobacco.
8. Smelly Feet.
9. Rotten Fish.
10. Rotten Fruit/Veg.
11. Mould.
12. Smoke.
13. Earth/Mud
14. Sulphur/ Rotten Egg.
15. Cheap Beer.
16. Vinegar.
17. Surgical Spirits/Alcohol.
18. Livestock.
19. Sewage.
20. Rotting Meat/Flesh.



**Tables VIII, IX & X**  
**Law Enforcement Levels, Crime rates**  
**& Socio/Economic/Health problems.**

**Table VIII:**  
**Law Enforcement Levels.**  
**Roll D10**

1. Little to none.
2. Inexperienced.
3. Badly Equipped.
4. Corrupt.
5. Average.
6. Strict to the Law.
7. Severe to the Letter.
8. Fair and Just.
9. Numerous.
10. Well Equipped & Trained.

**Table IX:**  
**Crime Rate.**  
**Roll D10**

1. Anarchy!
2. Unruly!
3. High Levels of theft.
4. High levels of violence.
5. Average Crime levels.
6. Antisocial behaviour.
7. Sexual Violence.
8. High Murder Rate.
9. Vigilantism.
10. Peaceful & law abiding.

**Table X: Socio/Economic/Health. Roll D10**

- |                               |                              |
|-------------------------------|------------------------------|
| 1. Drink Problems.            | 11. Street Criminality.      |
| 2. Drug problems.             | 12. Youth problems.          |
| 3. domestic Violence.         | 13. Noise Pollution.         |
| 4. High Infant mortality.     | 14. Religious & Pious.       |
| 5. High disease rate.         | 15. Strong Community Spirit. |
| 6. Poverty.                   | 16. Neighbourhood watch.     |
| 7. Contaminated Water Supply. | 17. Middle class.            |
| 8. Red Light District.        | 18. Hard working.            |
| 9. Beggars.                   | 19. Rich and Prosperous.     |
| 10. Disease Epidemic.         | 20. Peaceful & Quiet.        |



## Tables XI, XII, XIII & XIV:

Notable Area Guild(s), Notable Area Religion, Special Laws/Restrictions, Special Taxes.

### Table XI:

#### Notable Area Guild, (Roll D10)

1. Thieves Guild.
2. Assassin's Guild.
3. Merchant's Guild.
4. Mercenaries Guild.
5. Money Lender's Guild.
6. Mage's Guild.
7. Stonemason's Guild.
8. Local Knightly Order.
9. Adventurer's Guild.
10. Local Militia Order.

### Table XIII:

#### Special Laws/Restrictions (Roll D10)

1. Curfew.
2. No Music allowed.
3. No Drinking/Alcohol.
4. Death sentence for serious crimes.
5. Blasphemy of any faith is punished.
6. Public magic use is illegal.
7. No weapons allowed in public.
8. Children limited to one per family.
9. Non humans not allowed.
10. Crimes can be forfeit by a hefty fine.

### Table XIV:

#### Special Taxes. (Roll D10)

- |                        |                          |
|------------------------|--------------------------|
| 1. Amount of children. | 6. Books.                |
| 2. Window tax.         | 7. Weapons & Armour.     |
| 3. Livestock.          | 8. Food.                 |
| 4. Pets/Familiars.     | 9. Musical instruments.  |
| 5. Size of Dwelling.   | 10. Magic/magical Items. |

### Table XII:

#### Notable Area Religions/Cults. (Roll D20)

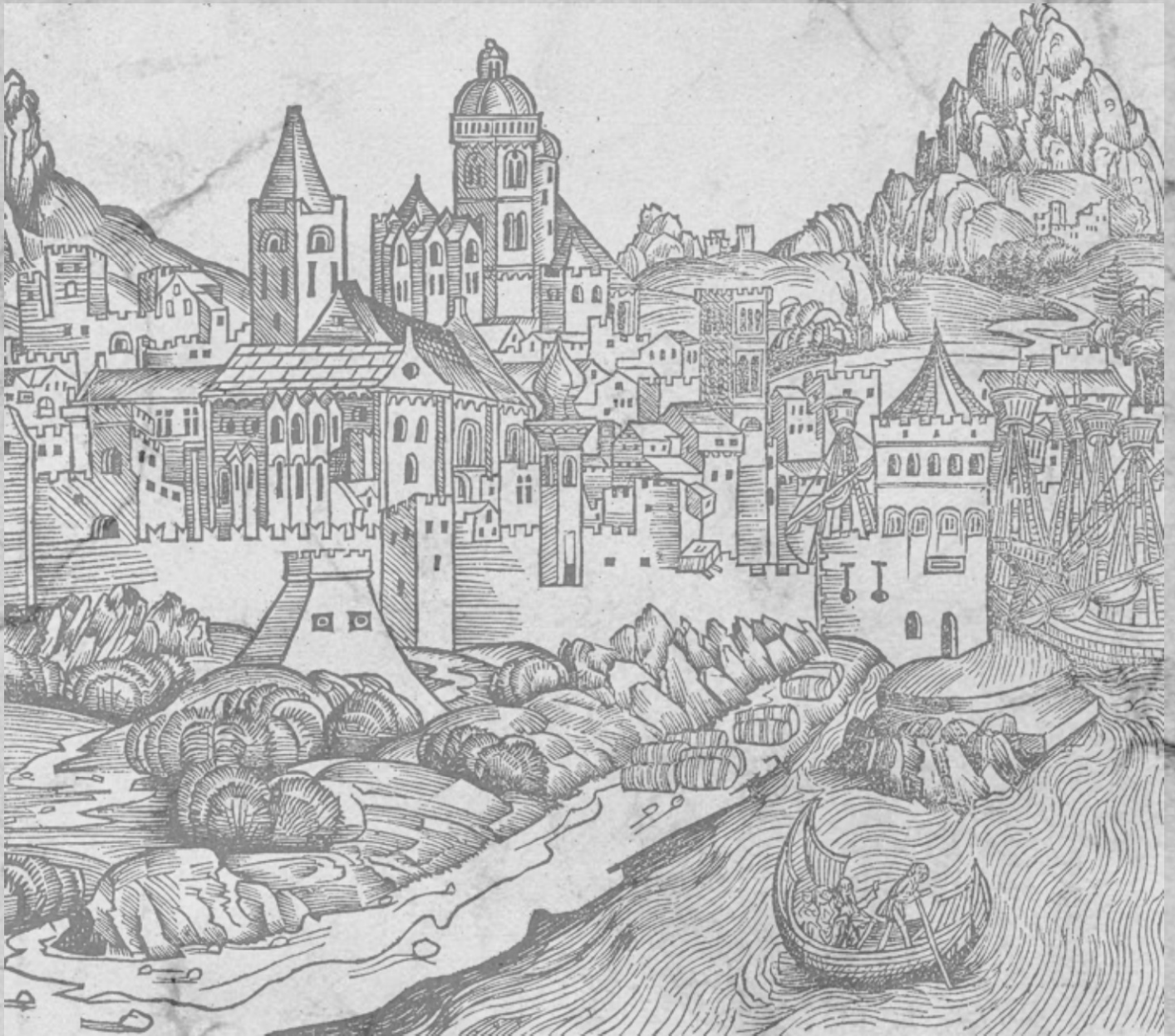
1. Death.
2. War.
3. Agriculture.
4. Magic.
5. Fertility.
6. Love.
7. Fate/Luck.
8. Evil.
9. Trickery.
10. Hedonism.
11. Animal Deity.
12. Protection.
13. Local River/Lake deity.
14. Blood.
15. Fire.
16. Earth.
17. Water.
18. Air.
19. Order.
20. Chaos/Discord.



Appendix 1  
**SAMPLE  
MAPS**

**Samples for Villages,  
Towns, and Cities.**

(Two sample Village maps, four  
sample Town maps, two sample  
cities, the latter with a poster  
sized printout.)



In this section, you will find sample maps for use with your city and dwelling building.

Presented are the maps for four generic towns, two villages, and two cities, the first with a large map and close up, the second with large map, close up and a six page poster sized map.

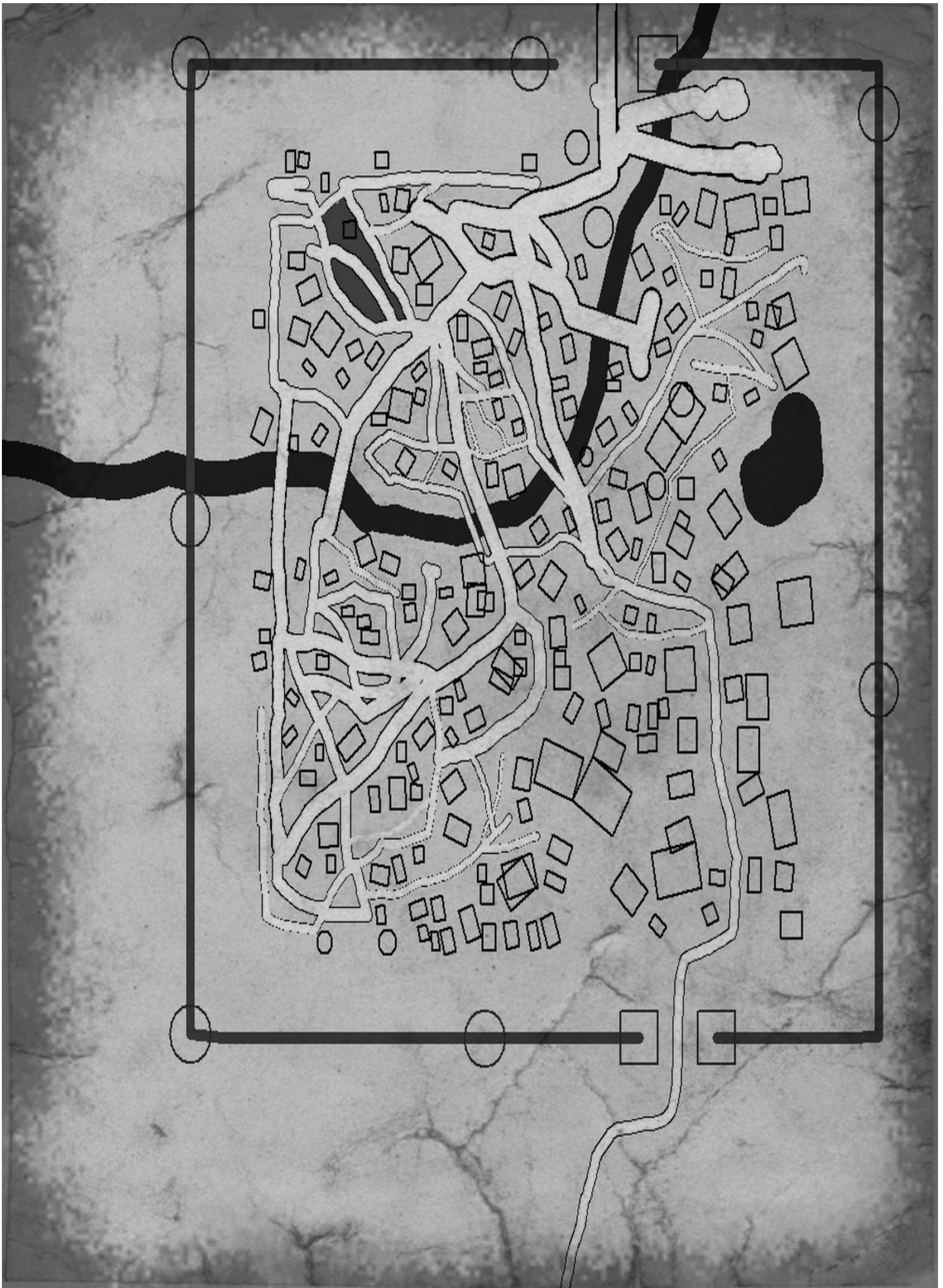
Happy world building!

**Grim**



Sample Town map 1

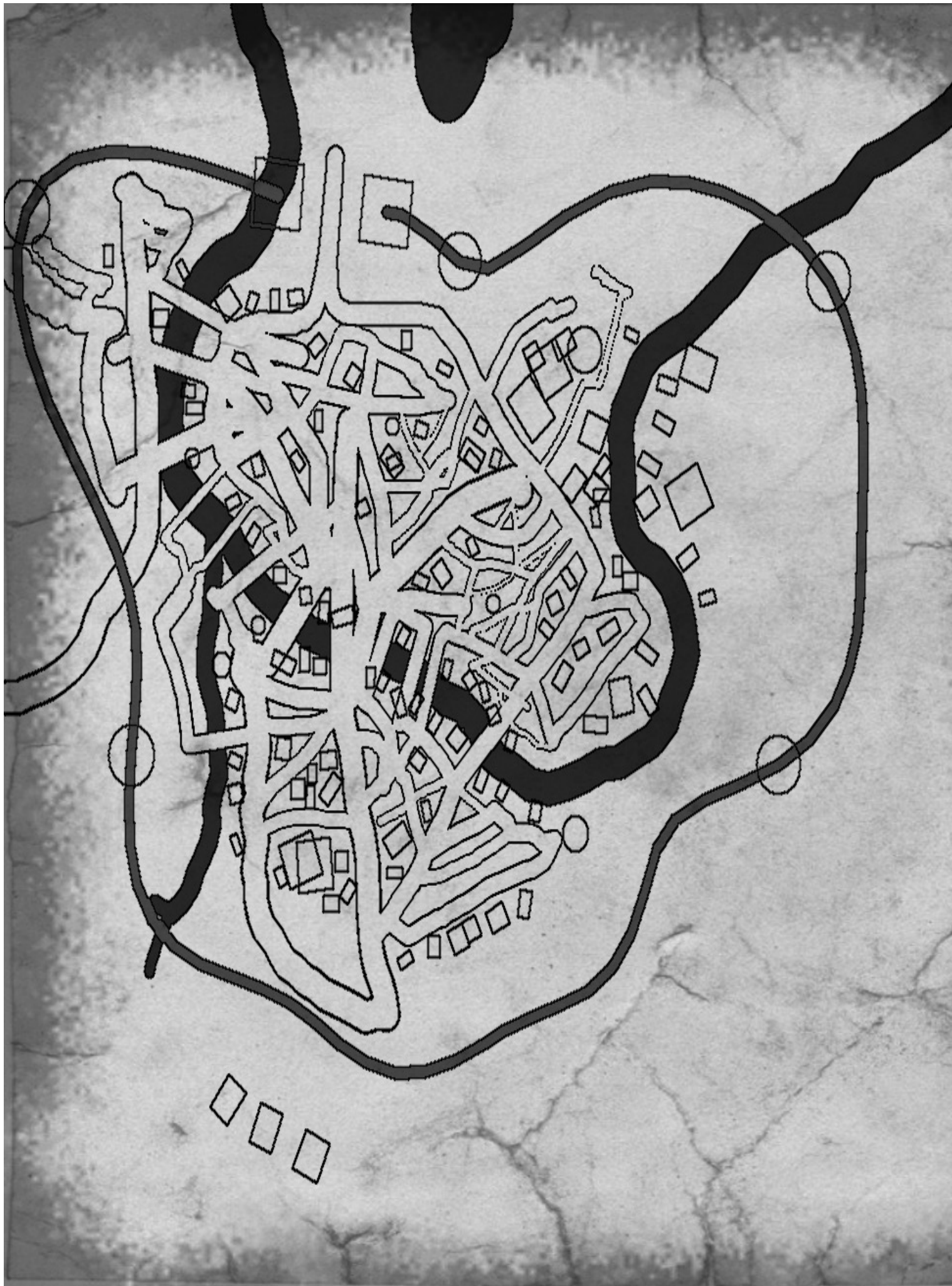




Sample Town map 2



Sample Town map 3



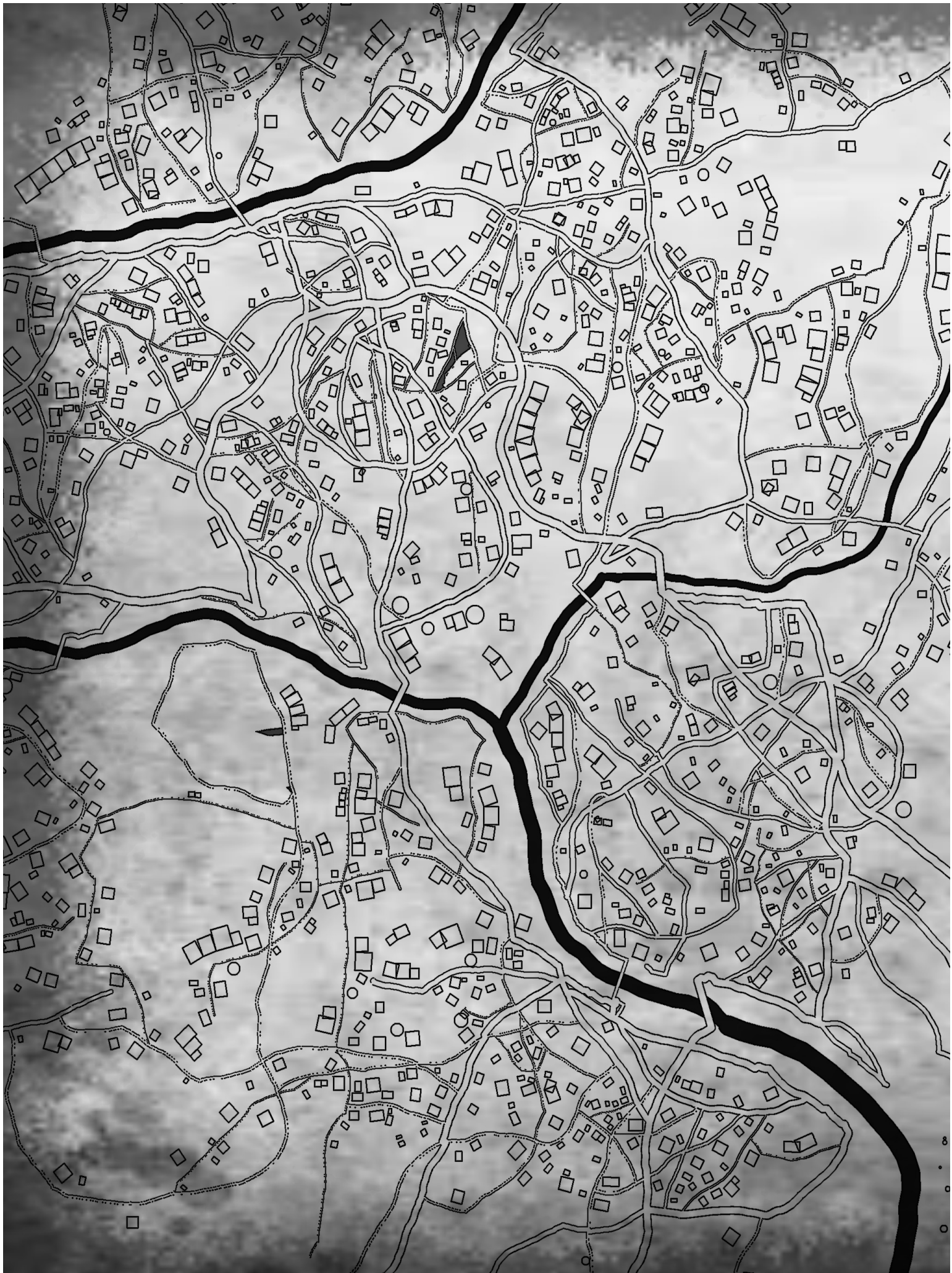
Sample Town map 4



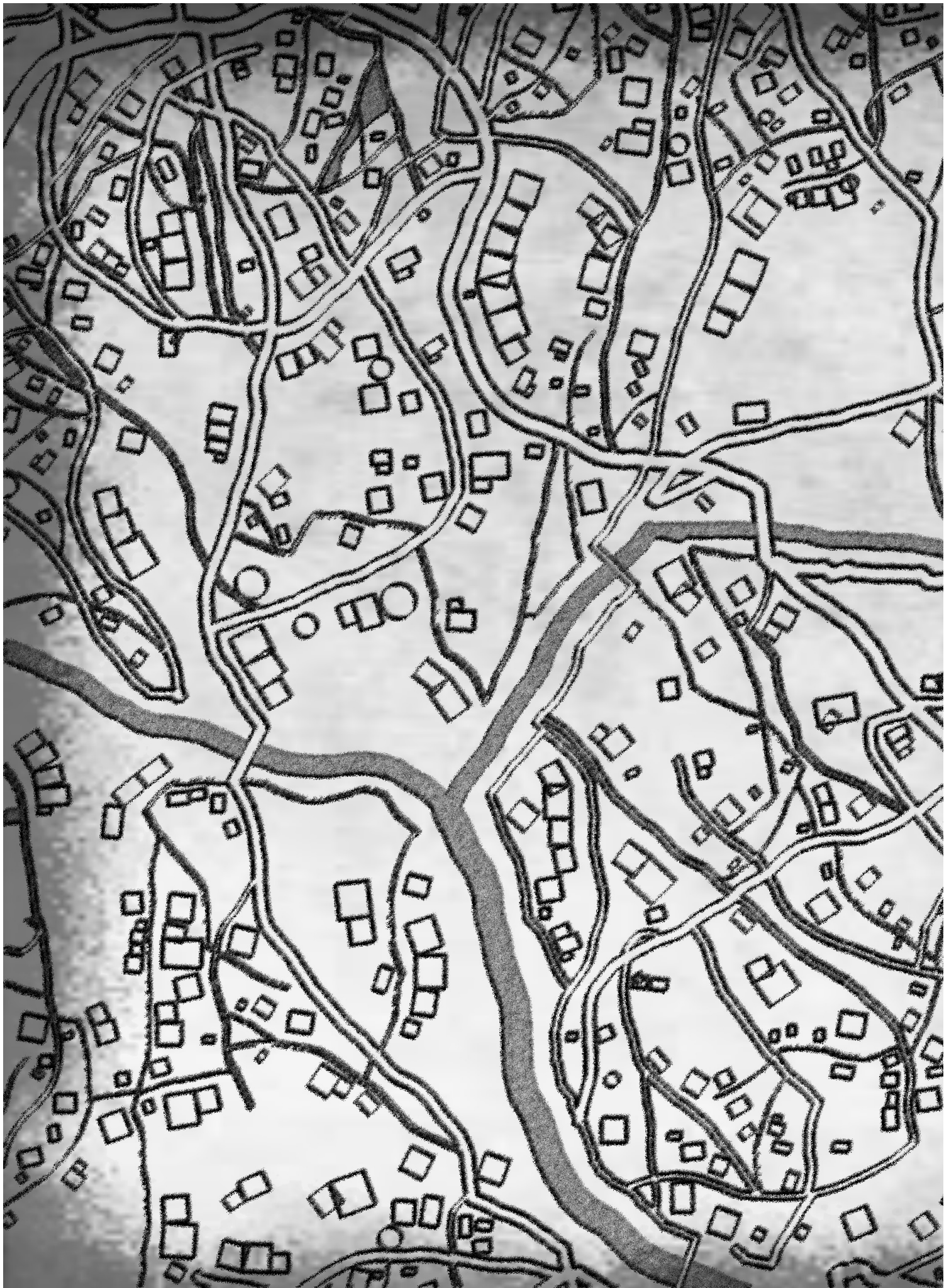
Sample Village map 1



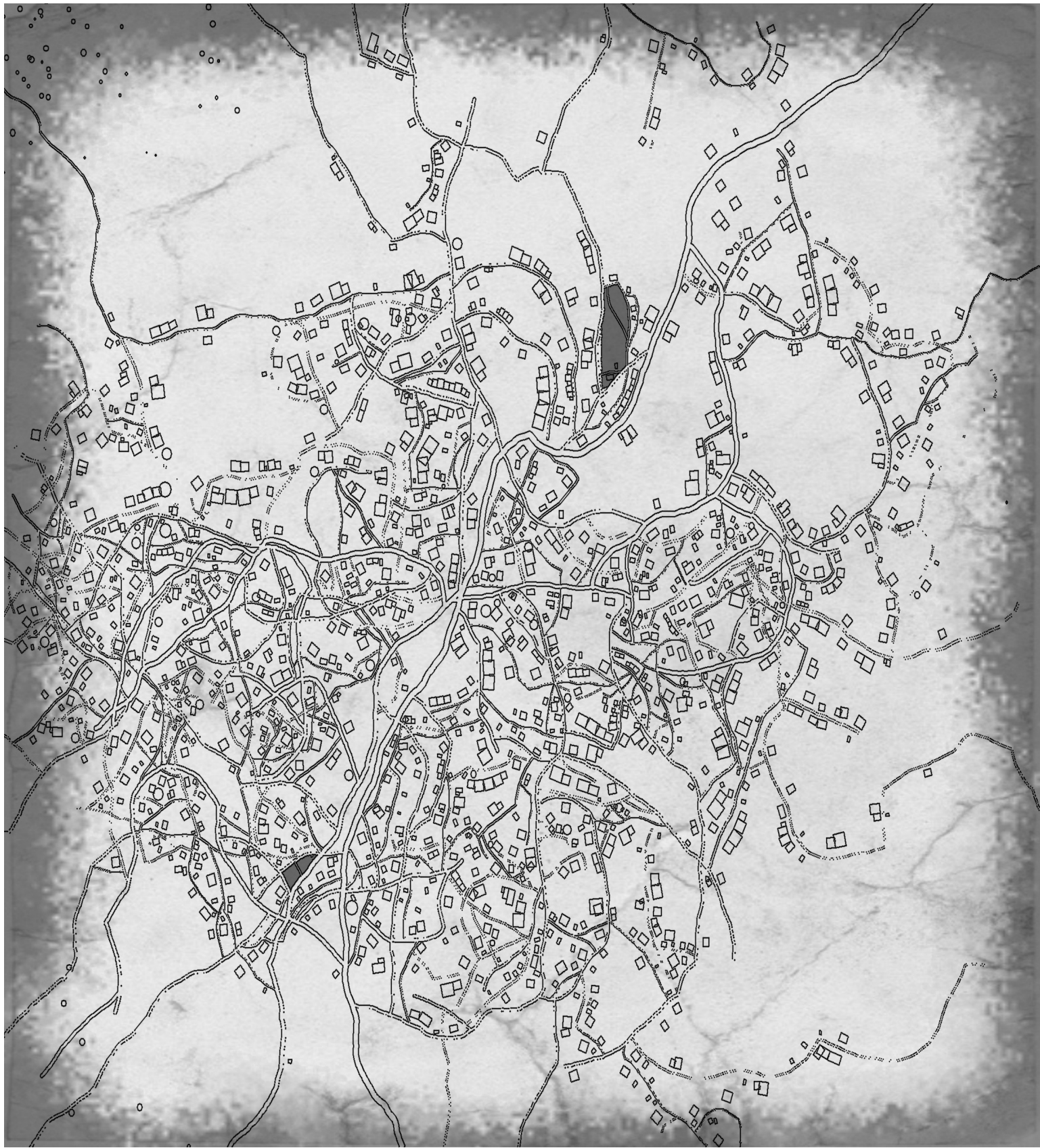
Sample Village map 2



Sample City map 1, Zoomed out view

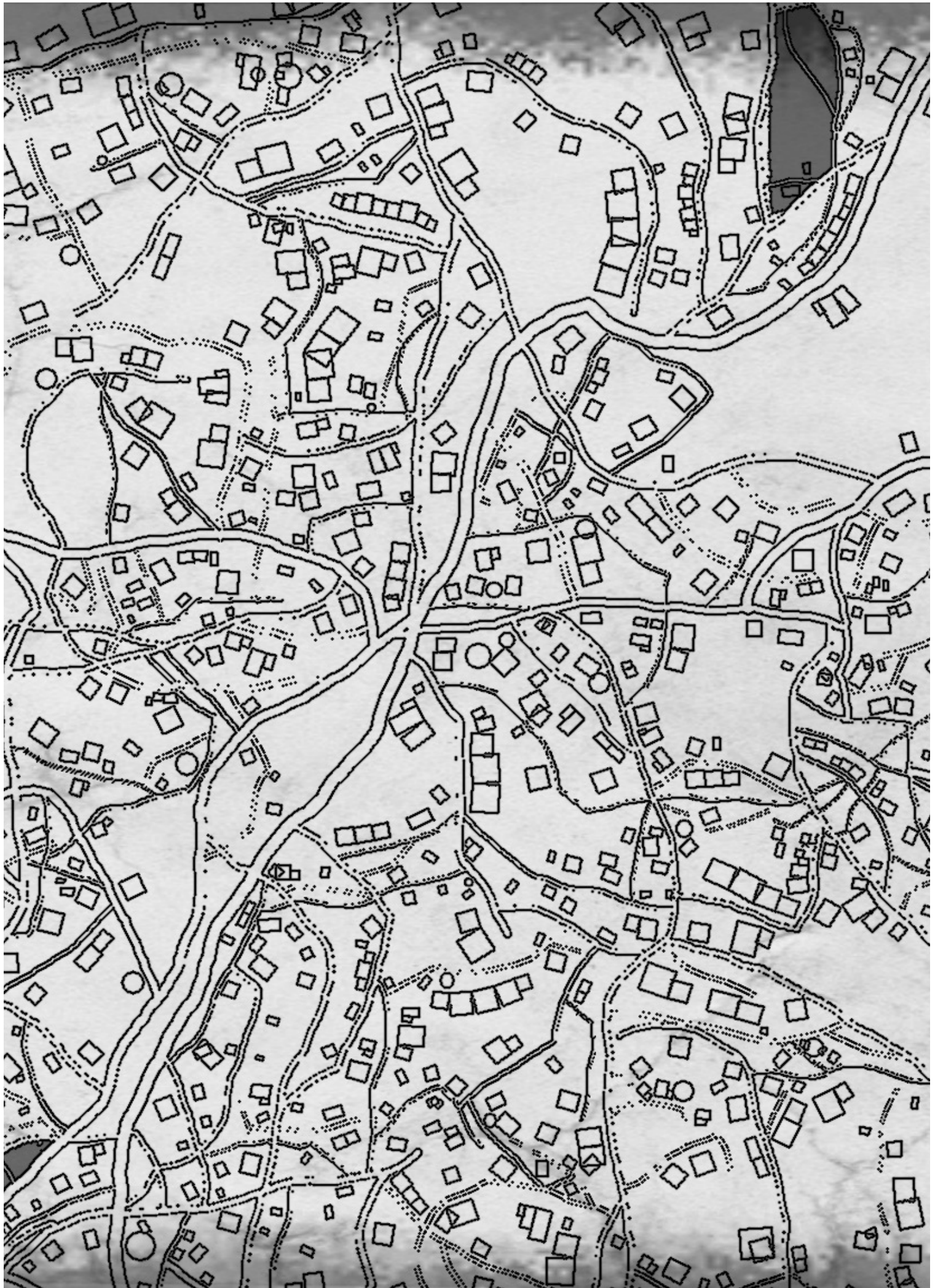


Sample City map 1, Close up.

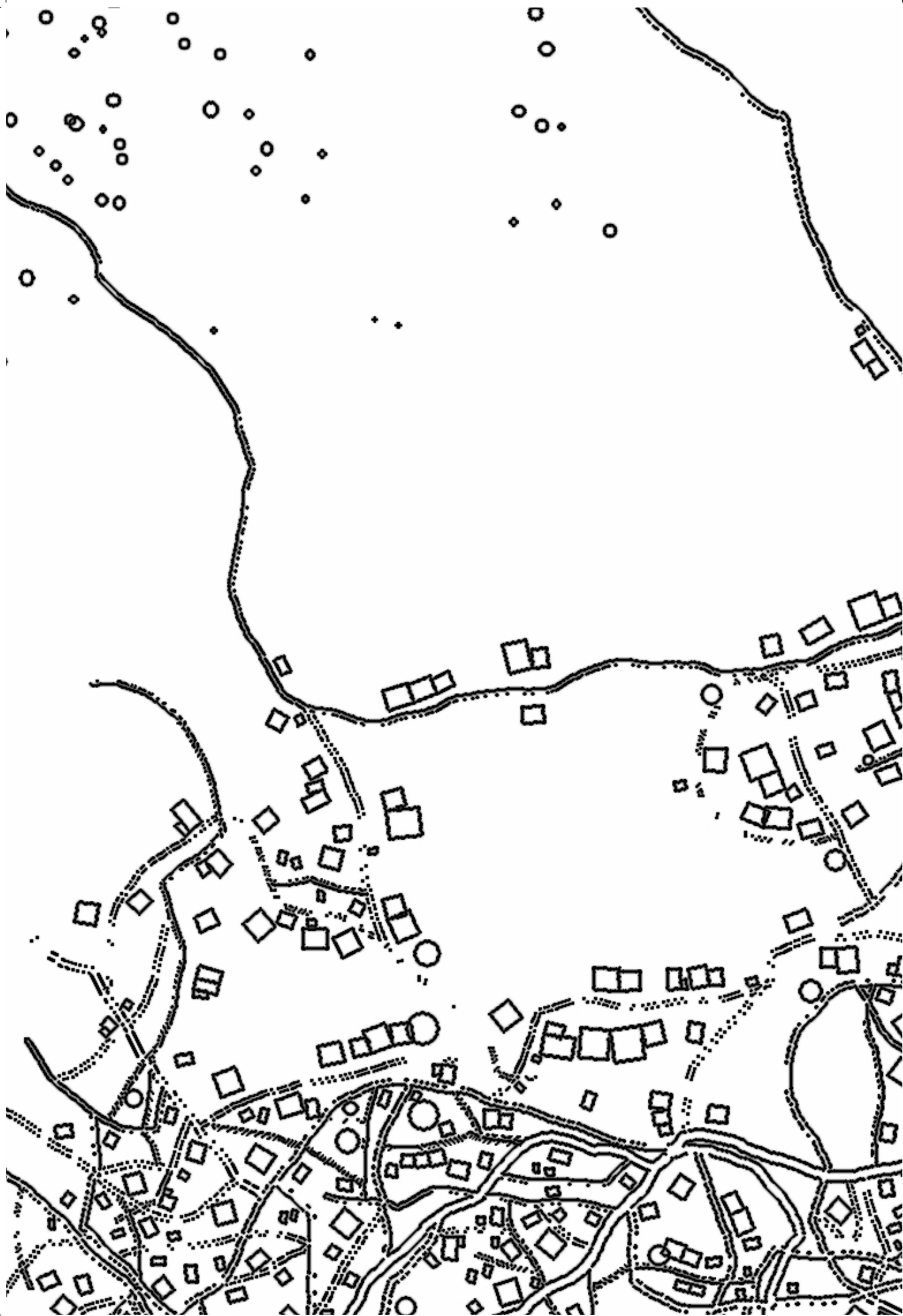


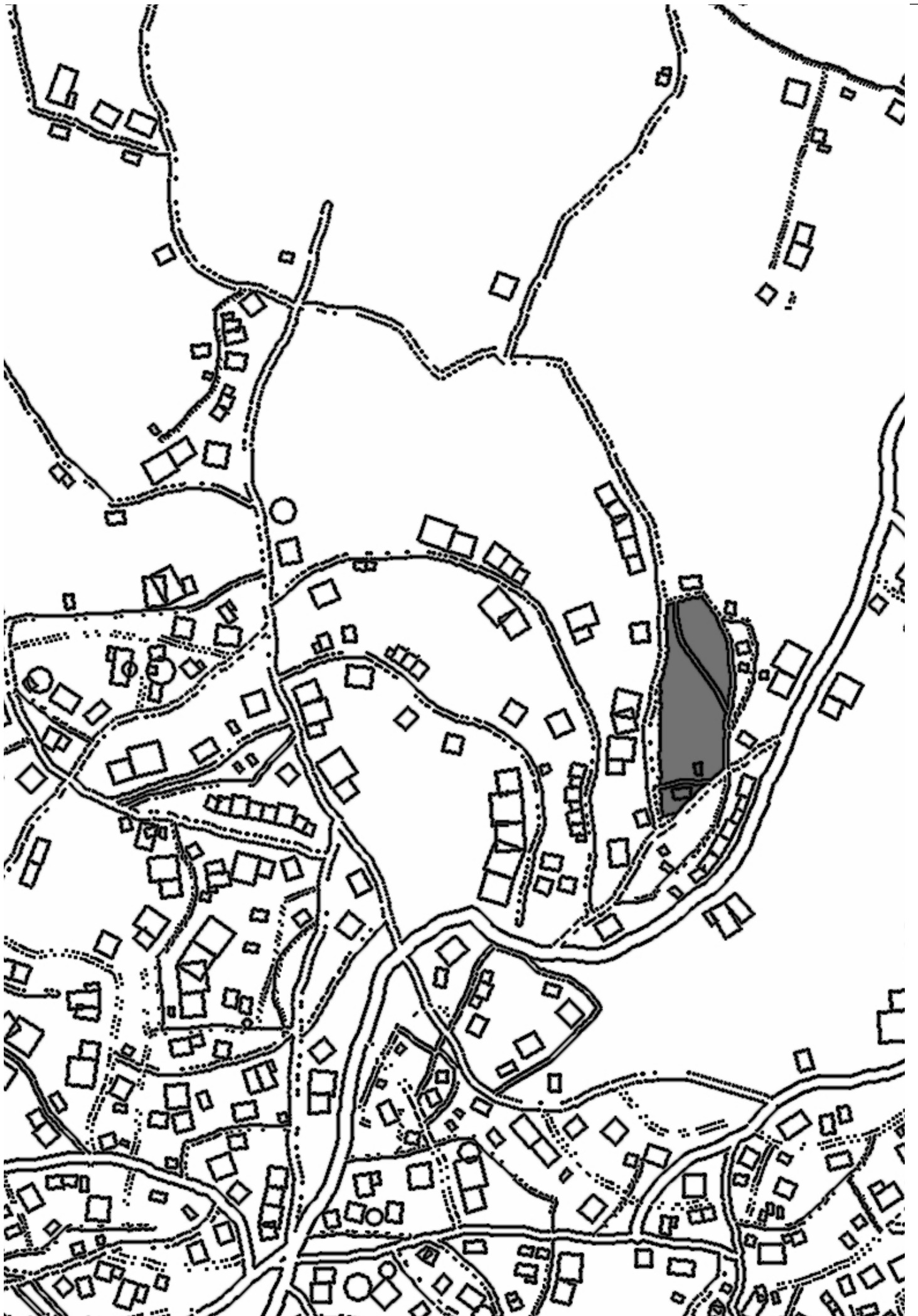
**Sample City map 2**  
(Long full View zoomed out version)

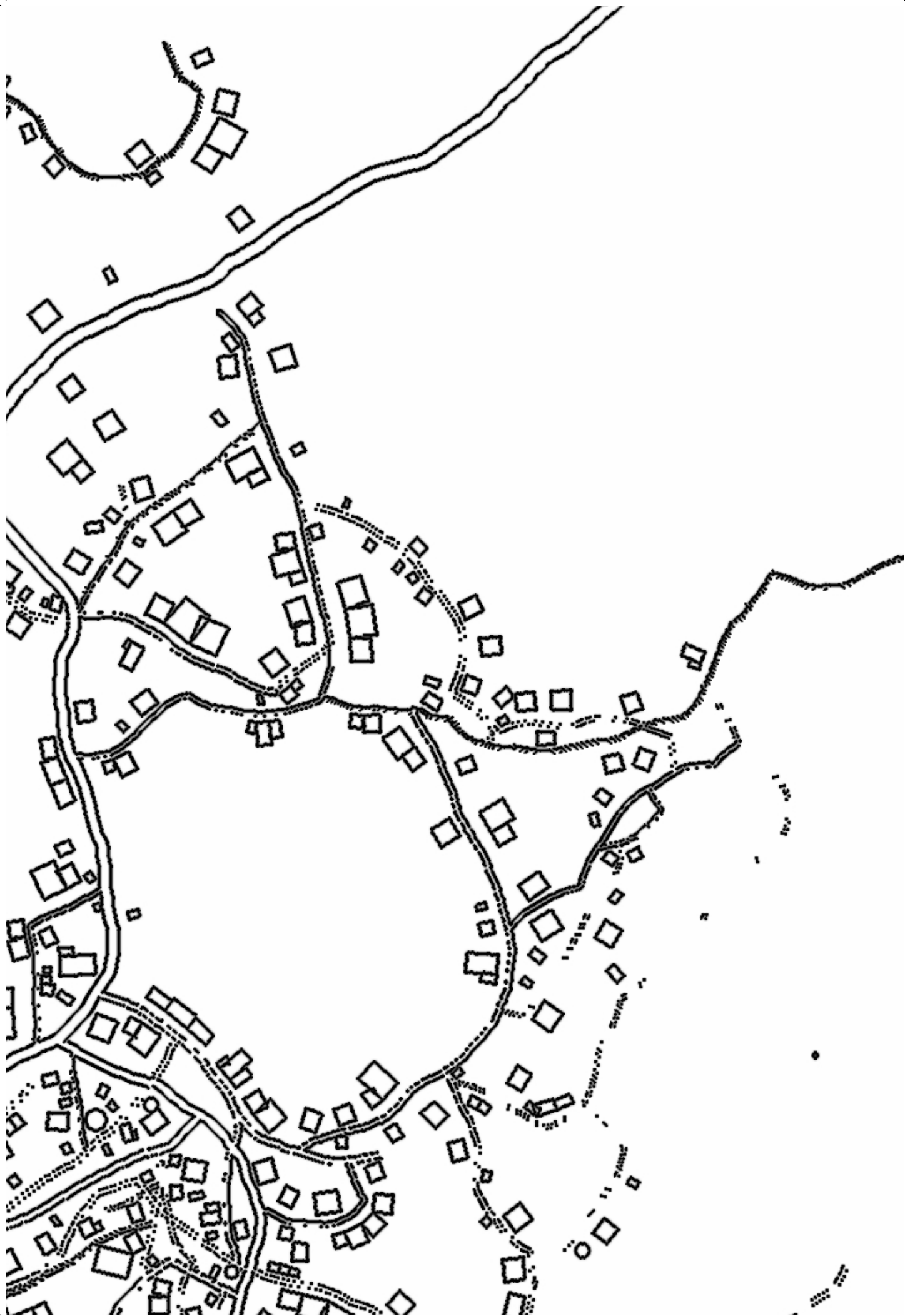


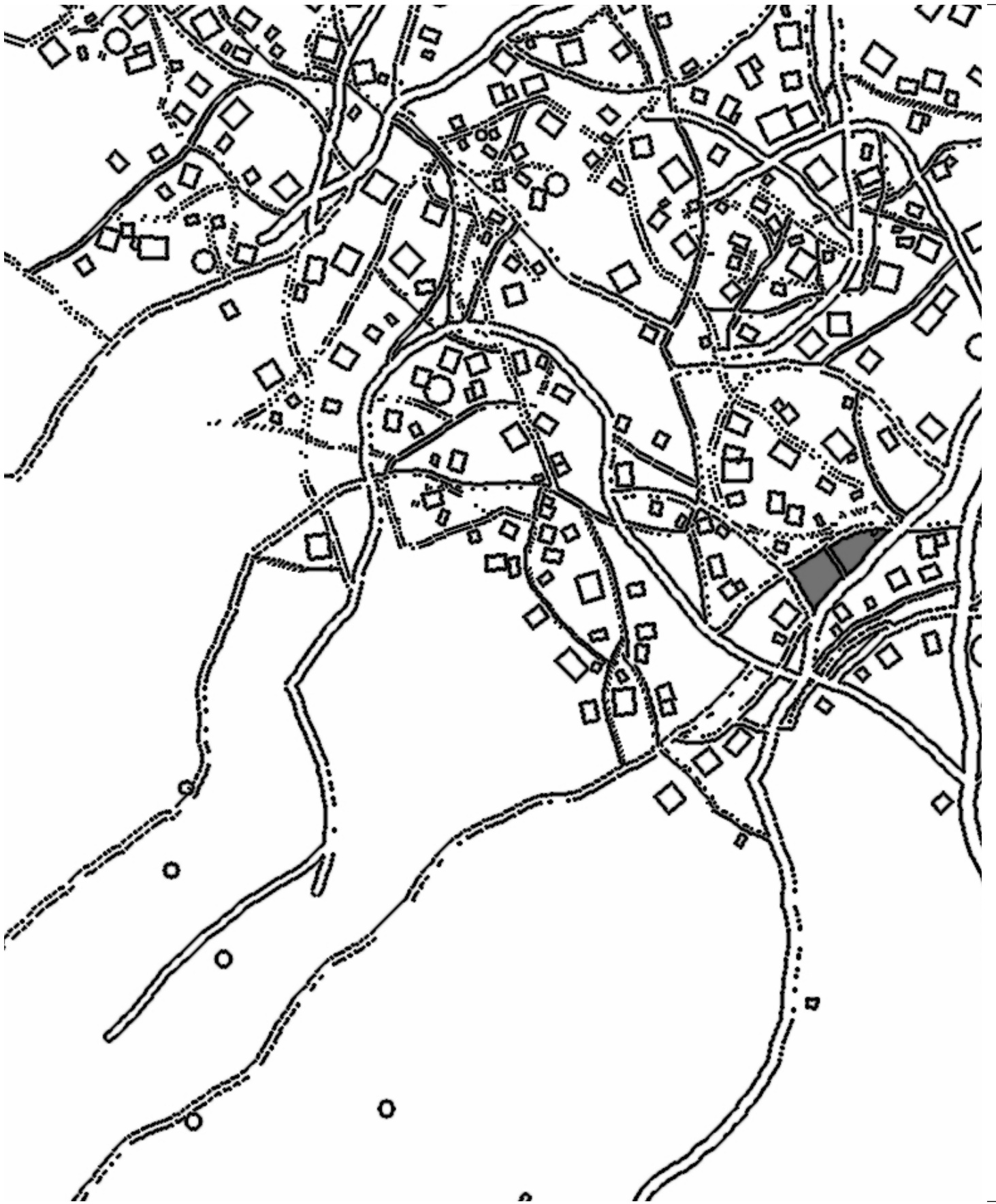


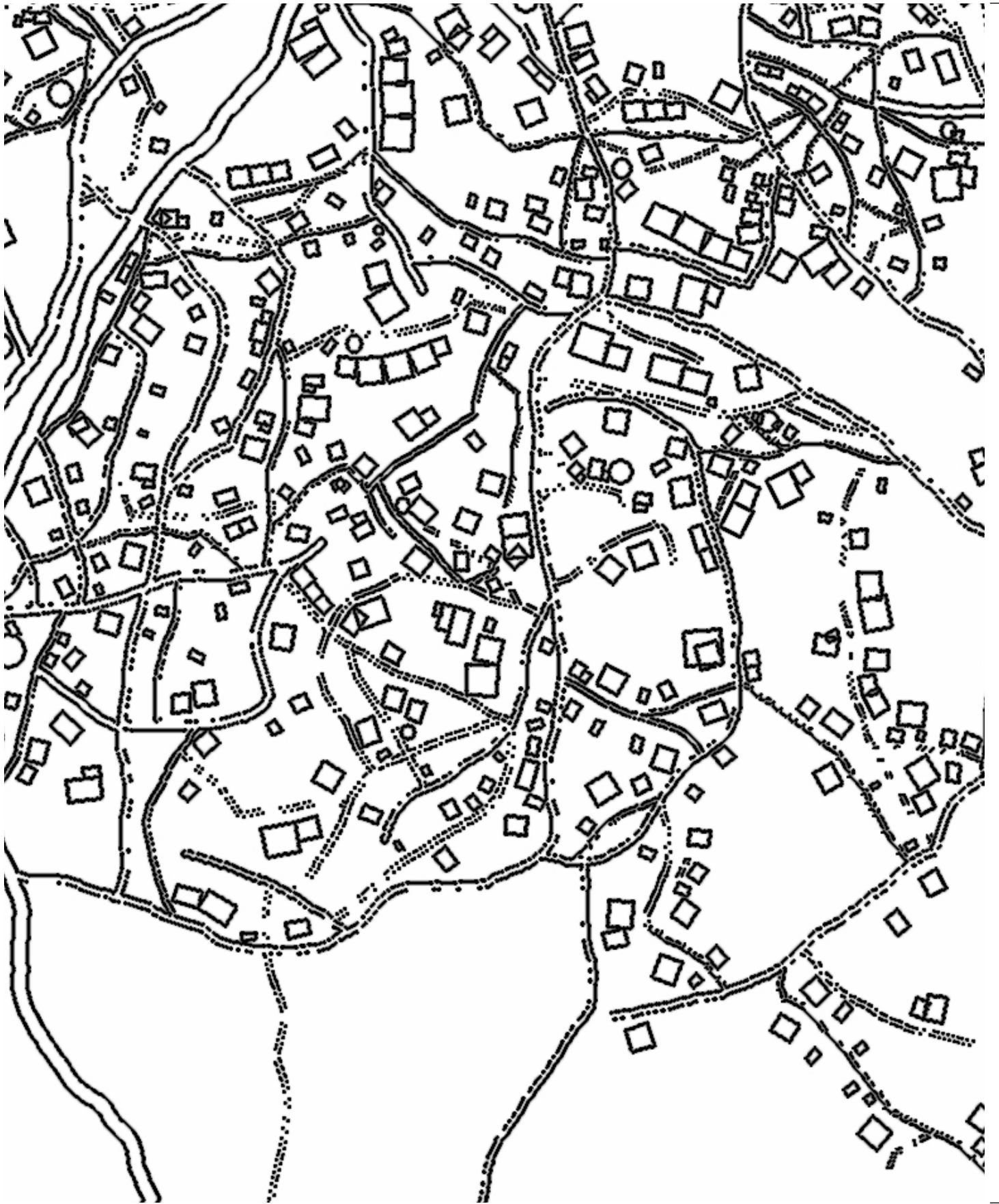
Sample City 2, (District zoom in sample map)

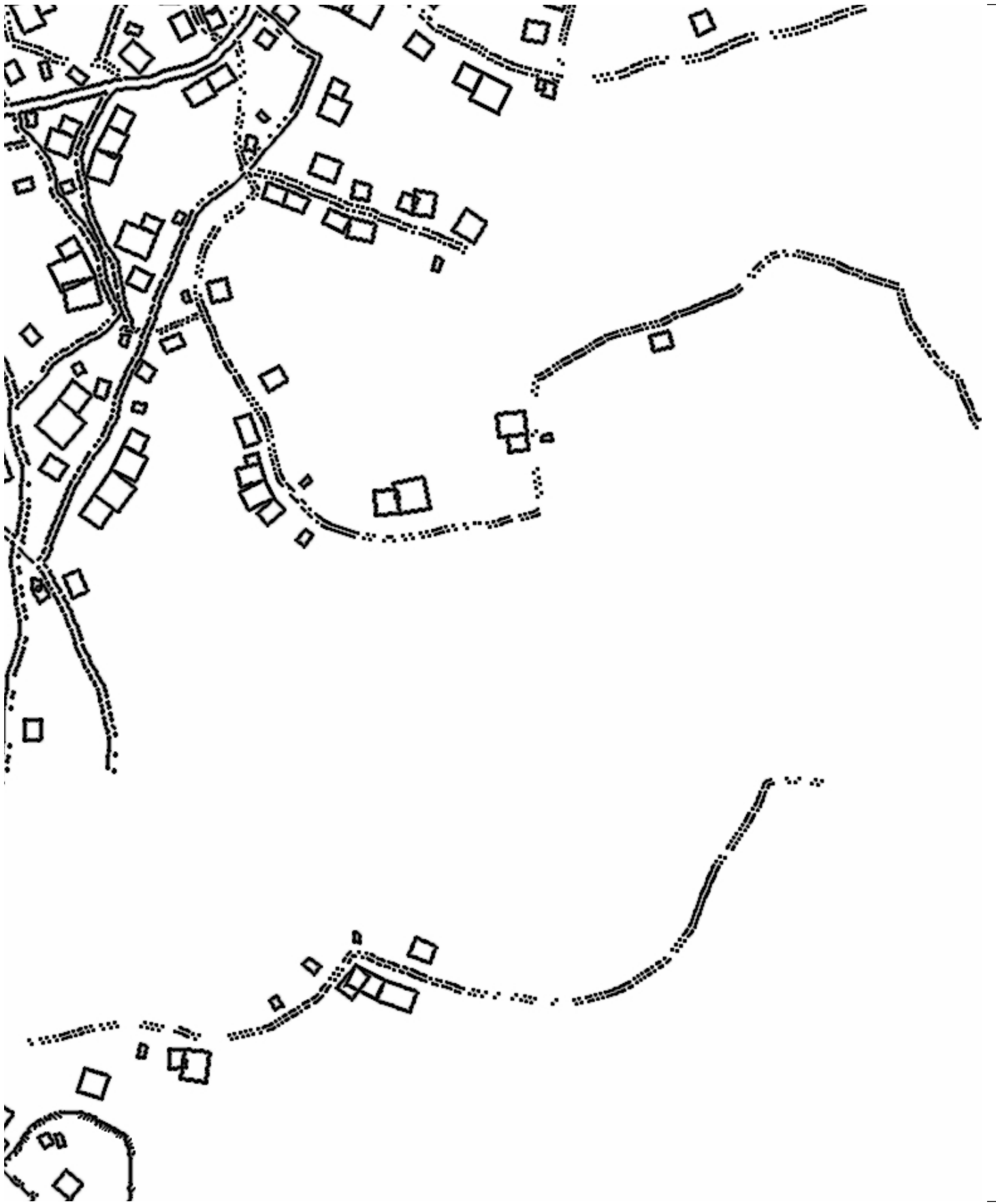














**Appendix B**

**City Builder**  
**RECORD**  
**SHEETS**

Settlement Data Sheet,  
Street/Road Data Sheet.



# City Builder Settlement Data Sheet.

**PLACE NAME:** \_\_\_\_\_

**Heraldic Crest**



**Local Lord/Ruler:** \_\_\_\_\_

**Local Law Enforcement:** \_\_\_\_\_

**Notable Guilds:** \_\_\_\_\_

**Notable Religions:** \_\_\_\_\_

**Special Taxes/Laws (?):** \_\_\_\_\_

**Overall Socio/Economic/Health Details (?):** \_\_\_\_\_

**Special Locations (?):** \_\_\_\_\_

**Local Traditions (?):** \_\_\_\_\_

**Overall Descriptors:** \_\_\_\_\_

**Overall Crime Rates:** \_\_\_\_\_

**Local Legends (?):** \_\_\_\_\_

**Special Notes:** \_\_\_\_\_

**CITY/TOWN/VILLAGE DETAIL SHEET**

# City Builder Street Data Sheet.

**Street/Road Name:** \_\_\_\_\_

## Details of Properties/Dwellings on Street/Road

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Street/Road Descriptors:** \_\_\_\_\_

**Socio/Economic/Health Details:** \_\_\_\_\_

**Special Locations(?):** \_\_\_\_\_

**Notable Guilds in area:** \_\_\_\_\_

**Notable Religions in area:** \_\_\_\_\_

**Notable Persons in area:** \_\_\_\_\_

**Special Notes:** \_\_\_\_\_



# WANTED!

## Your Comments, Ideas and Suggestions!

If you have any ideas for a publication in this series, or have any suggestions or comments on how to improve these publications, please let me know.

We are always after ideas for other supplements, so if you would like to get in touch to discuss working with us, please contact us at: [Grimacereaper73@gmail.com](mailto:Grimacereaper73@gmail.com) and lets get talking about working together!

Alternatively, check out our website for more info at:  
<http://thegrinningskull.wordpress.com>

# GRINNING SKULL MINIATURE COLLECTIONS



**GRINNING SKULL  
MINIATURES**

ADD SOME STRANGENESS TO YOUR SCI-FI MINI COLLECTION!



**GRN25**



**GRINNING SKULL  
MINIATURES**

**MAD MUTANTS ALIEN INVADERS,  
FEROCIOUS GIANT CHICKENS  
CYBORG PIGMEN THIS RANGE HAS  
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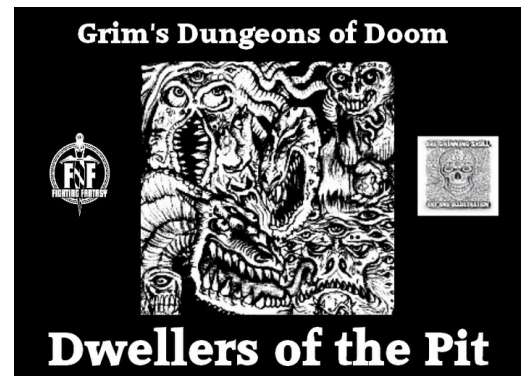
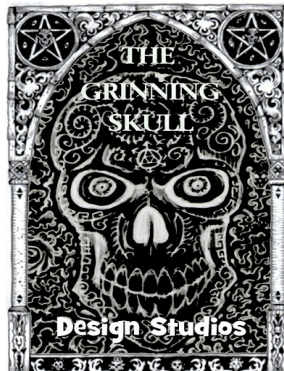
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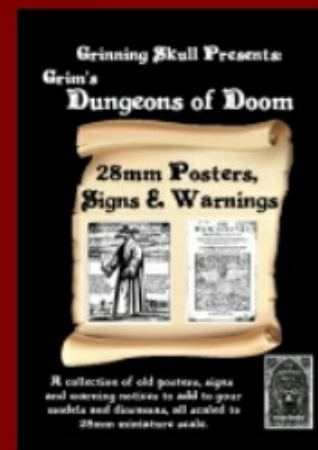
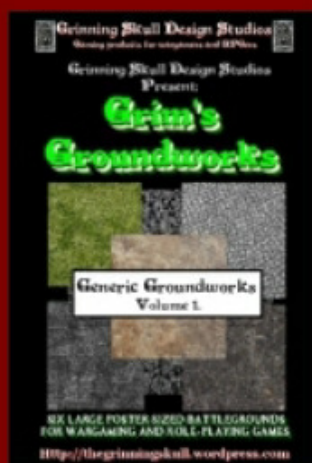
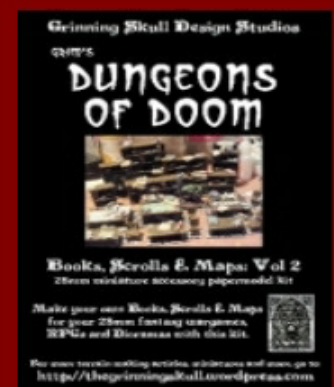
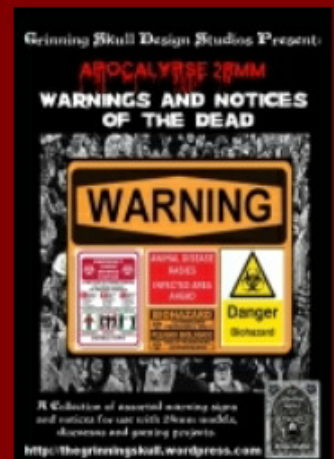
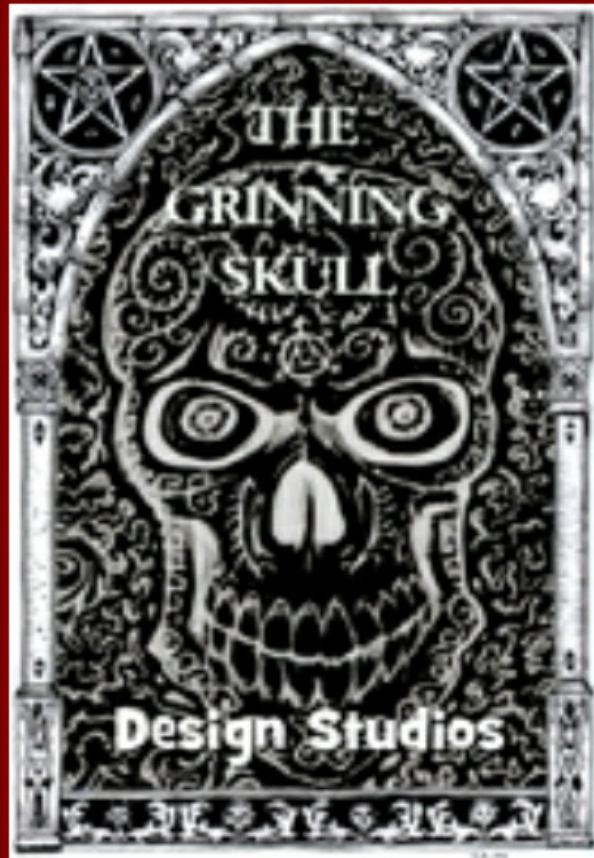
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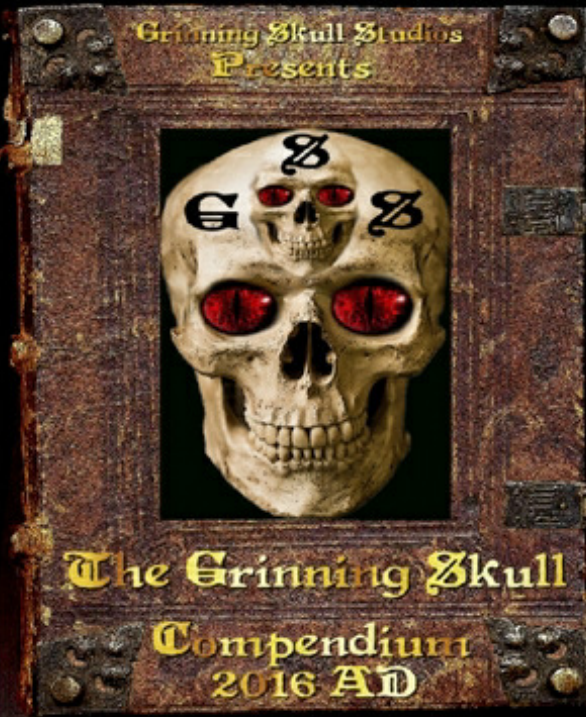
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