d30 Village Generator

VLG1: BUILDING ARRANGEMENT & MATERIALS USED
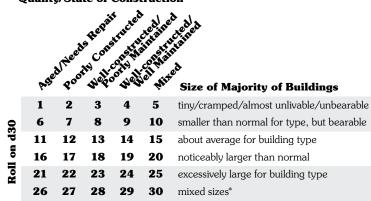
Walls/Roofs of Buildings

Roll on d30	Earthen/Thatched	Timber/Thatched	Timber/Timber	Stone/Thatched	Stone/Timber	Arrangement of Buildings
1	1	2	3	4	5	loose radial pattern, buildings face "center"
6	6	7	8	9	10	grid pattern, with perpindicular roads layout
11	11	12	13	14	15	scattered loosely (nor formal arrangement)
16	16	17	18	19	20	scattered, but facing landmark/key feature
21	21	22	23	24	25	scattered, but facing single direction*
26	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

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

* roll 1d5 for each buidling, 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 precautious]
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/unkempt (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