

# DUNGEON MASTER'S ASSISTANT

Volume 1

**20+ Random Campaign Charts**

By Patrick E. Pullen

Quickly Roll  
Town Names  
NPC Names  
Tavern Names  
Campaign Ideas  
Villian Ideas  
...and MORE!



*FORGEON*

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*Anubis  
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# DUNGEON MASTER'S ASSISTANT

## VOLUME 1:

### RANDOM CAMPAIGN BUILDER CHARTS



**All titles available by Patrick E. Pullen:**

**Art for your Adventures Set 1**

**Art for your Adventures Set 2**

**Dungeon Master's Assistance Volume 1: Random Campaign Builder Charts**

**Magic Item Compilation Set 1**

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# NON-PLAYER CHARACTER (NPC) CHARTS

## **RANDOM NPC GENDER (ROLL ANY DIE)**

**Even**= Female

**Odd**= Male

## **RANDOM NPC RACE (COMMON RACES) [1d8]**

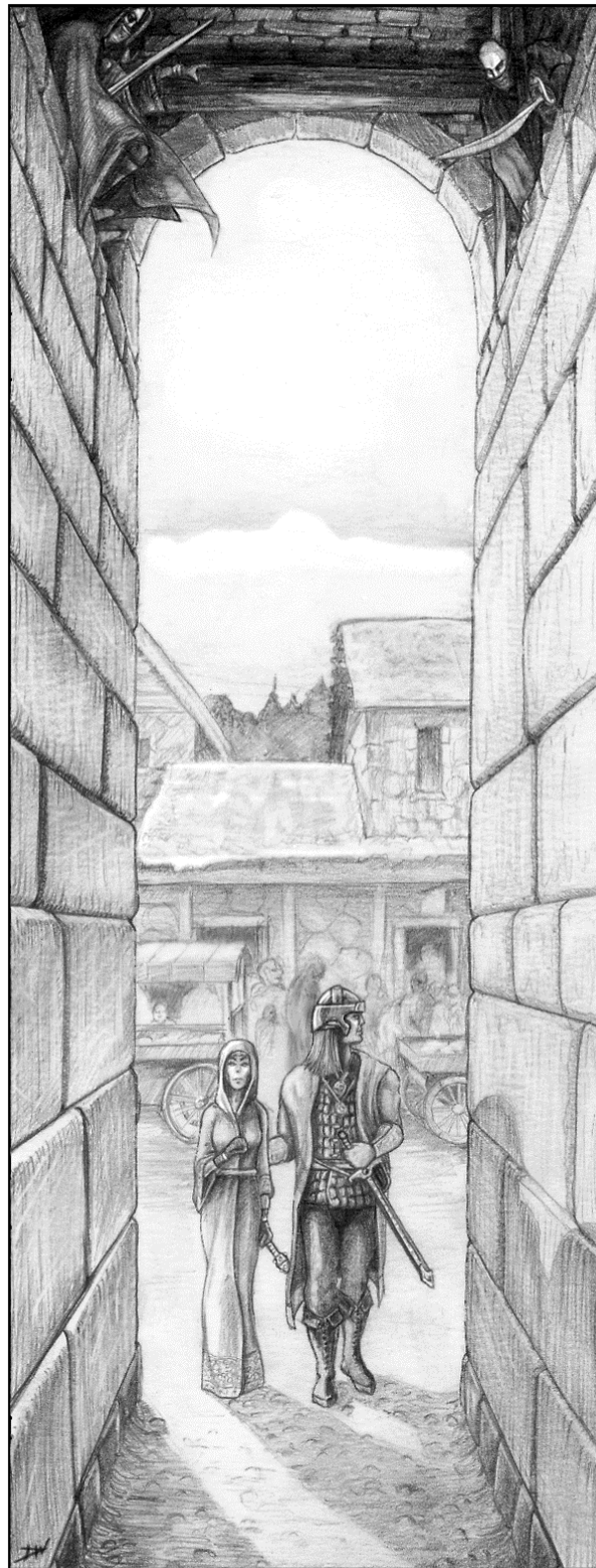
1. Dwarf
2. Elf
3. Gnome
4. Half-Elf
5. Halfling
6. Half-Orc
7. Human
8. (Use Uncommon Race or Re-roll)

## **RANDOM NPC ALIGNMENT [1d8]**

1. Lawful Good
2. Neutral Good
3. Chaotic Good
4. True Neutral
5. Lawful Evil
6. Neutral Evil
7. Chaotic Evil
8. DM's Choice

## **RANDOM NPC RACE (UNCOMMON RACES) [1d8]**

1. Dragonborn
2. Drow
3. Duergar
4. Goblin
5. Orc
6. Svirfneblin
7. Tiefling
8. (Other/DM's choice)



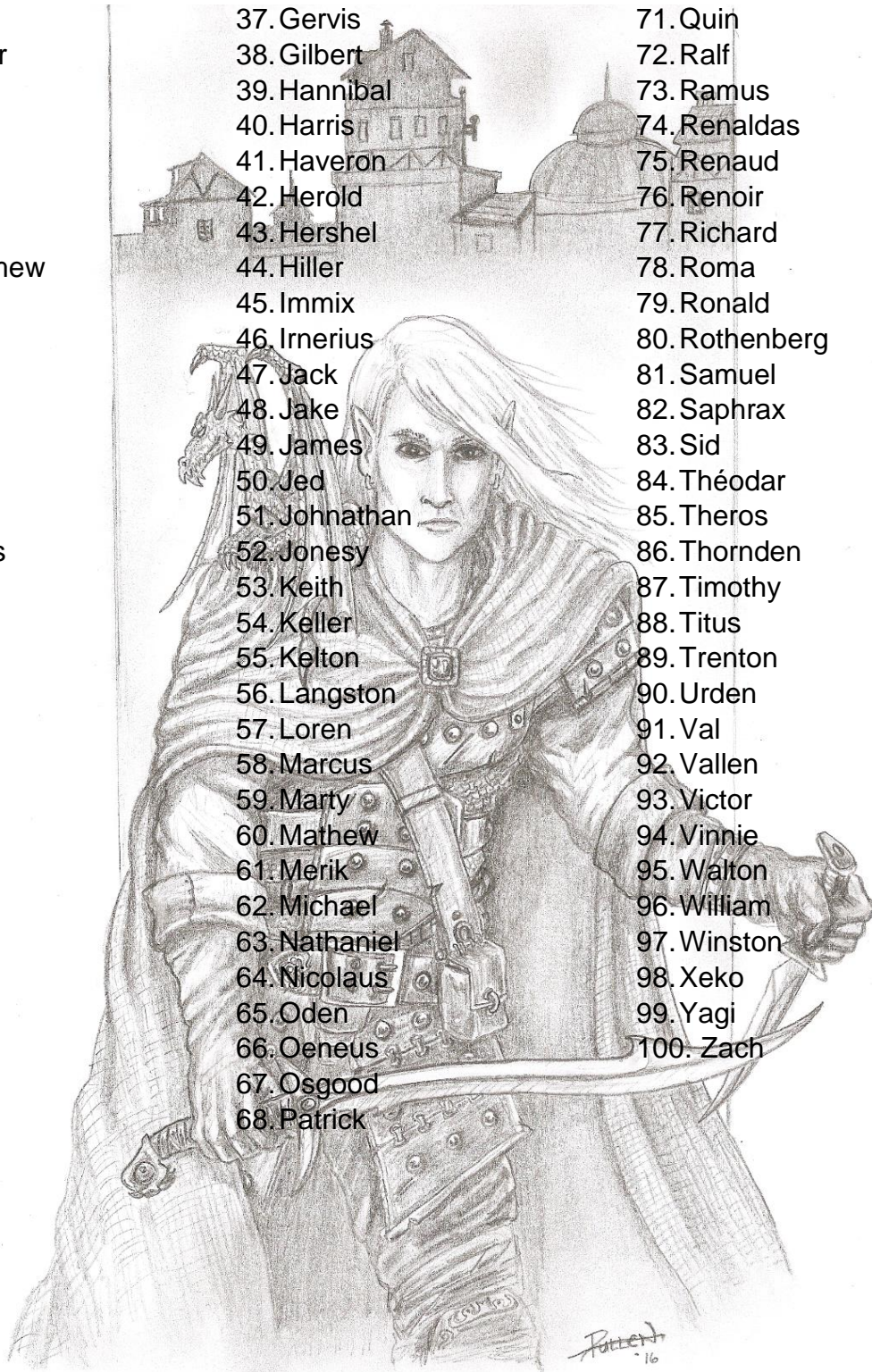
## **RANDOM NPC PROFESSIONS & CLASSES [d% or 1d100]**

- |                        |                    |                              |
|------------------------|--------------------|------------------------------|
| 1. Alchemist           | 35. Explorer       | 69. Roofer                   |
| 2. Animal Trainer      | 36. Farmer         | 70. Sage                     |
| 3. Archer              | 37. Fighter        | 71. Sailor                   |
| 4. Architect           | 38. Gambler        | 72. Scribe                   |
| 5. Armor Smith         | 39. Grave Digger   | 73. Seamstress               |
| 6. Artist              | 40. Groundskeeper  | 74. Serial Killer            |
| 7. Assassin            | 41. Guard          | 75. Servant                  |
| 8. Baker               | 42. Herbalist      | 76. Shaman                   |
| 9. Barbarian           | 43. Herdsman       | 77. Shepard                  |
| 10. Bard               | 44. Hermit         | 78. Shipwright               |
| 11. Basket Weaver      | 45. Hunter         | 79. Shoemaker                |
| 12. Beast Hunter       | 46. Hunter         | 80. Slave                    |
| 13. Beekeeper          | 47. Inn Proprietor | 81. Slaver                   |
| 14. Beggar             | 48. Lumberman      | 82. Sorcerer                 |
| 15. Blacksmith         | 49. Madman         | 83. Stable Boy               |
| 16. Bookbinder         | 50. Merchant       | 84. Swindler                 |
| 17. Brewer             | 51. Miller         | 85. Tailor                   |
| 18. Brick Layer        | 52. Miner          | 86. Tavern Owner             |
| 19. Builder            | 53. Monk           | 87. Thief                    |
| 20. Calligraphy Artist | 54. Mortician      | 88. Town Crier               |
| 21. Candle Maker       | 55. Musician       | 89. Translator               |
| 22. Candy Maker        | 56. Navigator      | 90. Transportation<br>Hauler |
| 23. Carpenter          | 57. Noble          | 91. Trapper                  |
| 24. Cartwright         | 58. Officer        | 92. Traveler                 |
| 25. Cartographer       | 59. Paladin        | 93. Vagrant                  |
| 26. Cemetery Keeper    | 60. Peasant        | 94. Wandering Merchant       |
| 27. Cleric             | 61. Physician      | 95. Warlock                  |
| 28. Cobbler            | 62. Poet           | 96. Weapon Smith             |
| 29. Con-Artist         | 63. Potion Maker   | 97. Wheelwright              |
| 30. Cook               | 64. Preacher       | 98. Wine Maker               |
| 31. Councilman         | 65. Priest         | 99. Witch                    |
| 32. Druid              | 66. Psychopath     | 100. Wizard                  |
| 33. Dungeon Delver     | 67. Ranger         |                              |
| 34. Engineer           | 68. Rogue          |                              |



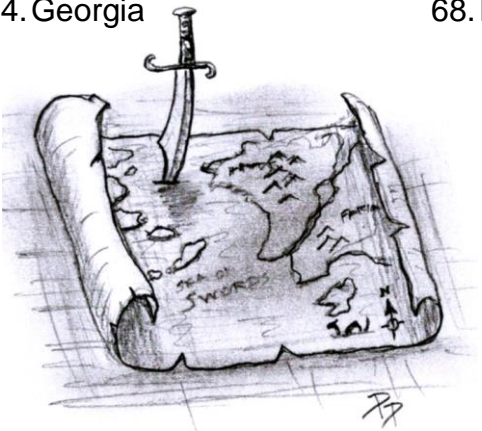
## RANDOM NPC FIRST NAMES (MALE) [d% or 1d100]

1. Aaron
2. Adranus
3. Alboin
4. Alexander
5. Alzo
6. Antares
7. Arnold
8. Bakel
9. Balky
10. Bartholomew
11. Baxter
12. Bodenolf
13. Boris
14. Brunel
15. Caesar
16. Carlton
17. Castello
18. Catalacus
19. Cedrick
20. Claude
21. David
22. Dell
23. Dolan
24. Edemas
25. Edmund
26. Edom
27. Eduard
28. Edward
29. Ernie
30. Felibert
31. Forrest
32. Franco
33. Fredric
34. George
35. Gerald
36. Gerard
37. Gervis
38. Gilbert
39. Hannibal
40. Harris
41. Haveron
42. Herold
43. Hershel
44. Hiller
45. Immix
46. Irnerius
47. Jack
48. Jake
49. James
50. Jed
51. Johnathan
52. Jonesy
53. Keith
54. Keller
55. Kelton
56. Langston
57. Loren
58. Marcus
59. Marty
60. Mathew
61. Merik
62. Michael
63. Nathaniel
64. Nicolaus
65. Oden
66. Oeneus
67. Osgood
68. Patrick
69. Patton
70. Philp
71. Quin
72. Ralf
73. Ramus
74. Renaldas
75. Renaud
76. Renoir
77. Richard
78. Roma
79. Ronald
80. Rothenberg
81. Samuel
82. Saphrax
83. Sid
84. Théodar
85. Theros
86. Thornden
87. Timothy
88. Titus
89. Trenton
90. Urden
91. Val
92. Vallen
93. Victor
94. Vinnie
95. Walton
96. William
97. Winston
98. Xeko
99. Yagi
100. Zach



## RANDOM NPC FIRST NAMES (FEMALE) [d% or 1d100]

1. Allison
2. Angel
3. Antonia
4. Athena
5. Autumn
6. Barrie
7. Bertha
8. Bethany
9. Billie
10. Blossom
11. Carlee
12. Cecilia
13. Celeste
14. Cerci
15. Cherrie
16. Crimson
17. Cynin
18. Cynthia
19. Dara
20. Darlene
21. Delia
22. Deloris
23. Destiny
24. Eanora
25. Elinda
26. Elinor
27. Elizabeth
28. Elsa
29. Faith
30. Felona
31. Fern
32. Francis
33. Freda
34. Georgia
35. Ginger
36. Glenda
37. Guinevere
38. Hannah
39. Harley
40. Heather
41. Jane
42. Jennifer
43. Joslyn
44. Kelly
45. Kennedy
46. Kristen
47. Krystal
48. Laura
49. Lilly
50. Linda
51. Lona
52. Lorene
53. Louise
54. Lynn
55. Margarete
56. Martha
57. Mary
58. Maude
59. Michelle
60. Mildred
61. Minnie
62. Misty
63. Nancy
64. Onyx
65. Ophelia
66. Patricia
67. Quinlyn
68. Rainsong
69. Randi
70. Rasla
71. Rayne
72. Regina
73. Rena
74. Rhonda
75. Sadie
76. Samantha
77. Sandal
78. Sapphire
79. Sarah
80. Savannah
81. Shauna
82. Sibyl
83. Sidney
84. Silvara
85. Stormie
86. Sylvia
87. Tara
88. Thelma
89. Theresa
90. Tia
91. Tonya
92. Ursula
93. Valery
94. Valley
95. Vanity
96. Victoria
97. Windi
98. Xandrena
99. Yolanda
100. Zarma





## RANDOM NPC LAST NAMES [d% or 1d100]

- |                   |                   |                |
|-------------------|-------------------|----------------|
| 1. Algren         | 12. Butler        | 23. Fielder    |
| 2. Angelo         | 13. Cowtipper     | 24. Firebolt   |
| 3. Antilles       | 14. Darkstone     | 25. Fireweb    |
| 4. Augustus       | 15. DeLance       | 26. Fitch      |
| 5. Black          | 16. Delgora       | 27. Flamewind  |
| 6. Blanch         | 17. Demetri       | 28. Frost      |
| 7. Bolton         | 18. Derro         | 29. Gallantry  |
| 8. Branson        | 19. Easley        | 30. Gardner    |
| 9. Brightgem      | 20. Elmore        | 31. Girabola   |
| 10. Brom          | 21. Fairleaf      | 32. Gnollbane  |
| 11. Buckley       | 22. Farmer        | 33. Goldsword  |
| 34. Gorkson       | 57. Moonshadow    | 80. Swiftfoot  |
| 35. Granger       | 58. Mordenhauser  | 81. Tailor     |
| 36. Greene        | 59. O'Malley      | 82. Tallbow    |
| 37. Greentop      | 60. Overtop       | 83. The Fair   |
| 38. Grey          | 61. Parkinson     | 84. The Great  |
| 39. Gribbles      | 62. Quilon        | 85. The Lost   |
| 40. Grimaxe       | 63. Ragesong      | 86. The Mad    |
| 41. Grudgeholder  | 64. Redd          | 87. The Quick  |
| 42. Hammerblock   | 65. Regenstein    | 88. The Sad    |
| 43. Harper        | 66. Roma          | 89. Timberfolk |
| 44. Harrison      | 67. Saddlebreaker | 90. Underhill  |
| 45. Haydenson     | 68. Sagewind      | 91. Uthmar     |
| 46. Hedenbeck     | 69. Sanderson     | 92. Vallenwood |
| 47. Heinerstagger | 70. Sawhook       | 93. Vergoth    |
| 48. Hendershot    | 71. Shadowbow     | 94. Weinstein  |
| 49. Ledger        | 72. Shoemaker     | 95. White      |
| 50. Lexington     | 73. Silvestre     | 96. Willowmire |
| 51. Lightfinger   | 74. Smith         | 97. Winemaker  |
| 52. Lofton        | 75. Spellfire     | 98. Woodknob   |
| 53. Lofton        | 76. Steelheart    | 99. Worley     |
| 54. Longhart      | 77. Stormbringer  | 100. Wrightson |
| 55. Middleton     | 78. Strickland    |                |
| 56. Miller        | 79. Sungold       |                |



## **RANDOM NPC TRAITS [d% or 1d100]**

1. Always complaining
2. Always Fearful or paranoid
3. Always frowns
4. Always licking lips
5. Always playing pranks
6. Always smells good
7. Always telling jokes
8. Always tossing a coin
9. Arrogant
10. Blind
11. Boorish
12. Can play an instrument well
13. Can sing very well
14. Carries something strange
15. Chews with mouth open
16. Chronic Liar
17. Claustrophobic
18. Clumsy
19. Constantly blinking
20. Constantly chewing something
21. Constantly pulls at hair
22. Coughs a lot
23. Deaf
24. Distinct scar
25. Falls in love easily
26. Fidgets nervously
27. Flirtatious
28. Fond of animals
29. Forgetful
30. Friendly
31. Gets irritated easily
32. Gives bad advice
33. Gives good advice
34. Gossips constantly
35. Has a nervous tic
36. Has a speech impediment
37. Has a stutter
38. Has a very nice smile
39. Has an odd pet
40. Has prosthetic limb
41. Has security issues
42. Hates adventurers
43. Hates animals
44. Hates authority
45. Hums randomly
46. Idolizes adventurers
47. Is a good listener
48. Is very intelligent
49. Is very talented at something
50. Kleptomaniac
51. Laughs overly loud
52. Limp
53. Lots of freckles
54. Lunatic
55. Mean-spirited
56. Missing an ear
57. Missing an eye
58. Missing Limb(s)
59. Missing teeth
60. Mumbles
61. Mute
62. Never knows directions
63. Overly confident
64. Overly Jolly
65. Overly talkative
66. Picks nose a lot
67. Posh
68. Prone to start fights
69. Quirky
70. Repeats words a lot
71. Rude
72. Shallow
73. Shuffles feet
74. Shy
75. Silly
76. Simple-minded
77. Sings everything instead of talking
78. Slobbers or drools
79. Smells bad
80. Smokes a pipe
81. Sneezes a lot
82. Speaks softly
83. Squints eyes a lot.
84. Strange hair color
85. Sucks thumb
86. Swears and curses a lot
87. Timid and frail
88. Uses big words improperly
89. Uses hands a lot while talking
90. Very fat
91. Very Greedy
92. Very Loud Talker
93. Very muscular
94. Very short
95. Very skinny
96. Very tall
97. Very thoughtful
98. Wears shoes on wrong feet
99. Wears very colorful clothing
100. Whistles while talking



## RANDOM TAVERN AND INN CHARTS

### **RANDOM TAVERN STARTING NAMES [d% or 1d100]**

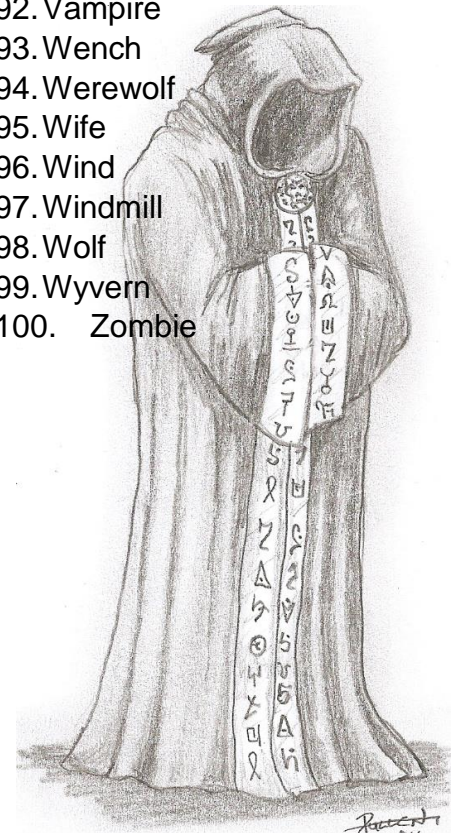
- |                     |                    |                     |
|---------------------|--------------------|---------------------|
| 1. The Angry        | 35. The Glowing    | 69. The Queen's     |
| 2. The Backside     | 36. The Graceful   | 70. The Restless    |
| 3. The Backwards    | 37. The Half-Empty | 71. The Right       |
| 4. The Belching     | 38. The Hateful    | 72. The Righteous   |
| 5. The Black        | 39. The Holy       | 73. The Riverside   |
| 6. The Bleeding     | 40. The Honored    | 74. The Roaring     |
| 7. The Bloody       | 41. The Hot        | 75. The Sage's      |
| 8. The Broken       | 42. The Humming    | 76. The Seventh     |
| 9. The Brown        | 43. The Hungry     | 77. The Shinning    |
| 10. The Clawing     | 44. The Idiotic    | 78. The Sick        |
| 11. The Cleric's    | 45. The Impaled    | 79. The Sideways    |
| 12. The Climbing    | 46. The Jester's   | 80. The Silly       |
| 13. The Cold        | 47. The King's     | 81. The Singing     |
| 14. The Craftsmen's | 48. The Knight's   | 82. The Slaughtered |
| 15. The Crawling    | 49. The Last       | 83. The Slayer's    |
| 16. The Crimson     | 50. The Leaping    | 84. The Sleeping    |
| 17. The Crying      | 51. The Liars'     | 85. The Slobbering  |
| 18. The Damned      | 52. The Lightning  | 86. The Sober       |
| 19. The Dancing     | 53. The Limping    | 87. The Soulless    |
| 20. The Dark        | 54. The Lit        | 88. The Sour        |
| 21. The Darkened    | 55. The Lost       | 89. The Spiked      |
| 22. The Disgraceful | 56. The Loving     | 90. The Spiritual   |
| 23. The Drunk       | 57. The Lumbering  | 91. The Thundering  |
| 24. The Electric    | 58. The Mage's     | 92. The Tough       |
| 25. The Empty       | 59. The Magical    | 93. The Wailing     |
| 26. The Fallen      | 60. The Mystical   | 94. The Wayside     |
| 27. The Fighting    | 61. The New        | 95. The Wayward     |
| 28. The First       | 62. The Old        | 96. The Whimsical   |
| 29. The Flaming     | 63. The One        | 97. The Wicked      |
| 30. The Flying      | 64. The Overfull   | 98. The Willful     |
| 31. The Foolish     | 65. The Patriotic  | 99. The Wrenching   |
| 32. The Frolicking  | 66. The Pitiful    | 100. The Wrong      |
| 33. The Frozen      | 67. The Plentiful  |                     |
| 34. The Galloping   | 68. The Psychotic  |                     |

## RANDOM TAVERN ENDING NAMES [d% or 1d100]

- |              |                 |              |
|--------------|-----------------|--------------|
| 1. Ale       | 35. Goblin      | 69. Shark    |
| 2. Angel     | 36. Gold Piece  | 70. Sheep    |
| 3. Apple     | 37. Guppy       | 71. Shield   |
| 4. Assassin  | 38. Halfling    | 72. Ship     |
| 5. Axe       | 39. Hog         | 73. Skeleton |
| 6. Barrel    | 40. Homestead   | 74. Skull    |
| 7. Bear      | 41. Horn        | 75. Sling    |
| 8. Blade     | 42. Horse       | 76. Slut     |
| 9. Bone      | 43. Keep        | 77. Song     |
| 10. Bull     | 44. Kingfisher  | 78. Spear    |
| 11. Castle   | 45. Kraken      | 79. Spoon    |
| 12. Centaur  | 46. Lamb        | 80. Sun      |
| 13. Chain    | 47. Log         | 81. Swan     |
| 14. Chest    | 48. Lute        | 82. Sword    |
| 15. Crab     | 49. Mace        | 83. Talisman |
| 16. Crown    | 50. Maiden      | 84. Tankard  |
| 17. Cyclops  | 51. Minotaur    | 85. Tavern   |
| 18. Demon    | 52. Moon        | 86. Temple   |
| 19. Devil    | 53. Mountain    | 87. Tomato   |
| 20. Dog      | 54. Mug         | 88. Treasure |
| 21. Dragon   | 55. Nickle      | 89. Tree     |
| 22. Drake    | 56. Nymph       | 90. Trophy   |
| 23. Duck     | 57. Orc         | 91. Unicorn  |
| 24. Dwarf    | 58. Owlbear     | 92. Vampire  |
| 25. Eagle    | 59. Ox          | 93. Wench    |
| 26. Egg      | 60. Pegasus     | 94. Werewolf |
| 27. Elephant | 61. Pig         | 95. Wife     |
| 28. Elf      | 62. Porcupine   | 96. Wind     |
| 29. Ferret   | 63. Pumpkin     | 97. Windmill |
| 30. Flounder | 64. Road        | 98. Wolf     |
| 31. Fool     | 65. Rock        | 99. Wyvern   |
| 32. Frog     | 66. Sailor      | 100. Zombie  |
| 33. Galley   | 67. Scorpion    |              |
| 34. Gnome    | 68. Sea Monster |              |

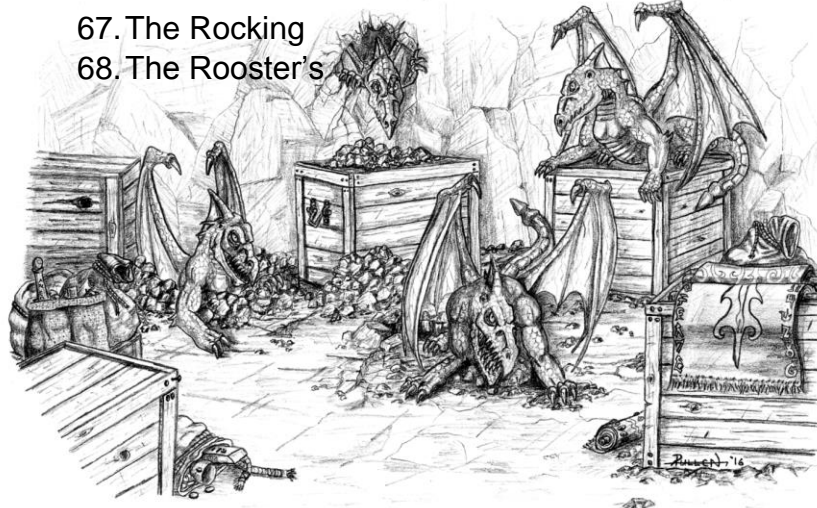
## RANDOM TAVERN QUALITY [1d6]

- |                 |            |
|-----------------|------------|
| 1. Aristocratic | 4. Poor    |
| 2. Comfortable  | 5. Squalid |
| 3. Modest       | 6. Wealthy |



## RANDOM INN STARTING NAMES [d% or 1d100]

1. Autumn's
2. Spring's
3. Summer's
4. The Angel's
5. The Beautiful
6. The Cradle and
7. The Belly-up
8. The Best
9. The Black
10. The Blood-soaked
11. The Blue
12. The Brown
13. The Classy
14. The Comfortable
15. The Common
16. The Crow's
17. The Crowded
18. The Dead
19. The Drowned
20. The Eagle's
21. The Fair
22. The Family's
23. The Father's
24. The Faultless
25. The Feathery
26. The First
27. The Flowery
28. The Fowl's
29. The Goose's
30. The Greatest
31. The Green
32. The Grinning
33. The Handsome
34. The Happy
35. The Hare and the
36. The Hay and
37. The Hidden
38. The Hollow
39. The Home of the
40. The Inn of the
41. The King's
42. The Last
43. The Laughing
44. The Leaf and
45. The Lonely
46. The Lonesome
47. The Long
48. The Longing
49. The Lost
50. The Lovely
51. The Midnight
52. The Mother's
53. The Nightly
54. The Nobel's
55. The Peaceful
56. The Prone
57. The Purple
58. The Putrid
59. The Quant
60. The Queen's
61. The Quiet
62. The Red
63. The Restful
64. The Restless
65. The Rich
66. The Riverside
67. The Rocking
68. The Rooster's
69. The Saddened
70. The Seaside
71. The Season's
72. The Selfless
73. The Serine
74. The Shady
75. The Shy
76. The Sleepiest
77. The Sleepy
78. The Slumbering
79. The Smallest
80. The Smelly
81. The Snoring
82. The Soft
83. The Solemn
84. The Swampy
85. The Swaying
86. The Sweet
87. The Timeless
88. The Tired
89. The Tucked-in
90. The Twin
91. The Whispering
92. The White
93. The Windy
94. The Wishful
95. The Wistful
96. The Worshipped
97. The Yawning
98. The Yellow
99. Time's
100. Winter's



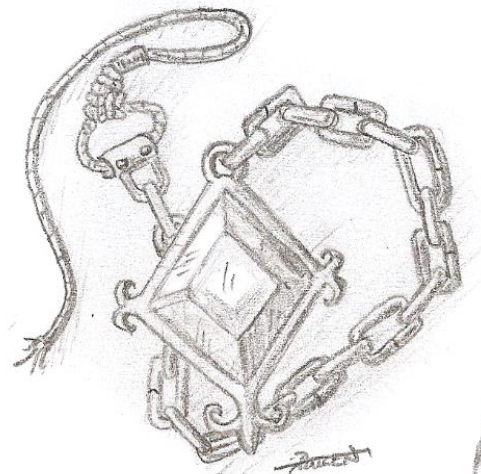


## RANDOM INN ENDING NAMES [d% or 1d100]

- |              |               |               |
|--------------|---------------|---------------|
| 1. Alter     | 35. Hog       | 69. Roost     |
| 2. Asylum    | 36. Holliday  | 70. Sanctuary |
| 3. Bed       | 37. Home      | 71. Sanctum   |
| 4. Beginning | 38. Hostel    | 72. Shadow    |
| 5. Bell      | 39. Household | 73. Sheets    |
| 6. Blanket   | 40. Inn       | 74. Shelter   |
| 7. Bog       | 41. Lake      | 75. Shrine    |
| 8. Bosom     | 42. Land      | 76. Sky       |
| 9. Bloom     | 43. Life      | 77. Skyline   |
| 10. Blossom  | 44. Loch      | 78. Sleep     |
| 11. Breasts  | 45. Lodge     | 79. Sloth     |
| 12. Brush    | 46. Log       | 80. Slumber   |
| 13. Cabin    | 47. Melody    | 81. Snowbird  |
| 14. Candle   | 48. Moon      | 82. Snowdrift |
| 15. Cloud    | 49. Mountains | 83. Snowfield |
| 16. Cottage  | 50. Nest      | 84. Song      |
| 17. Country  | 51. Ocean     | 85. Star      |
| 18. Cover    | 52. Pain      | 86. Sun       |
| 19. Dais     | 53. Peak      | 87. Temple    |
| 20. Death    | 54. Pig       | 88. Tit       |
| 21. Destiny  | 55. Pillar    | 89. Tome      |
| 22. Docks    | 56. Pillow    | 90. Township  |
| 23. Dog      | 57. Plains    | 91. Treat     |
| 24. End      | 58. Pleasure  | 92. Treetop   |
| 25. Ending   | 59. Port      | 93. Umbilicus |
| 26. Field    | 60. Portal    | 94. Vacation  |
| 27. Flower   | 61. Pumpkin   | 95. Valley    |
| 28. Garden   | 62. Rainbow   | 96. Villa     |
| 29. Garnish  | 63. Refuge    | 97. Whistle   |
| 30. Gateway  | 64. Relic     | 98. Wish      |
| 31. Harbor   | 65. Reserve   | 99. Chalet    |
| 32. Harvest  | 66. Rest      | 100. Bungalow |
| 33. Haven    | 67. Retreat   |               |
| 34. Hilltop  | 68. River     |               |

## RANDOM INN QUALITY [1d6]

- |                 |            |
|-----------------|------------|
| 1. Aristocratic | 4. Poor    |
| 2. Comfortable  | 5. Squalid |
| 3. Modest       | 6. Wealthy |



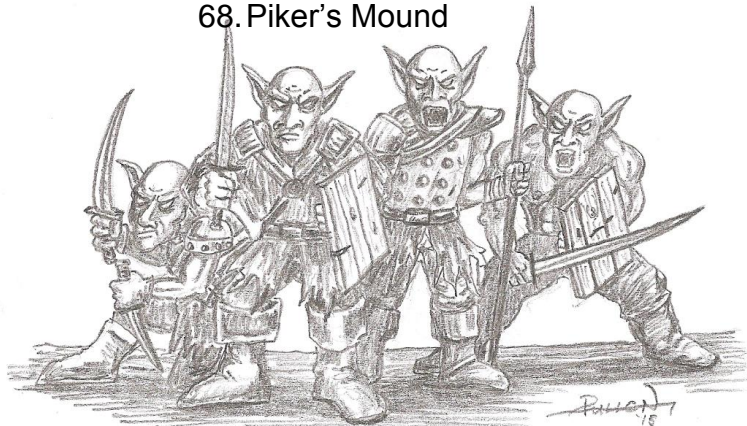
# CITY AND BUILDING CHARTS

## **RANDOM SHOPS, LANDMARKS AND HOMESTEDS [d% or 1d100]**

- |                          |                      |                                |
|--------------------------|----------------------|--------------------------------|
| 1. Abandoned/Vacant Home | 34. Eatery           | 69. Scroll Maker               |
| 2. Abandoned/Vacant Shop | 35. Farm             | 70. Secret Society/Guild house |
| 3. Adventurer Shop       | 36. Farmer's Market  | 71. Shed                       |
| 4. Altar                 | 37. Forge            | 72. Shoe and Boot Shop         |
| 5. Animal Trainer        | 38. Fountain         | 73. Shoemaker                  |
| 6. Apothecary            | 39. Fruit Stand      | 74. Silo                       |
| 7. Armor Shop            | 40. General Store    | 75. Silversmith                |
| 8. Art Gallery           | 41. Granary          | 76. Slaughterhouse             |
| 9. Bait Shop             | 42. Guard Tower      | 77. Spell Component Shop       |
| 10. Baker                | 43. Harbor Masters   | 78. Stables                    |
| 11. Bank/Coin Exchange   | 44. Herbalist        | 79. Statue                     |
| 12. Bard's College       | 45. Horse Breeder    | 80. Stonecutter                |
| 13. Barn                 | 46. Hostel           | 81. Tailor                     |
| 14. Barracks             | 47. Inn              | 82. Tanner                     |
| 15. Basket Weaver        | 48. Jail             | 83. Tavern                     |
| 16. Black Market Dealer  | 49. Jewelers         | 84. Temple                     |
| 17. Blacksmith           | 50. Junk Store       | 85. Tool Shop                  |
| 18. Book Shop            | 51. Justice Building | 86. Town Center                |
| 19. Brick Maker          | 52. Lawyer's Office  | 87. Traders                    |
| 20. Butcher              | 53. Leather Worker   | 88. Transportation Services    |
| 21. Caravan Depot        | 54. Library          | 89. Wand Shop                  |
| 22. Carpenter            | 55. Lumber Yard      | 90. Wandering Merchant         |
| 23. Cartographer         | 56. Mage School      | 91. Warehouse                  |
| 24. Cartwright           | 57. Market Stand     | 92. Watch Tower                |
| 25. Cemetery             | 58. Mason's          | 93. Weapon Shop                |
| 26. Church               | 59. Memorial         | 94. Well                       |
| 27. Clothing Shop        | 60. Metalworker      | 95. Wheelwright                |
| 28. College              | 61. Mill             | 96. Wizard's Tower             |
| 29. Combat Trainer       | 62. Museum           | 97. Wood Carver                |
| 30. Courthouse           | 63. Park             | 98. Woodcutter                 |
| 31. Cow Farm             | 64. Pig Farm         | 99. Work Shed                  |
| 32. Dairy Farm           | 65. Potion Shop      | 100. Workshop                  |
| 33. Docks                | 66. Residential Home |                                |
|                          | 67. Restaurant       |                                |
|                          | 68. School           |                                |

## RANDOM TOWN NAMES [d% or 1d100]

1. Able
2. Ashton
3. Bakerstown
4. Barter Town
5. Bell Harbor
6. Blackfield
7. Bloodstone
8. Blyth
9. Branch Hollow
10. Bull's Gate
11. Candlewood
12. Carthas
13. Cell
14. Cornerstone
15. Creepers Vale
16. Cumberland
17. Dargoth
18. Darksprings
19. Delver's Cape
20. Demon Dell
21. Dragon's Mire
22. Drake Wood
23. Duncaster
24. Dung Bottom
25. Dunston Loch
26. Fairview
27. Falcon's Nest
28. Fartown
29. Fiddler's Keep
30. Fort Rayne
31. Fray
32. Freeland
33. Galvan Port
34. Ghost Mill
35. Glendora
36. Gora
37. Greenbrier
38. Greenland
39. Greyhaven
40. Griffon Hill
41. Hammer Hall
42. Hawthorn
43. Helix
44. Helm
45. Hilltop
46. Horn Fell
47. Hunter's Grove
48. Illonas
49. Jester's Haunt
50. Kher
51. Kindle Grove
52. Kragmere
53. Kraken Bay
54. Leapers Ford
55. Legend's End
56. Lenore
57. Lispan
58. Lofton
59. Lonetree
60. Mage Home
61. Midlin
62. Mon Shah
63. Morgan's March
64. Mount Temple
65. Nan Tar
66. Omahn
67. Ox Town
68. Piker's Mound
69. Pillar
70. Qualz
71. Rangerville
72. Raven Pass
73. Rock Haven
74. Rockpine
75. Salt Bay
76. Saxton
77. Seven Towns
78. Silvan Tera
79. Slavers Alley
80. Slum
81. Snow Dell
82. Songbird Valley
83. South Port
84. Stone Tower
85. Stroud
86. Sylvan
87. Temple
88. The Outer Realms
89. Throm
90. Timber Lake
91. Tower Rock
92. Trader's Dell
93. Trapper's Mill
94. Union
95. Vallenmere
96. Viper City
97. Welldeep
98. White Crest
99. Winter Creek
100. Yoke



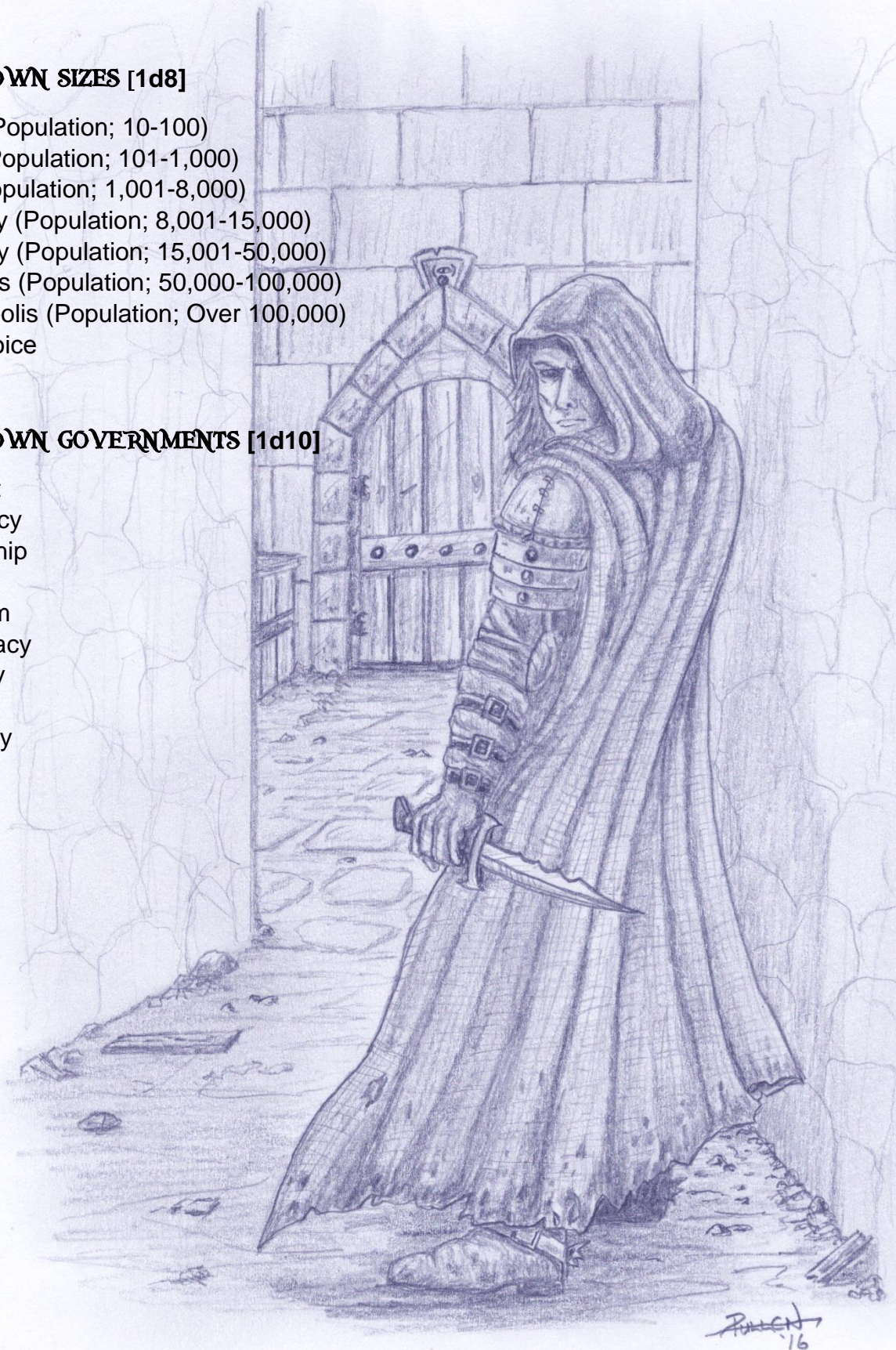


### **RANDOM TOWN SIZES [1d8]**

1. Hamlet (Population; 10-100)
2. Village (Population; 101-1,000)
3. Town (Population; 1,001-8,000)
4. Small City (Population; 8,001-15,000)
5. Large City (Population; 15,001-50,000)
6. Metropolis (Population; 50,000-100,000)
7. Megatropolis (Population; Over 100,000)
8. DM's Choice

### **RANDOM TOWN GOVERNMENTS [1d10]**

1. Aristocrat
2. Democracy
3. Dictatorship
4. Empire
5. Feudalism
6. Mageocracy
7. Monarchy
8. Republic
9. Theocracy
10. Tyranny





# ADVENTURING AND DUNGEON CHARTS

## **RANDOM ADVENTURE IDEAS [1d20]**

1. A barbarian village needs to be saved from abductions by a rival tribe.
2. A Black dragon in the swamp must be killed to stop its evil plot.
3. A city overrun with minor demons needs to be cleansed of its source of evil.
4. A Crazy Beholder goes on a disintegrating rampage through the Underdark.
5. A Deep fissure opened by a strange earthquake needs to be explored.
6. A doppelganger is plotting to kill a king and take over his kingdom.
7. A Forgotten King's tomb is found and needs to be explored.
8. A Giant's home in the mountains is rumored to have outrageous wealth.
9. A Haunted tavern is losing business and needs to be investigated.
10. A muddy bog full of earth elementals is causing trouble to a nearby village.
11. A Necromancer tower appears out of nowhere and townsfolk are suddenly harassed by zombies and skeletons.
12. A plague is slowly killing off citizens of the kingdom as it spreads to the east.
13. A White dragon in the frozen waste must be killed to stop the glacier it is controlling.
14. An ancient Blue dragon's lair must be found to save a desert city from ruin.
15. An Ancient cemetery begins giving up its dead.
16. An Assassin's guild hall needs to be found and taken out of commission.
17. An Old Red dragon's mountain lair is rumored to be abandoned... is it?
18. Githyanki are attacking an Astral Plane outpost that they once protected.
19. The old castle ruins near town are overrun by orcs and goblins, who plan raids from their base in the ruins
20. The town's well suddenly dries up and becomes a well of many worlds overnight.



## RANDOM CAMPAIGN VILLIAN IDEAS [1d20]

1. A cult of insane worshippers trying to summon a Tarrasque
2. A lich that uses a Dracolich as a mount
3. A Vampire with Warlock Levels
4. An Awakened Polar Bear with Barbarian Levels
5. A Gnoll slaver in cahoots with local pirates.
6. A party of evil adventures that mirror the player's characters
7. A sentient evil sword that tries to lure adventures to their doom
8. A Balor Demon trying to trick the player's into releasing him from a extradimensional prison
9. An evil Paladin who wants to invoke his evil deity's Aspect.
10. A gang of cannibalistic gypsies pretending to be a traveling carnival
11. A Werewolf Lord moves into a small town with the intentions of turning everyone
12. A beholder has made its lair under the king's castle
13. The leader of a gang of assassins tries to get on the city council with the intent of taking over
14. An evil prince plotting to kill his brother and become the new heir to the throne
15. A rakshasa leading a band of nomads across the desert conquering all in their path
16. A conniving medusa with cleric levels
17. An evil bard who is extracting revenge on the king who had him exiled by killing off members of the royal family
18. A Lamia with sorcerer levels
19. A demi-lich who's phylactery just happens to unknowingly be a prized possession of one of the Player's characters
20. An evil dragon trying to con the Players into helping as it tries to become a Dracolich





I hope you find these Random Generator Charts to be most useful and may they make your games and Campaign Building run smoother.

Thank you, Patrick E. Pullen

For more DM Tools, check out my **ART FOR YOUR ADVENTURES Sets 1 & 2** that you can use in your modules. Most of the art in this product is available in these sets.

Also pick up a copy of my **MAGIC ITEM COMPILATION**. All of these products are Available here on **The Dungeon Master's Guild**.

