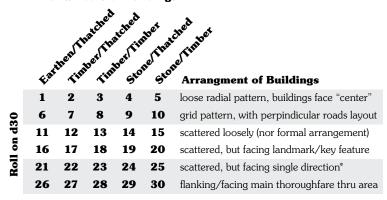


d30 Village Generator

VLG1: BUILDING ARRANGEMENT & MATERIALS USED

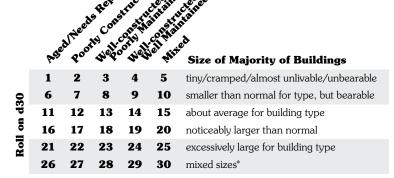
Walls/Roofs of Buildings



^{* 1-}in-3 chance buildings face one of the 4 cardinal directions

VLG2: BUILDING SIZE & CONSTRUCTION

Quality/State of Construction



^{*} 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) aguifer
- 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
- 5 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