

Area/Building and Room Generator

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Create areas fielded with various, appropriate rooms with a few dice rolls! Roll a d20 on the Area table, then move to the appropriate table and roll a few d20s to generate some rooms.

Area

| Roll | Result |
|------|-----------------|
| 1 | Road |
| 2 | Barracks |
| 3 | Bathhouse |
| 4 | Cave |
| 5 | Crypt |
| 6 | Dungeon |
| 7 | Farm |
| 8 | Inn |
| 9 | Laboratory |
| 10 | Library |
| 11 | Living Quarters |
| 12 | Manufactory |
| 13 | Marketplace |
| 14 | Mine |
| 15 | Museum |
| 16 | Palace |
| 17 | Park |
| 18 | Sewer |
| 19 | Slum |
| 20 | Warehouse |

Road

| Roll | Result |
|-------|--------------|
| 1-4 | Main Way |
| 5-8 | Way Blockage |
| 9-12 | Tradepost |
| 13-16 | Area: Random |
| 17-20 | Area: Inn |

Barracks

| Roll | Result |
|-------|---------------|
| 1-3 | Armory |
| 5-7 | Bunks |
| 8-9 | Mess Hall |
| 10-11 | Practice Hall |
| 12 | Common Room |
| 13 | Furnace |
| 14 | Guardhouse |
| 15 | Kennel |
| 16 | Shrine |
| 17 | Smithy |
| 18 | Stables |
| 19 | Storage Room |
| 20 | Study |

Bathhouse

| Roll | Result |
|-------|---------------|
| 1-8 | Bath |
| 9-11 | Sauna |
| 12-13 | Fountain Room |
| 14-15 | Common Room |
| 16 | Cloakroom |
| 17 | Entryway |
| 18 | Garden |
| 19 | Study |
| 20 | Shrine |

Cave

| Roll | Result |
|------|-----------------|
| 1-5 | Mushrooms |
| 6-7 | Cave-In |
| 8 | Area: Crypts |
| 9 | Area: Mine |
| 10 | Garden |
| 11 | Hole |
| 12 | Lake |
| 13 | Natural Spring |
| 14 | Ore Vein |
| 15 | Pit Trap Bottom |
| 16 | Secret Passage |
| 17 | Sewage Flow |
| 18 | Shrine |
| 19 | Storage Room |
| 20 | Torture Chamber |

Crypt

| Roll | Result |
|-------|----------------|
| 1-7 | Mausoleum |
| 8-10 | Tomb |
| 11-12 | Shrine |
| 13-14 | Charnal Hall |
| 15 | Cave-In |
| 16 | Chapel |
| 17 | Doorway Room |
| 18 | Secret Passage |
| 19 | Vault |
| 20 | Labyrinth |

Dungeon

| Roll | Result |
|-------|-----------------|
| 1-6 | Cell Block |
| 7-9 | Hole |
| 10-12 | Torture Chamber |
| 13-14 | Guardhouse |
| 15 | Furnace |
| 16 | Pit Trap Bottom |
| 17 | Sewage Flow |
| 18 | Shrine |
| 19 | Storage Room |
| 20 | Tomb |

Farm

| Roll | Result |
|-------|----------------|
| 1-4 | Field |
| 5-6 | Garden |
| 7-8 | Livestock Pen |
| 9-10 | Natural Spring |
| 11-12 | Tannery |
| 13-14 | Cave |
| 15 | Dining Room |
| 16 | Kennel |
| 17 | Kitchen |
| 18 | Quarters |
| 19 | Shrine |
| 20 | Storage Room |

Inn

| Roll | Result |
|-------|--------------|
| 1-3 | Quarters |
| 4-6 | Common Room |
| 7-9 | Kitchen |
| 10-11 | Shrine |
| 12-13 | Stables |
| 14 | Bath |
| 15 | Bunks |
| 16 | Cloakroom |
| 17 | Dining Room |
| 18 | Garden |
| 19 | Meeting Hall |
| 20 | Storage Room |

Laboratory

| Roll | Result |
|------|---------------|
| 1-2 | Workshop |
| 3 | Archery Range |
| 4 | Armory |
| 5 | Cell Block |
| 6 | Room of Doors |
| 7 | Foundry |
| 8 | Furnace |
| 9 | Guardhouse |
| 10 | Kennel |
| 11 | Library |
| 12 | Practice Hall |
| 13 | Quarters |
| 14 | Shrine |
| 15 | Smithy |
| 16 | Storage Room |
| 17 | Study |
| 18 | Tannery |
| 19 | Trap Room |
| 20 | Vault |

Library

| Roll | Result |
|-------|----------------|
| 1-7 | Bookshelves |
| 8-10 | Study |
| 11-12 | Common Room |
| 13-14 | Cloakroom |
| 15-16 | Storage Room |
| 17 | Fountain Room |
| 18 | Secret Passage |
| 19 | Shrine |
| 20 | Vault |

Living Quarters

| Roll | Result |
|------|------------------|
| 1-4 | Poor Quarters |
| 5-7 | Wealthy Quarters |
| 8-9 | Meeting Hall |
| 10 | Fountain Room |
| 11 | Guardhouse |
| 12 | Area: Bath |
| 13 | Chapel |
| 14 | Garden |
| 15 | Kitchen |
| 16 | Tomb |
| 17 | Menagerie |
| 18 | Storage Room |
| 19 | Study |
| 20 | Shrine |

Manufactory

| Roll | Result |
|-------|---------------|
| 1-6 | Smithy |
| 7-9 | Foundry |
| 10-12 | Workshop |
| 13-14 | Furnace |
| 15 | Tannery |
| 16 | Armory |
| 17 | Fountain Room |
| 18 | Shrine |
| 19 | Storage Room |
| 20 | Vault |

Marketplace

| Roll | Result |
|-------|-----------------|
| 1-4 | Tradepost |
| 5-6 | Smithy |
| 7-8 | Tannery |
| 9-10 | Workshop |
| 11-12 | Guardhouse |
| 13 | Stables |
| 14 | Garden |
| 15 | Fountain Square |
| 16 | Meeting Hall |
| 17 | Study |
| 18 | Shrine |
| 19 | Kennel |
| 20 | Library |

Mine

| Roll | Result |
|-------|----------------|
| 1-6 | Ore Vein |
| 7-9 | Bunks |
| 10-11 | Hole |
| 12-13 | Cave-In |
| 14 | Area: Cave |
| 15 | Mushrooms |
| 16 | Natural Spring |
| 17 | Sewage Flow |
| 18 | Shrine |
| 19 | Storage Room |
| 20 | Trash Chute |

Museum

| Roll | Result |
|------|-------------------|
| 1-2 | Hall of Portraits |
| 3-4 | Hall of Statues |
| 5-6 | Mausoleum |
| 7-8 | Great Hall |
| 9-10 | Guardhouse |
| 11 | Chapel |
| 12 | Study |
| 13 | Cloakroom |
| 14 | Secret Passage |
| 15 | Vault |
| 16 | Fountain Room |
| 17 | Garden |
| 18 | Library |
| 19 | Study |
| 20 | Storage Room |

Palace

| Roll | Result |
|------|--------------------|
| 1 | Noble's Quarters |
| 2 | Ballroom |
| 3 | Baths |
| 4 | Chapel |
| 5 | Kitchen |
| 6 | Dining Room |
| 7 | Doorway Room |
| 8 | Fountain Room |
| 9 | Garden |
| 10 | Great Hall |
| 11 | Guardhouse |
| 12 | Servant's Quarters |
| 13 | Stables |
| 14 | Study |
| 15 | Throne Room |
| 16 | Vault |
| 17 | Area: Barracks |
| 18 | Area: Crypts |
| 19 | Area: Dungeon |
| 20 | Area: Library |

Park

| Roll | Result |
|-------|-----------------|
| 1-8 | Gardens |
| 9-10 | Natural Spring |
| 11-12 | Stables |
| 13-14 | Shrine |
| 15-16 | Fountain Square |
| 17 | Tradepost |
| 18 | Guardhouse |
| 19 | Area: Bathhouse |
| 20 | Menagerie |



Sewer

| Roll | Result |
|------|-----------------|
| 1-6 | Sewage Flow |
| 7-8 | Garbage Room |
| 9 | Wastewater Lake |
| 10 | Cave-In |
| 11 | Hole |
| 12 | Mausoleum |
| 13 | Mushroom Cave |
| 14 | Natural Spring |
| 15 | Pit Trap Bottom |
| 16 | Quarters |
| 17 | Secret Passage |
| 18 | Storage Room |
| 19 | Torture Chamber |
| 20 | Vault |

Slum

| Roll | Result |
|-------|-----------------------|
| 1-4 | Area: Living Quarters |
| 5-6 | Area: Inn |
| 7-8 | Area: Marketplace |
| 9-10 | Hole |
| 11-12 | Sewage Flow |
| 13 | Area: Crypts |
| 14 | Furnace |
| 15 | Kennel |
| 16 | Secret Passage |
| 17 | Shrine |
| 18 | Smithy |
| 19 | Tannery |
| 20 | Workshop |

Warehouse

| Roll | Result |
|-------|--------------|
| 1-5 | Storage Room |
| 6-8 | Guardhouse |
| 9-10 | Doorway Room |
| 11-12 | Vault |
| 13 | Bunks |
| 14 | Kennel |
| 15 | Kitchen |
| 16 | Mess Hall |
| 17 | Stables |
| 18 | Tradeport |
| 19 | Trap Room |
| 20 | Workshop |