

# Village and Town Generator

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This document is designed to assist the game master or player with creating a medieval village and/or town. This generator uses percentile (2d10 with one die acting as a tens die or a 1d100) to determine each factor.

Villages are usually smaller than towns. In any given area, there will usually be several villages per town. A town will usually be able to supply the villages with finished goods such as cloth, shoes, etc.

## Population Size

The size of the average population of a village/town will be different on different worlds. The table below (1.0) has been compiled with figures from several medieval sources including archival tax records. Adjust the numbers to match the world you have created.

TABLE 1.0	
Dice Roll	Population Size
01-20	Small village of 20 to 100 members
21-40	Village 100 to 500 members
41-55	Large village 500 to 1000 members
56-70	Town A 1000 to 2000 members
71-77	Town B 2000 to 3500 members
78-85	Town C 3500 to 5000 members
86-94	Town D 5000 to 7000 members
95-100	Large town 7000 to 8000 members

Please note that the people of the area either will live within the village/town or in the surrounding area of the village/town.

The population size helps determine the primary livelihood of the village/town. Most medieval villages were bound to the land in the way of farming and or animal husbandry. It should be noted that even if a village's primary source of revenue were farming or herding one type of animal, the village would have other animals and crops to supplement the villagers' needs.

Note: the livestock population of the villages and towns will be from 2 to 3 times that of the human population.

## Optional Population Growth

The following table is an optional chart to the status of growth or decline in the area of the village/town. It is up to the game master to decide whether the change is due to natural causes or due to immigration/emigration.

Table OPI Population Growth	
01-25	Standard population growth – add 4% per year.
25-50	Population explosion – add 15% per year.
51-75	Negative population growth – subtract 4% per year.
76-99	Severe negative population growth – subtract 8% per year.
100	Plague outbreak – subtract 30% of the total population.

## Buildings in the Village and Towns

### Villages

The types and number of buildings in a village depend upon the size of the village. Most medieval buildings were nothing more than mud and timber with straw thatched roofs over them. This was a type of construction called "wattle and daub". Most were one level and might have a small loft for sleeping or storage. Some villages might have a single long house or meeting house that would be made of timber or stone if they could afford it. Others used their church for community gatherings.

To determine the number of buildings in a medieval village, divide the population by 5. As an example, a roll of 19 on Table 1.0 means that there are 20 to 100 villagers in the village being created. Dividing those numbers by 5 gives a result of 4 to 25 buildings in the village.

Note: we recommend that you always round down your numbers.

### Towns

To determine the number of buildings in a town is a little different than for a village. Most town buildings performed dual roles. They would be both the place of business and the home of the people who ran the business. The buildings in a medieval town were usually constructed of stronger wood framed "wattle and daub" with thatched or slate roofs. They would also have two or more floors to accommodate both functions. The buildings could also be made of fieldstone. The use of stone depends on the world and how rich the town is that is being created.

To get the number of buildings in a medieval town, divide the population by 20. As an example, a roll of 81 on Table 1.0 means that there were 3500 to 5000 townspeople in the town. Dividing those numbers by 20 gives a result 175 to 250 buildings in the town. Again, round down your numbers. This will also allow for guard barracks and troops quartered in the town.

## Village and Town Primary Occupation

What is the main source of income for this village or town?

If the natural resources are already determined on the map, those resources will dictate the area's primary occupation. If this is the case, you can skip this section.

The primary village and town occupation tables are broken down into two sections; Table 1.1a Villages and Table 1.1b Towns. These tables are designed for non-coastal villages.

**TABLE 1.1a Village Primary Occupations**

01-25	Farming (wheat, barley, rye, oats, hay, etc.)
26-35	Sheep Herding
36-45	Cattle Herding
46-55	Orchards
56-65	Vineyards
66-75	Wood Cutters
76-85	Poultry Raising
86-95	Pig Farming
96-98	Outpost Village (the village is a trading post out on the edge of the wilderness (Trappers and travelers).
99-100	Special
Special- The Lord who controls the village has given the village a great honor of raising or herding special animals. These could include horses or, depending upon the world, exotic creatures.	

For example, a village that grows wheat to pay rent to a lord or sells their wheat for an income will have small vegetable gardens that are either attached to the huts or are communally tended. These will provide food to be used by the members of the village

It is rare that a community is independent enough from their overlord to be able to determine the use of their crops. It is more likely that their lord would claim up to 20% for taxes and rents.

Either by design or by evolution, the medieval town was a hub for several villages. The villages would provide the raw materials and the towns would have the required craftsmen to turn the raw materials into finished goods and materials. Villagers would have to travel to town to bring their produce to market. This was a major opportunity for trade, shopping, and purchasing anything that was not easily made at home.

Towns provided craftsmen and skilled workers such as blacksmiths, tailors, tanners, peddlers, barber and many others. A town might also be located near a mine, a quarry, a river or a main trade route since these tasks would require a larger support structure and also offer greater opportunities.

**TABLE 1.1b Town Primary Occupations**

01-10	Cloth Dying *
11-20	Foundry *
21-30	Mining *
31-40	Weavers *
41-50	Outpost
51-60	Stone Cutters (Quarry) *
61-70	Garrison***
71-80	Wine Making*
81-90	Focal Point**
91-100	Mill %
* Note that the natural resources required for the town to create the products of their primary occupation must be close to the town. The villages around the town can supply the raw materials however the source should not be more than one or two days away.	
** The town is the focal point of the area. It is the central hub that converts the numerous types of raw materials into different finished goods. Later medieval times saw more villages providing a central location for trade with other areas	
*** The town is based around supporting the local garrison of troops that is serving the area.	
% The villages would need a grinding mill to make flour from their grains. A mill operation was very profitable in medieval times. The mill would take payment either in currency, a portion of the flour ground or both.	

Towns would have several types of businesses to maintain daily life. Some of the businesses that might be found in a town are listed in Table 1.2 Medieval Businesses or Trade.

**TABLE 1.2 Medieval Businesses or Trade**

Business Or Trade	Description (some modern descriptions used)
Bakery	Bread and pastry makers
Blacksmith	Crafter of iron that creates a numerous types of goods, from nails to tools.
Armorer	Crafter of iron and steel – specifically, one that creates armor and weapons
Tinkers	A mender of pots, kettles, pans and other metal items.
Church	A religious place of worship.
Peddlers	Salesmen of different goods
Scribe / Secretary	A person who reads letters for those who cannot read and writes notes and letters for those who cannot write.
Butchers	A person that prepares meats, creates sausages and other meat products.
Cobblers	Maker of shoes
Tanners	Crafter that tans hides and prepares leather.
Barber	A person who cut hair, performed surgery, treated wounds and other ailments.
Cartwright	Crafter of carts and carriages.
Healer	A general crafter dedicated to healing others.
Wheelwright	A mender of wheels, carts and carriages.
Apothecaries	The creator of drugs and medicines.
Cooper	Crafter for general carpentry. Barrels, boxes, furniture and any goods made of wood. Please note that the products were good, however a cooper would not specialize in any one product.
The Market	The town's market where all types of goods are sold. There are usually a number of shops in and around the towns market.
Stable	A place for travelers to keep their mounts while in town. Some stables rent mounts or stock feed and goods for sale as well.
Inn	Hotel with a restaurant and entertainment. Some inns will have stables for their guests' mounts.
Most villages would have one or two of the above businesses. It was rare during the medieval times that every village had a blacksmith for example.	

## Sources

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