

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

Places in Town

for all fantasy RPGs

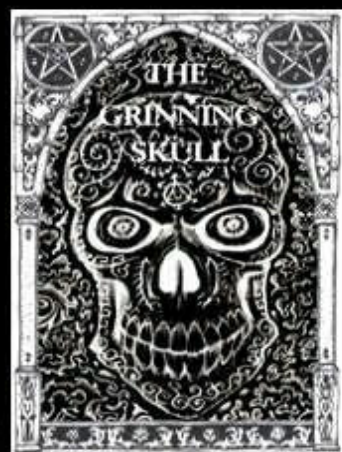
**SYSTEM
FREE**

By Aaron Canton

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Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

100 fantasy town locations
that can be randomly rolled
to create features in your
homebrew games! For most
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Foreword

In fantasy RPG campaigns, players will often find themselves visiting a village, town, or city. If you're running such a campaign and need to come up with locations for your players to go when they reach such an area, in this publication are 100 possible locations to help you.

For more ideas for creating towns, villages and cities on the fly during your games and campaigns, check out some of our other 100 titles in the series, such as **D100 City Builder**:

https://www.drivethrurpg.com/product/201813/Grims-D100-Specials-D100-City-Builder-for-all-fantasy-RPGs?term=d100+city+builder&manufacturers_id=8807

100 City Encounters & Adventure Hooks for all fantasy RPGs:

https://www.drivethrurpg.com/product/211316/100-City-Encounters--Adventure-Hooks-for-all-fantasy-RPGs?manufacturers_id=8807

100 Fantasy Settlement Names for all fantasy RPGs:

https://www.drivethrurpg.com/product/200610/100-Fantasy-Settlement-Names-for-all-fantasy-RPGs?manufacturers_id=8807



01-10 INNS

- 01. A small, inexpensive inn for frugal travellers.**
- 02. A moderately expensive inn for merchants, minor nobility, and richer adventurers.**
- 03. An extremely fancy inn for wealthy nobility and other very rich travellers.**
- 04. A quiet and obscure inn off of a back alley for people who want to slip into town, rest, and leave without being noticed.**
- 05. An inn with no windows and dimmed lighting so as to accommodate nocturnal species.**
- 06. An inn with rooms sized for smaller species such as dwarves, gnomes, and halflings.**
- 07. An open-air campsite for travelling adventurers who want to sleep outside even when within city limits.**
- 08. A boat which was run ashore and converted into an inn with a view of the water.**
- 09. A large estate belonging to a poor noble family which has chosen to rent out rooms in their estate in order to pay off their debts.**
- 10. A run-down, very cheap inn in a slum whose staff is rumoured to kill weak-looking travellers in order to steal their belongings.**

11-20 SHOPS



11. A Fletcher selling arrows, crossbow bolts, and other projectile weapons.
12. A weapon smith selling swords, spears, halberds, and other melee weapons.
13. An apothecary selling potions.
14. A blacksmith selling helmets, chain mail, plate mail, and other pieces of armour.
15. A clothier selling cloaks, boots, gloves, and other articles of clothing.
16. A wizard selling spell components.
17. A wizard selling magical scrolls and wands.
18. A vendor selling rare and antique books.
19. A sundries store selling dried food, blankets, tents, and other gear needed to travel in the wilderness.
20. A restaurant serving food which has been enchanted to be mildly addictive.



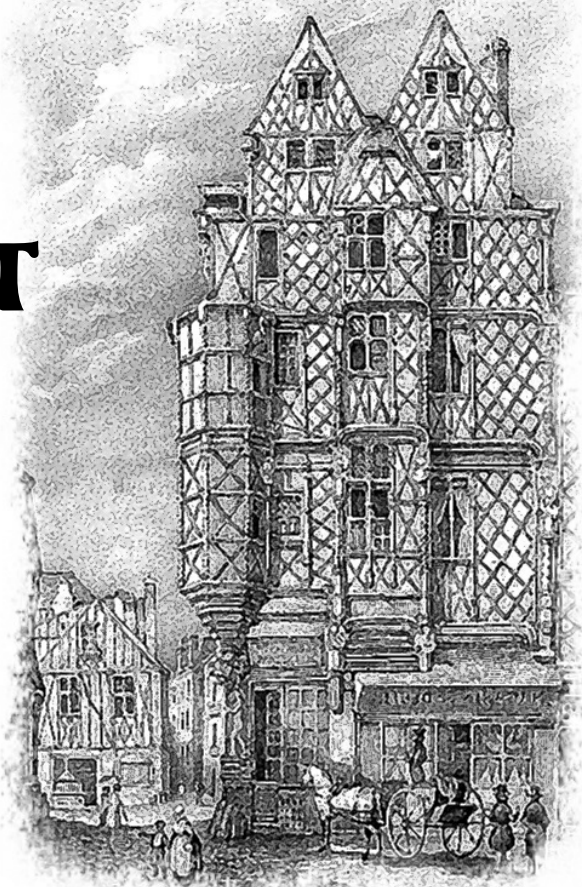
21-30 GUILD HALLS

- 21. The Thief's Guildhall:** An old warehouse subdivided into many rooms and narrow, twisting passages.
- 22. The Bard's Guildhall:** A conservatory stocked with practice areas and instruments as well as sheet music from all over the land.
- 23. The Wizard's Guildhall:** A tower with magical laboratories and enchanted golem servants to help in the crafting of spells.
- 24. The Hunter's Guildhall:** A hunting lodge on the outskirts of town, full of animal skins, weapons, and trophies won by famous guildsmen.
- 25. The Paladin's Guildhall:** A small, clean building with cots, a forge for repairing armour and weapons, and a first-aid centre.
- 26. The Warrior's Guildhall:** A large gym with rooms for sparring practice and a vast supply of weapons and armour available for rent.
- 27. The Merchant's Guildhall:** A high-end bar and restaurant with several attached offices and a secure vault.
- 28. The Monk's Guildhall:** An old monastery with shrines and alters for many different faiths.
- 29. The Scholar's Guildhall:** A quiet library full of books and scrolls written in a wide variety of languages.
- 30. The Assassin's Guildhall:** An underground building with stores of poisons and concealable weapons.

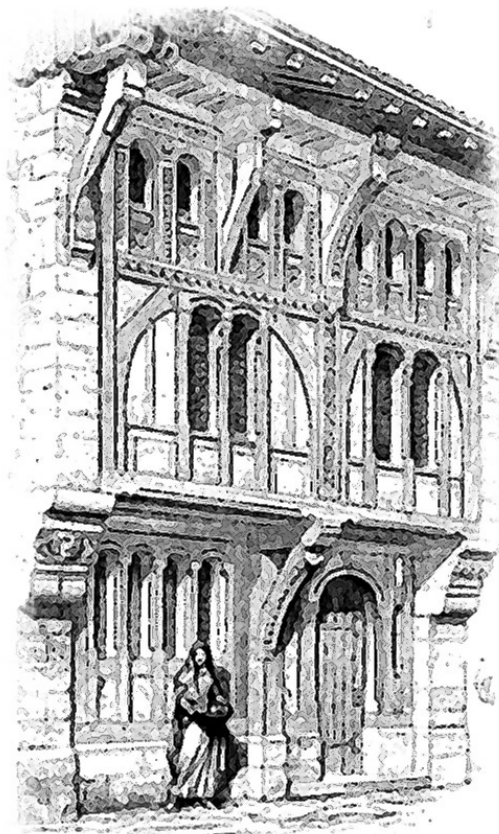
31-40

GOVERNMENT FACILITIES

31. The castle where the local lord rules from.
32. The Tax Collector's office.
33. The harbour master's office.
34. The barracks for the guards.
35. The Council building where citizens can bring petitions to bureaucrats and elders.
36. The Stadium where knights joust.
37. The state-run orphanage in the slums.
38. The Post office where runners or riders can be hired to take messages to distant areas.
39. The Law courts.
40. The Prison or Gaol.



41-50 TEMPLES & PLACES OF WORSHIP



- 41. A Temple of Pyrrus, the God of Fire.**
- 42. A Temple of Mariannai, the Goddess of Water.**
- 43. A Temple of Gresh the Mighty, the God of Earth.**
- 44. A Temple of Wyndressa, the Goddess of Air.**
- 45. A Temple of Xin-Chang, the God of Metal.**
- 46. A Temple of Chikati Oda, the Goddess of Plants.**
- 47. A Temple of Brutus, the God of Warriors.**
- 48. A Temple of Shrantya, the Goddess of Thieves.**
- 49. A Temple of Arcerus the Wise, the God of Magic.**
- 50. A Temple of Suun, the Goddess of Life.**



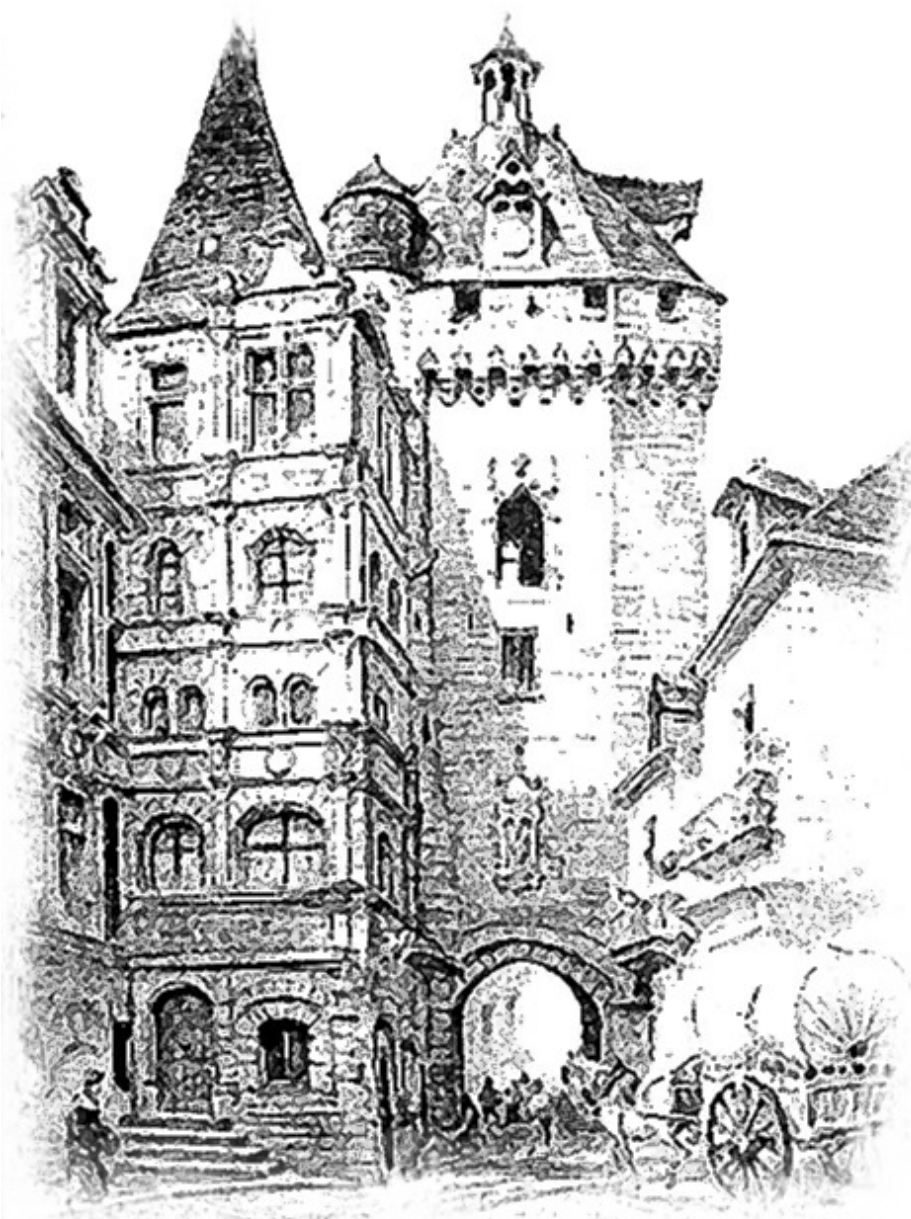
51-60 PRIVATE RESIDENCES

- 51. A mansion which once belonged to famous adventurers who later died battling giants. The mansion is full of valuable magical gear, but is protected by countless traps and spells.**
- 52. A house owned by a counterfeiter which has the tools needed to counterfeit gold coins, as well as some actual counterfeited money, in a hidden room.**
- 53. A house owned by a retired adventurer who always seems to know about quests which others need done.**
- 54. A house owned by a poor noble who is constantly scheming to reclaim her lost wealth. The house is furnished with goods which look expensive but are actually cheap replicas.**
- 55. A mansion owned by a greedy, well-connected merchant who made his wealth by expropriating the lands of peasant farmers and selling them to rich nobles who wanted to expand their estates.**
- 56. A shack owned by an ancient wizard who was cursed with misfortune by a rival, and who is desperate for the curse to be lifted before he dies.**
- 57. A house owned by an ogre ambassador who has lived in the city for years. Everything in the house is bigger than normal to accommodate the ogre's size.**

58. A house owned by a psychotic killer which is decorated with the flayed skins of the killer's victims.

59. A tree with a large hollow where a powerful druid lives.

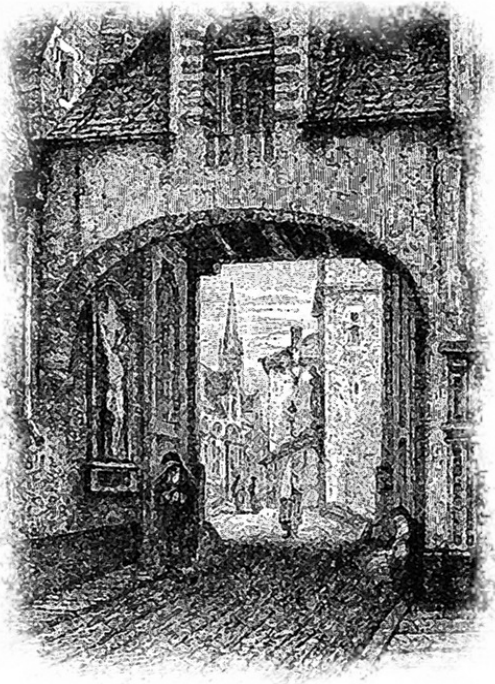
60. A house which has been enchanted to acquire a degree of sentience and has become a genius locii. It is hostile to burglars, and there is said to be an extremely valuable gem hidden somewhere inside it.



61-70 PARKS



- 61. A park in the slums where poor children can run around. Its grounds are in bad condition.**
- 62. A park in a residential district where commoners picnic, walk, and jog. It is patrolled by city guards to keep out vagrants and beggars.**
- 63. A park in a rich part of the city. It is gated and only residents of the neighbourhood are granted access.**
- 64. A park just outside of town with an attached stables where horses can be rented and taken on rides.**
- 65. A park which is full of trees and large rocks. These features create quiet nooks and crannies, and after dark, criminals meet in the nooks to discuss business.**
- 66. A park for dogs and other pets. Often used by rangers with wolf or dog animal companions, or Illage's with wolf or dog familiars, as well as by commoners.**
- 67. A park with sandy ground and rock formations, in the style of a Zen garden. Often used by meditating monks.**
- 68. A set of athletic fields where the children of nobles, knights, and other gentry can compete at games of sport.**
- 69. A botanical garden with flowers from all over the country. The local lord is very protective of the rare flowers in the garden, and anyone caught harming the plants will be severely punished.**
- 70. A large copse of trees near the edge of town said to be haunted. The copse is inhabited by dryads who try to capture lone travellers and trap them inside their trees forever.**



71-80

UNDERGROUND

AREAS

- 71.** A sewer system overrun with magically-strengthened rats.
- 72.** An ancient castle which was buried in a mudslide long before the above ground city was built.
- 73.** A large cellar used to store many tankards and kegs for a bar, including a valuable liquor which some thieves are trying to steal and sell to a rival restaurant.
- 74.** A set of tunnels used by smugglers to import contraband into the city.
- 75.** A sunken vault used by bandits to store their loot.
- 76.** A crypt occupied by a powerful zombie king and several of his minions.
- 77.** A tomb occupied by a knight who was betrayed in battle by his squire. His ghost haunts the tomb and will not rest until the squire is brought to justice.
- 78.** An underground arena where prisoners and other gladiators are forced to fight animals and monsters for the amusement of rich gamblers.
- 79.** A private dungeon in which several nobles secretly imprison those who may not have broken any laws but whom the nobles nonetheless wish to be rid of.
- 80.** An ancient shrine occupied by an elderly priestess of an evil, mostly-forgotten god.

81-90 WATERFRONT AREAS



- 81. A warehouse storing goods received from trade ships.**
- 82. A small fishing boat moored at the docks.**
- 83. A large merchant vessel moored at the docks.**
- 84. A large naval barge moored at the docks. It is full of marines preparing to set sail for a distant battle.**
- 85. An fancy pleasure boat owned by the city's ruler and moored at a private dock.**
- 86. A sandy beach with many shells.**
- 87. A lighthouse occupied by a few guards who light a central torch every night.**
- 88. A wrecked pirate ship haunted by dead sailors. The wreck is blocked off by a fence which the local guards will not venture beyond.**
- 89. A perfectly circular slab of obsidian set at the water's edge. It is possible to summon a nymph queen by standing on the slab and conducting a ritual, but the nature of the ritual has been lost to time.**
- 90. A statue of the Storm Goddess Aquarine. Breaking the statue summons a powerful, hostile avatar of Aquarine; those it kills are condemned to an infinite ocean wracked by endless typhoons where they will drown forever without dying.**



91-100

MISCELLANEOUS

- 91.** A large thoroughfare with many shops and stalls on both sides. This is the main market street of the city.
- 92.** The main guardhouse in the city walls. Controls inside the guard house can raise or lower both a drawbridge and a large portcullis in order to let visitors into the city or keep intruders out.
- 93.** A large carnival with several tents containing games of chance and bandstands where people can watch circus acts.
- 94.** A large zoo featuring exotic animals from all over the kingdom. It is rumoured that one of the zoo animals is actually a wizard's familiar and that the wizard will pay to have the animal returned to him.
- 95.** A viewing platform on top of a very large hill. From the platform, one can see out over the entire city and surrounding countryside.
- 96.** A small spot at the side of a road where a famous wizard was assassinated years prior. The wizard's ghost is said to haunt the spot, which is marked only by a tiny shrine.
- 97.** A half-completed mansion. Construction was abandoned when the builders were possessed by some malevolent force and killed each other while thus entranced.
- 98.** A museum detailing the history of the city and containing the jewels and regalia of the current ruler's ancestors.
- 99.** A library containing a wide variety of books and scrolls. However, the library's contents have not been organized in years, so it is very hard to find any one specific item.
- 100.** An academy where knights are rigorously trained to fight and, if necessary, die for the city's ruler.



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