

WHAT'S THAT ABANDONED STRUCTURE?

A ONE-ROLL GENERATOR

There are times when a GM needs a little quick filler for exploration. The tables below offer a quick one-roll method for creating an abandoned building suitable for planting in some untamed planetary wilderness or long-lost alien city. Just roll and tweak the details to fit the context.

D4 WHERE ARE THE USABLE ENTRANCES?

- 1 The front or main entrance is still passable.
- 2 There's a sinkhole or tunnel to a basement level.
- 3 There are holes in the roof.
- 4 A wall or window has given way.

D6 WHAT'S ITS MOST NOTICEABLE FORM OF DECAY?

- 1 Extremely rickety; structural supports are failing.
- 2 Local vegetation has almost entombed it.
- 3 Fire has scorched large portions of it.
- 4 External sheathing is decaying or falling away.
- 5 Water has soaked it; molds, mosses, and slime.
- 6 Large pieces have been blasted away or collapsed.

D8 WHAT WAS ITS BASIC ORIGINAL USE?

- 1 Residential. People lived in it, either as home or hotel.
- 2 Industrial. It was a factory, farm or workshop.
- 3 Governmental. Local officials worked there.
- 4 Entertainment. It was a club, theater, or dance hall.
- 5 Infrastructural. Sewage plant, roadwork garage, etc.
- 6 Fortification. It was for frontier defense or civil order.
- 7 Culture. It was an art gallery, shrine or cultural center.
- 8 Commercial. People bought and sold something here.

D10 WHAT'S WORTH FINDING IN IT?

- 1 A cache of local currency was left behind.
- 2 A valuable cultural artifact or historical item.
- 3 Interesting bank accounts, legal data, or land deeds.
- 4 One or more persons in desperate need of help.
- 5 A somewhat cumbersome but precious object.
- 6 A cache of weapons, armor, or other military tech.
- 7 A functioning vehicle of some kind.
- 8 Useful equipment related to the building's purpose.
- 9 Nothing. Everything is ruined or worthless inside.
- 10 Roll again, but it's actually a trap or dangerous.

You might choose to roll more than once on the dangers and things worth finding, or roll multiple interesting features and blend them together. For maps, just grab a few one-page dungeons from the net and sub in whatever seems most fitting for the structure.

D12 WHAT DANGERS EXIST IN IT?

- 1 Savage local fauna have nested in it.
- 2 One or more dangerous humans are lairing there.
- 3 A roof or floor is threatening to give way.
- 4 Something is emitting a dangerous gas or radiation.
- 5 Live power lines look dead until touched.
- 6 Violent action risks collapsing a room or area.
- 7 A type of dangerous local plant grows inside.
- 8 Security bots are still operating inside.
- 9 Something here is diseased and contagious.
- 10 The useful thing is propping up a room's ceiling.
- 11 Something waits to ambush those who emerge.
- 12 A dangerous toxin has spilled in the building.

D20 WHAT INTERESTING FEATURES DOES IT HAVE?

- 1 The running water still works, and is stuck on.
- 2 The building is partially buried.
- 3 Exiles, criminals, or social outcasts once laired here.
- 4 The building is at a dramatic tilt.
- 5 There was a vicious combat here at some point.
- 6 An important official lies here with vital documents.
- 7 Secret rooms were built for the original owner.
- 8 It's heavily adorned with local religious symbolism.
- 9 It was built in fanciful, artistic, and impractical ways.
- 10 It's all concrete and fortified angles.
- 11 The power is still on and may mix badly with water.
- 12 It was a refuge for a hiding person at some point.
- 13 One or more looters died to the dangers here.
- 14 Has a small library of prohibited or interesting texts.
- 15 Numerous crumbling pieces of art around the place.
- 16 Flowing fountains or water features, semi-functional.
- 17 Unusually deep basements or tunnels.
- 18 Someone tried to repair or rebuild it at some point.
- 19 Part of it is perfectly preserved.
- 20 It was actually meant for multiple purposes.