

DUNGEON MASTER'S ASSISTANT

Volume 1

20+ Random Campaign Charts

By Patrick E. Pullen

Quickly Roll
Town Names
NPC Names
Tavern Names
Campaign Ideas
Villian Ideas
...and MORE!



Pullen

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Anubis
Entertainment

DUNGEON MASTER'S ASSISTANT

VOLUME 1:

RANDOM CAMPAIGN BUILDER CHARTS



All titles available by Patrick E. Pullen:

Art for your Adventures Set 1

Art for your Adventures Set 2

Dungeon Master's Assistance Volume 1: Random Campaign Builder Charts

Magic Item Compilation Set 1

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NON-PLAYER CHARACTER (NPC) CHARTS

RANDOM NPC GENDER (ROLL ANY DIE)

Even= Female

Odd= Male

RANDOM NPC RACE (COMMON RACES) [1d8]

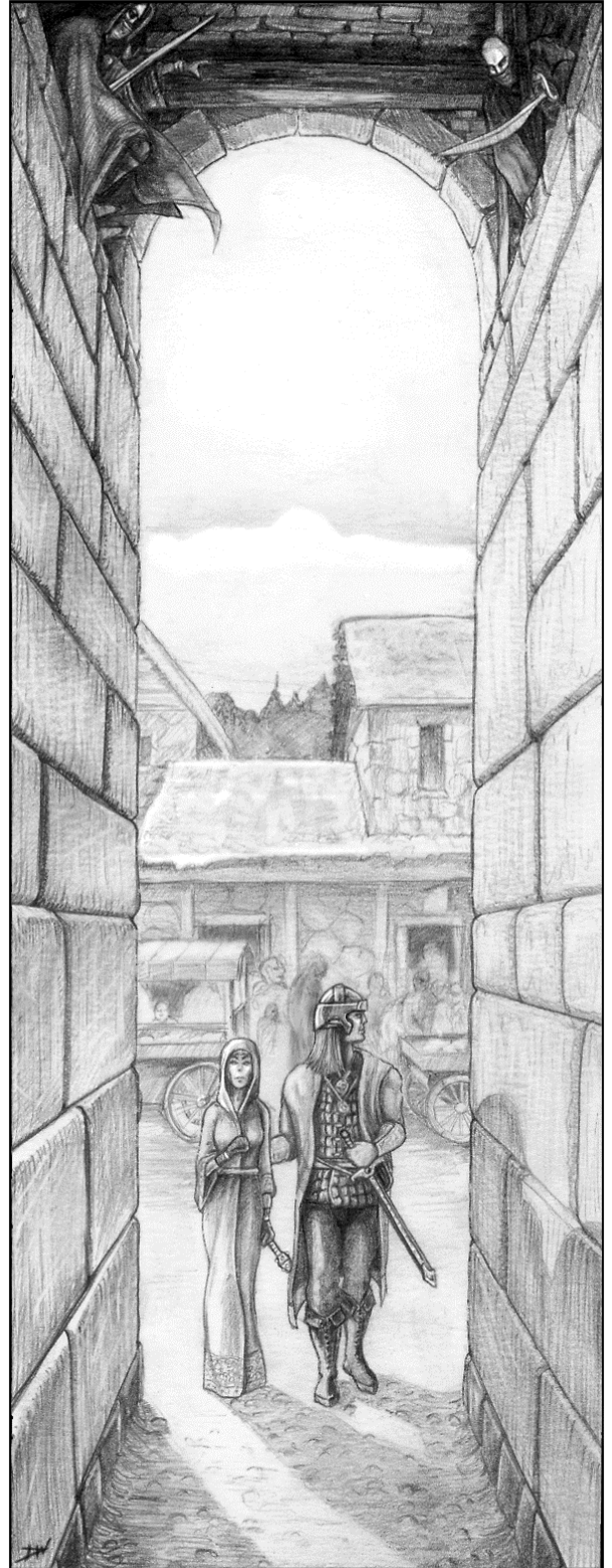
1. Dwarf
2. Elf
3. Gnome
4. Half-Elf
5. Halfling
6. Half-Orc
7. Human
8. (Use Uncommon Race or Re-roll)

RANDOM NPC ALIGNMENT [1d8]

1. Lawful Good
2. Neutral Good
3. Chaotic Good
4. True Neutral
5. Lawful Evil
6. Neutral Evil
7. Chaotic Evil
8. DM's Choice

RANDOM NPC RACE (UNCOMMON RACES) [1d8]

1. Dragonborn
2. Drow
3. Duergar
4. Goblin
5. Orc
6. Svirfneblin
7. Tiefling
8. (Other/DM's choice)

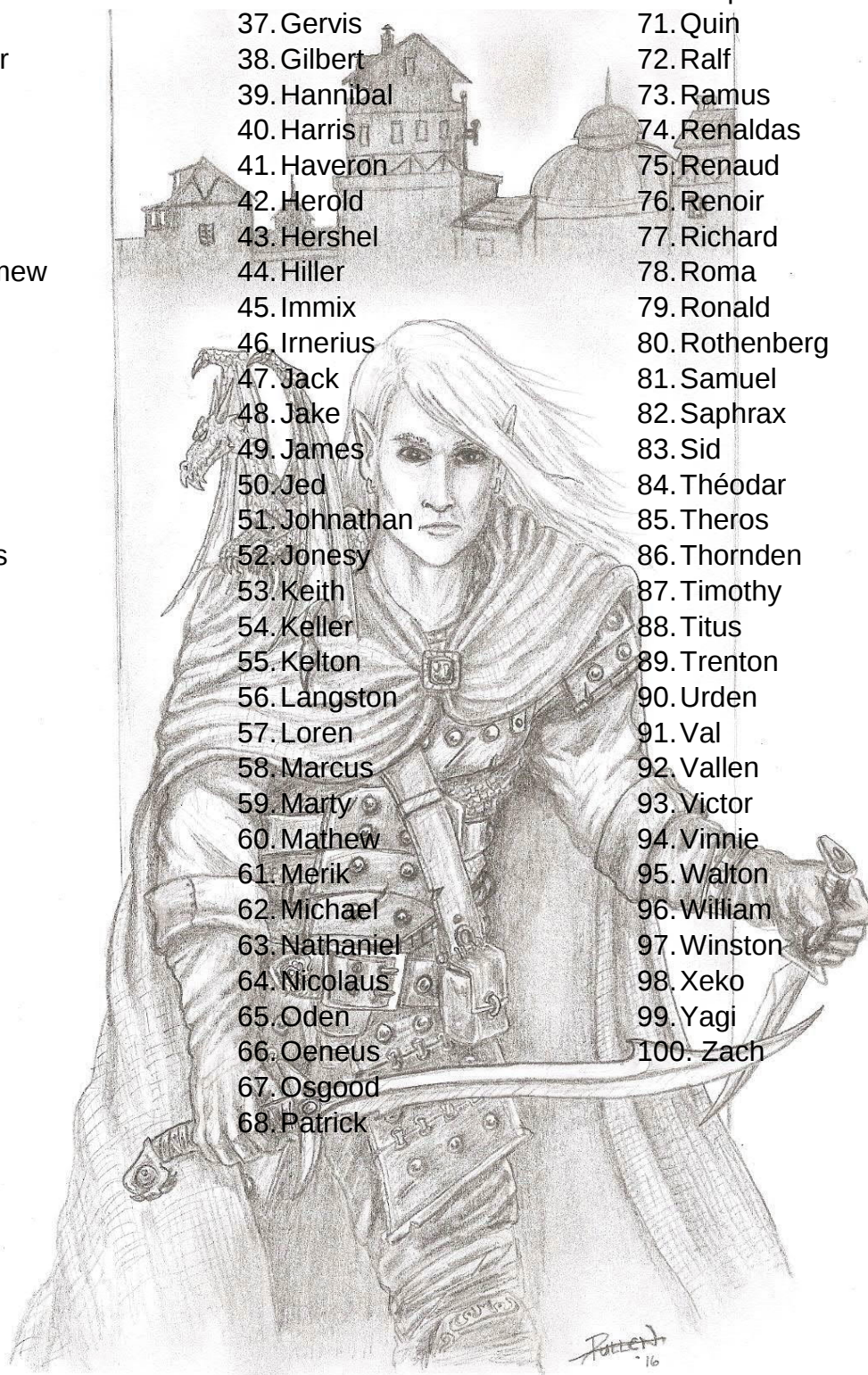


RANDOM NPC PROFESSIONS & CLASSES [d% or 1d100]

- | | | |
|------------------------|--------------------|------------------------------|
| 1. Alchemist | 35. Explorer | 69. Roofer |
| 2. Animal Trainer | 36. Farmer | 70. Sage |
| 3. Archer | 37. Fighter | 71. Sailor |
| 4. Architect | 38. Gambler | 72. Scribe |
| 5. Armor Smith | 39. Grave Digger | 73. Seamstress |
| 6. Artist | 40. Groundskeeper | 74. Serial Killer |
| 7. Assassin | 41. Guard | 75. Servant |
| 8. Baker | 42. Herbalist | 76. Shaman |
| 9. Barbarian | 43. Herdsman | 77. Shepard |
| 10. Bard | 44. Hermit | 78. Shipwright |
| 11. Basket Weaver | 45. Hunter | 79. Shoemaker |
| 12. Beast Hunter | 46. Hunter | 80. Slave |
| 13. Beekeeper | 47. Inn Proprietor | 81. Slaver |
| 14. Beggar | 48. Lumberman | 82. Sorcerer |
| 15. Blacksmith | 49. Madman | 83. Stable Boy |
| 16. Bookbinder | 50. Merchant | 84. Swindler |
| 17. Brewer | 51. Miller | 85. Tailor |
| 18. Brick Layer | 52. Miner | 86. Tavern Owner |
| 19. Builder | 53. Monk | 87. Thief |
| 20. Calligraphy Artist | 54. Mortician | 88. Town Crier |
| 21. Candle Maker | 55. Musician | 89. Translator |
| 22. Candy Maker | 56. Navigator | 90. Transportation
Hauler |
| 23. Carpenter | 57. Noble | 91. Trapper |
| 24. Cartwright | 58. Officer | 92. Traveler |
| 25. Cartographer | 59. Paladin | 93. Vagrant |
| 26. Cemetery Keeper | 60. Peasant | 94. Wandering Merchant |
| 27. Cleric | 61. Physician | 95. Warlock |
| 28. Cobbler | 62. Poet | 96. Weapon Smith |
| 29. Con-Artist | 63. Potion Maker | 97. Wheelwright |
| 30. Cook | 64. Preacher | 98. Wine Maker |
| 31. Councilman | 65. Priest | 99. Witch |
| 32. Druid | 66. Psychopath | 100. Wizard |
| 33. Dungeon Delver | 67. Ranger | |
| 34. Engineer | 68. Rogue | |

RANDOM NPC FIRST NAMES (MALE) [d% or 1d100]

- | | | |
|-----------------|---------------|----------------|
| 1. Aaron | 35. Gerald | 69. Patton |
| 2. Adranus | 36. Gerard | 70. Philp |
| 3. Alboin | 37. Gervis | 71. Quin |
| 4. Alexander | 38. Gilbert | 72. Ralf |
| 5. Alzo | 39. Hannibal | 73. Ramus |
| 6. Antares | 40. Harris | 74. Renaldas |
| 7. Arnold | 41. Haveron | 75. Renaud |
| 8. Bakel | 42. Herold | 76. Renoir |
| 9. Balky | 43. Hershel | 77. Richard |
| 10. Bartholomew | 44. Hiller | 78. Roma |
| 11. Baxter | 45. Immix | 79. Ronald |
| 12. Bodenolf | 46. Irnerius | 80. Rothenberg |
| 13. Boris | 47. Jack | 81. Samuel |
| 14. Brunel | 48. Jake | 82. Saphrax |
| 15. Caesar | 49. James | 83. Sid |
| 16. Carlton | 50. Jed | 84. Théodar |
| 17. Castello | 51. Johnathan | 85. Theros |
| 18. Catalacus | 52. Jonesy | 86. Thornden |
| 19. Cedrick | 53. Keith | 87. Timothy |
| 20. Claude | 54. Keller | 88. Titus |
| 21. David | 55. Kelton | 89. Trenton |
| 22. Dell | 56. Langston | 90. Urden |
| 23. Dolan | 57. Loren | 91. Val |
| 24. Edemas | 58. Marcus | 92. Vallen |
| 25. Edmund | 59. Marty | 93. Victor |
| 26. Edom | 60. Mathew | 94. Vinnie |
| 27. Eduard | 61. Merik | 95. Walton |
| 28. Edward | 62. Michael | 96. William |
| 29. Ernie | 63. Nathaniel | 97. Winston |
| 30. Felibert | 64. Nicolaus | 98. Xeko |
| 31. Forrest | 65. Oden | 99. Yagi |
| 32. Franco | 66. Oeneus | 100. Zach |
| 33. Fredric | 67. Osgood | |
| 34. George | 68. Patrick | |



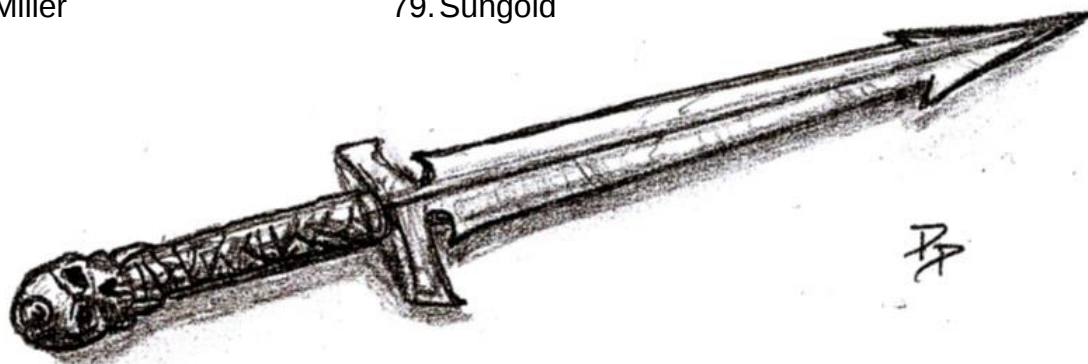
RANDOM NPC FIRST NAMES (FEMALE) [d% or 1d100]

- | | | |
|---------------|---------------|--------------|
| 1. Allison | 35. Ginger | 69. Randi |
| 2. Angel | 36. Glenda | 70. Rasla |
| 3. Antonia | 37. Guinevere | 71. Rayne |
| 4. Athena | 38. Hannah | 72. Regina |
| 5. Autumn | 39. Harley | 73. Rena |
| 6. Barrie | 40. Heather | 74. Rhonda |
| 7. Bertha | 41. Jane | 75. Sadie |
| 8. Bethany | 42. Jennifer | 76. Samantha |
| 9. Billie | 43. Joslyn | 77. Sandal |
| 10. Blossom | 44. Kelly | 78. Sapphire |
| 11. Carlee | 45. Kennedy | 79. Sarah |
| 12. Cecilia | 46. Kristen | 80. Savannah |
| 13. Celeste | 47. Krystal | 81. Shauna |
| 14. Cerci | 48. Laura | 82. Sibyl |
| 15. Cherrie | 49. Lilly | 83. Sidney |
| 16. Crimson | 50. Linda | 84. Silvara |
| 17. Cynin | 51. Lona | 85. Stormie |
| 18. Cynthia | 52. Lorene | 86. Sylvia |
| 19. Dara | 53. Louise | 87. Tara |
| 20. Darlene | 54. Lynn | 88. Thelma |
| 21. Delia | 55. Margarete | 89. Theresa |
| 22. Deloris | 56. Martha | 90. Tia |
| 23. Destiny | 57. Mary | 91. Tonya |
| 24. Eanora | 58. Maude | 92. Ursula |
| 25. Elinda | 59. Michelle | 93. Valery |
| 26. Elinor | 60. Mildred | 94. Valley |
| 27. Elizabeth | 61. Minnie | 95. Vanity |
| 28. Elsa | 62. Misty | 96. Victoria |
| 29. Faith | 63. Nancy | 97. Windi |
| 30. Felona | 64. Onyx | 98. Xandrena |
| 31. Fern | 65. Ophelia | 99. Yolanda |
| 32. Francis | 66. Patricia | 100. Zarma |
| 33. Freda | 67. Quinlyn | |
| 34. Georgia | 68. Rainsong | |



RANDOM NPC LAST NAMES [d% or 1d100]

- | | | |
|-------------------|-------------------|----------------|
| 1. Algren | 12. Butler | 23. Fielder |
| 2. Angelo | 13. Cowtipper | 24. Firebolt |
| 3. Antilles | 14. Darkstone | 25. Fireweb |
| 4. Augustus | 15. DeLance | 26. Fitch |
| 5. Black | 16. Delgora | 27. Flamewind |
| 6. Blanch | 17. Demetri | 28. Frost |
| 7. Bolton | 18. Derro | 29. Gallantry |
| 8. Branson | 19. Easley | 30. Gardner |
| 9. Brightgem | 20. Elmore | 31. Girabola |
| 10. Brom | 21. Fairleaf | 32. Gnollbane |
| 11. Buckley | 22. Farmer | 33. Goldsword |
| 34. Gorkson | 57. Moonshadow | 80. Swiftfoot |
| 35. Granger | 58. Mordenhauser | 81. Tailor |
| 36. Greene | 59. O'Malley | 82. Tallbow |
| 37. Greentop | 60. Overtop | 83. The Fair |
| 38. Grey | 61. Parkinson | 84. The Great |
| 39. Gribbles | 62. Quilon | 85. The Lost |
| 40. Grimaxe | 63. Ragesong | 86. The Mad |
| 41. Grudgeholder | 64. Redd | 87. The Quick |
| 42. Hammerblock | 65. Regenstein | 88. The Sad |
| 43. Harper | 66. Roma | 89. Timberfolk |
| 44. Harrison | 67. Saddlebreaker | 90. Underhill |
| 45. Haydenson | 68. Sagewind | 91. Uthmar |
| 46. Hedenbeck | 69. Sanderson | 92. Vallenwood |
| 47. Heinerstagger | 70. Sawhook | 93. Vergoth |
| 48. Hendershot | 71. Shadowbow | 94. Weinstein |
| 49. Ledger | 72. Shoemaker | 95. White |
| 50. Lexington | 73. Silvestre | 96. Willowmire |
| 51. Lightfinger | 74. Smith | 97. Winemaker |
| 52. Lofton | 75. Spellfire | 98. Woodknob |
| 53. Lofton | 76. Steelheart | 99. Worley |
| 54. Longhart | 77. Stormbringer | 100. Wrightson |
| 55. Middleton | 78. Strickland | |
| 56. Miller | 79. Sungold | |



RANDOM NPC TRAITS [d% or 1d100]

- | | | |
|----------------------------------|-----------------------------------|---|
| 1. Always complaining | 32. Gives bad advice | 68. Prone to start fights |
| 2. Always Fearful or paranoid | 33. Gives good advice | 69. Quirky |
| 3. Always frowns | 34. Gossips constantly | 70. Repeats words a lot |
| 4. Always licking lips | 35. Has a nervous tic | 71. Rude |
| 5. Always playing pranks | 36. Has a speech impediment | 72. Shallow |
| 6. Always smells good | 37. Has a stutter | 73. Shuffles feet |
| 7. Always telling jokes | 38. Has a very nice smile | 74. Shy |
| 8. Always tossing a coin | 39. Has an odd pet | 75. Silly |
| 9. Arrogant | 40. Has prosthetic limb | 76. Simple-minded |
| 10. Blind | 41. Has security issues | 77. Sings everything instead of talking |
| 11. Boorish | 42. Hates adventurers | 78. Slobbers or drools |
| 12. Can play an instrument well | 43. Hates animals | 79. Smells bad |
| 13. Can sing very well | 44. Hates authority | 80. Smokes a pipe |
| 14. Carries something strange | 45. Hums randomly | 81. Sneezes a lot |
| 15. Chews with mouth open | 46. Idolizes adventurers | 82. Speaks softly |
| 16. Chronic Liar | 47. Is a good listener | 83. Squints eyes a lot. |
| 17. Claustrophobic | 48. Is very intelligent | 84. Strange hair color |
| 18. Clumsy | 49. Is very talented at something | 85. Sucks thumb |
| 19. Constantly blinking | 50. Kleptomaniac | 86. Swears and curses a lot |
| 20. Constantly chewing something | 51. Laughs overly loud | 87. Timid and frail |
| 21. Constantly pulls at hair | 52. Limp | 88. Uses big words improperly |
| 22. Coughs a lot | 53. Lots of freckles | 89. Uses hands a lot while talking |
| 23. Deaf | 54. Lunatic | 90. Very fat |
| 24. Distinct scar | 55. Mean-spirited | 91. Very Greedy |
| 25. Falls in love easily | 56. Missing an ear | 92. Very Loud Talker |
| 26. Fidgets nervously | 57. Missing an eye | 93. Very muscular |
| 27. Flirtatious | 58. Missing Limb(s) | 94. Very short |
| 28. Fond of animals | 59. Missing teeth | 95. Very skinny |
| 29. Forgetful | 60. Mumbles | 96. Very tall |
| 30. Friendly | 61. Mute | 97. Very thoughtful |
| 31. Gets irritated easily | 62. Never knows directions | 98. Wears shoes on wrong feet |
| | 63. Overly confident | 99. Wears very colorful clothing |
| | 64. Overly Jolly | 100. Whistles while talking |
| | 65. Overly talkative | |
| | 66. Picks nose a lot | |
| | 67. Posh | |

RANDOM TAVERN AND INN CHARTS

RANDOM TAVERN STARTING NAMES [d% or 1d100]

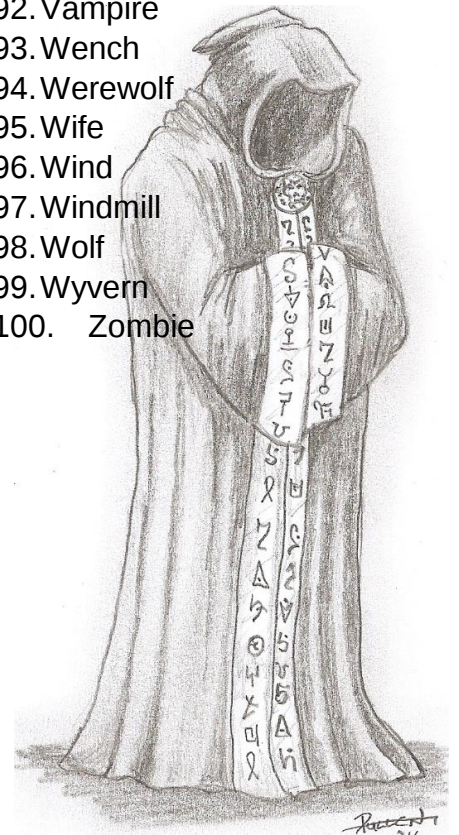
- | | | |
|---------------------|--------------------|---------------------|
| 1. The Angry | 35. The Glowing | 69. The Queen's |
| 2. The Backside | 36. The Graceful | 70. The Restless |
| 3. The Backwards | 37. The Half-Empty | 71. The Right |
| 4. The Belching | 38. The Hateful | 72. The Righteous |
| 5. The Black | 39. The Holy | 73. The Riverside |
| 6. The Bleeding | 40. The Honored | 74. The Roaring |
| 7. The Bloody | 41. The Hot | 75. The Sage's |
| 8. The Broken | 42. The Humming | 76. The Seventh |
| 9. The Brown | 43. The Hungry | 77. The Shinning |
| 10. The Clawing | 44. The Idiotic | 78. The Sick |
| 11. The Cleric's | 45. The Impaled | 79. The Sideways |
| 12. The Climbing | 46. The Jester's | 80. The Silly |
| 13. The Cold | 47. The King's | 81. The Singing |
| 14. The Craftsmen's | 48. The Knight's | 82. The Slaughtered |
| 15. The Crawling | 49. The Last | 83. The Slayer's |
| 16. The Crimson | 50. The Leaping | 84. The Sleeping |
| 17. The Crying | 51. The Liars' | 85. The Slobbering |
| 18. The Damned | 52. The Lightning | 86. The Sober |
| 19. The Dancing | 53. The Limping | 87. The Soulless |
| 20. The Dark | 54. The Lit | 88. The Sour |
| 21. The Darkened | 55. The Lost | 89. The Spiked |
| 22. The Disgraceful | 56. The Loving | 90. The Spiritual |
| 23. The Drunk | 57. The Lumbering | 91. The Thundering |
| 24. The Electric | 58. The Mage's | 92. The Tough |
| 25. The Empty | 59. The Magical | 93. The Wailing |
| 26. The Fallen | 60. The Mystical | 94. The Wayside |
| 27. The Fighting | 61. The New | 95. The Wayward |
| 28. The First | 62. The Old | 96. The Whimsical |
| 29. The Flaming | 63. The One | 97. The Wicked |
| 30. The Flying | 64. The Overfull | 98. The Willful |
| 31. The Foolish | 65. The Patriotic | 99. The Wrenching |
| 32. The Frolicking | 66. The Pitiful | 100. The Wrong |
| 33. The Frozen | 67. The Plentiful | |
| 34. The Galloping | 68. The Psychotic | |

RANDOM TAVERN ENDING NAMES [d% or 1d100]

- | | | |
|--------------|-----------------|--------------|
| 1. Ale | 35. Goblin | 69. Shark |
| 2. Angel | 36. Gold Piece | 70. Sheep |
| 3. Apple | 37. Guppy | 71. Shield |
| 4. Assassin | 38. Halfling | 72. Ship |
| 5. Axe | 39. Hog | 73. Skeleton |
| 6. Barrel | 40. Homestead | 74. Skull |
| 7. Bear | 41. Horn | 75. Sling |
| 8. Blade | 42. Horse | 76. Slut |
| 9. Bone | 43. Keep | 77. Song |
| 10. Bull | 44. Kingfisher | 78. Spear |
| 11. Castle | 45. Kraken | 79. Spoon |
| 12. Centaur | 46. Lamb | 80. Sun |
| 13. Chain | 47. Log | 81. Swan |
| 14. Chest | 48. Lute | 82. Sword |
| 15. Crab | 49. Mace | 83. Talisman |
| 16. Crown | 50. Maiden | 84. Tankard |
| 17. Cyclops | 51. Minotaur | 85. Tavern |
| 18. Demon | 52. Moon | 86. Temple |
| 19. Devil | 53. Mountain | 87. Tomato |
| 20. Dog | 54. Mug | 88. Treasure |
| 21. Dragon | 55. Nickle | 89. Tree |
| 22. Drake | 56. Nymph | 90. Trophy |
| 23. Duck | 57. Orc | 91. Unicorn |
| 24. Dwarf | 58. Owlbear | 92. Vampire |
| 25. Eagle | 59. Ox | 93. Wench |
| 26. Egg | 60. Pegasus | 94. Werewolf |
| 27. Elephant | 61. Pig | 95. Wife |
| 28. Elf | 62. Porcupine | 96. Wind |
| 29. Ferret | 63. Pumpkin | 97. Windmill |
| 30. Flounder | 64. Road | 98. Wolf |
| 31. Fool | 65. Rock | 99. Wyvern |
| 32. Frog | 66. Sailor | 100. Zombie |
| 33. Galley | 67. Scorpion | |
| 34. Gnome | 68. Sea Monster | |

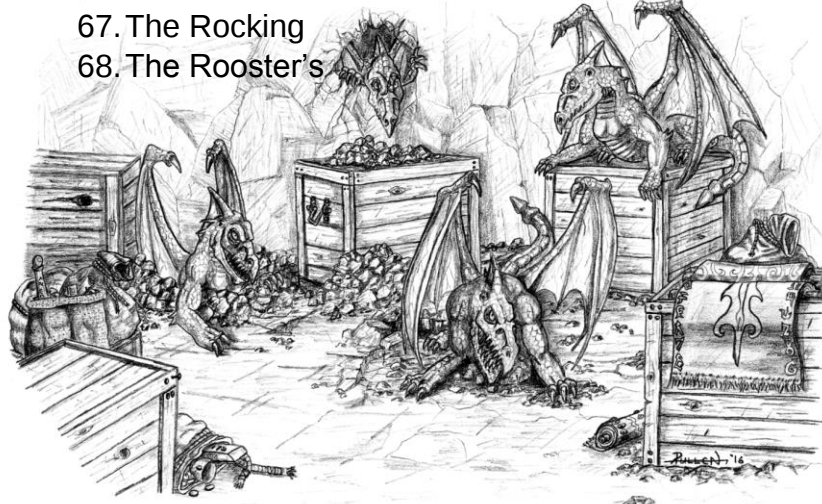
RANDOM TAVERN QUALITY [1d6]

- | | |
|-----------------|------------|
| 1. Aristocratic | 4. Poor |
| 2. Comfortable | 5. Squalid |
| 3. Modest | 6. Wealthy |



RANDOM INN STARTING NAMES [d% or 1d100]

- | | | |
|----------------------|----------------------|--------------------|
| 1. Autumn's | 35. The Hare and the | 69. The Saddened |
| 2. Spring's | 36. The Hay and | 70. The Seaside |
| 3. Summer's | 37. The Hidden | 71. The Season's |
| 4. The Angel's | 38. The Hollow | 72. The Selfless |
| 5. The Beautiful | 39. The Home of the | 73. The Serine |
| 6. The Cradle and | 40. The Inn of the | 74. The Shady |
| 7. The Belly-up | 41. The King's | 75. The Shy |
| 8. The Best | 42. The Last | 76. The Sleepiest |
| 9. The Black | 43. The Laughing | 77. The Sleepy |
| 10. The Blood-soaked | 44. The Leaf and | 78. The Slumbering |
| 11. The Blue | 45. The Lonely | 79. The Smallest |
| 12. The Brown | 46. The Lonesome | 80. The Smelly |
| 13. The Classy | 47. The Long | 81. The Snoring |
| 14. The Comfortable | 48. The Longing | 82. The Soft |
| 15. The Common | 49. The Lost | 83. The Solemn |
| 16. The Crow's | 50. The Lovely | 84. The Swampy |
| 17. The Crowded | 51. The Midnight | 85. The Swaying |
| 18. The Dead | 52. The Mother's | 86. The Sweet |
| 19. The Drowned | 53. The Nightly | 87. The Timeless |
| 20. The Eagle's | 54. The Nobel's | 88. The Tired |
| 21. The Fair | 55. The Peaceful | 89. The Tucked-in |
| 22. The Family's | 56. The Prone | 90. The Twin |
| 23. The Father's | 57. The Purple | 91. The Whispering |
| 24. The Faultless | 58. The Putrid | 92. The White |
| 25. The Feathery | 59. The Quant | 93. The Windy |
| 26. The First | 60. The Queen's | 94. The Wishful |
| 27. The Flowery | 61. The Quiet | 95. The Wistful |
| 28. The Fowl's | 62. The Red | 96. The Worshipped |
| 29. The Goose's | 63. The Restful | 97. The Yawning |
| 30. The Greatest | 64. The Restless | 98. The Yellow |
| 31. The Green | 65. The Rich | 99. Time's |
| 32. The Grinning | 66. The Riverside | 100. Winter's |
| 33. The Handsome | 67. The Rocking | |
| 34. The Happy | 68. The Rooster's | |

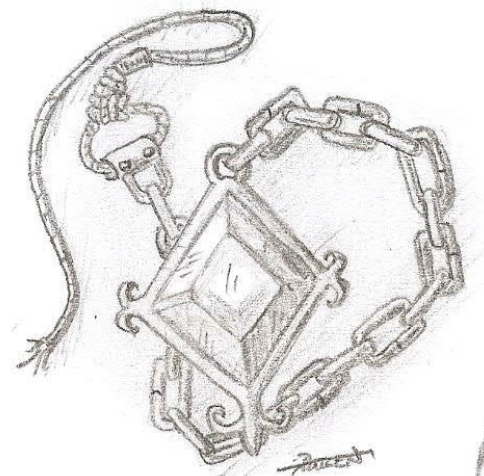


RANDOM INN ENDING NAMES [d% or 1d100]

- | | | |
|--------------|---------------|---------------|
| 1. Alter | 35. Hog | 69. Roost |
| 2. Asylum | 36. Holliday | 70. Sanctuary |
| 3. Bed | 37. Home | 71. Sanctum |
| 4. Beginning | 38. Hostel | 72. Shadow |
| 5. Bell | 39. Household | 73. Sheets |
| 6. Blanket | 40. Inn | 74. Shelter |
| 7. Bog | 41. Lake | 75. Shrine |
| 8. Bosom | 42. Land | 76. Sky |
| 9. Bloom | 43. Life | 77. Skyline |
| 10. Blossom | 44. Loch | 78. Sleep |
| 11. Breasts | 45. Lodge | 79. Sloth |
| 12. Brush | 46. Log | 80. Slumber |
| 13. Cabin | 47. Melody | 81. Snowbird |
| 14. Candle | 48. Moon | 82. Snowdrift |
| 15. Cloud | 49. Mountains | 83. Snowfield |
| 16. Cottage | 50. Nest | 84. Song |
| 17. Country | 51. Ocean | 85. Star |
| 18. Cover | 52. Pain | 86. Sun |
| 19. Dais | 53. Peak | 87. Temple |
| 20. Death | 54. Pig | 88. Tit |
| 21. Destiny | 55. Pillar | 89. Tome |
| 22. Docks | 56. Pillow | 90. Township |
| 23. Dog | 57. Plains | 91. Treat |
| 24. End | 58. Pleasure | 92. Treetop |
| 25. Ending | 59. Port | 93. Umbilicus |
| 26. Field | 60. Portal | 94. Vacation |
| 27. Flower | 61. Pumpkin | 95. Valley |
| 28. Garden | 62. Rainbow | 96. Villa |
| 29. Garnish | 63. Refuge | 97. Whistle |
| 30. Gateway | 64. Relic | 98. Wish |
| 31. Harbor | 65. Reserve | 99. Chalet |
| 32. Harvest | 66. Rest | 100. Bungalow |
| 33. Haven | 67. Retreat | |
| 34. Hilltop | 68. River | |

RANDOM INN QUALITY [1d6]

- | | |
|-----------------|------------|
| 1. Aristocratic | 4. Poor |
| 2. Comfortable | 5. Squalid |
| 3. Modest | 6. Wealthy |



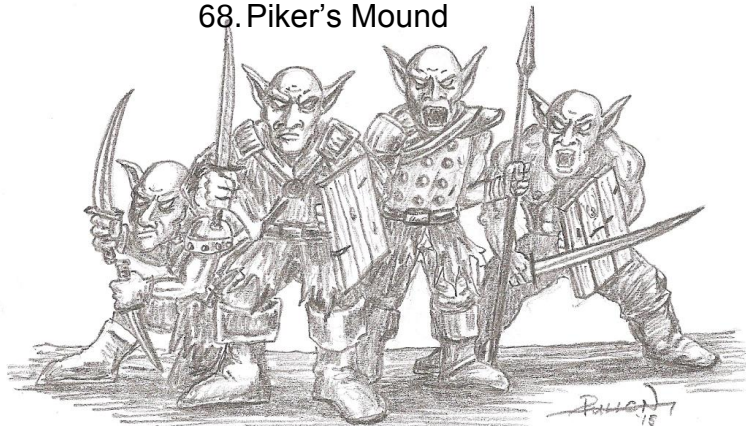
CITY AND BUILDING CHARTS

RANDOM SHOPS, LANDMARKS AND HOMESTEDS [d% or 1d100]

- | | | |
|--------------------------|----------------------|--------------------------------|
| 1. Abandoned/Vacant Home | 34. Eatery | 69. Scroll Maker |
| 2. Abandoned/Vacant Shop | 35. Farm | 70. Secret Society/Guild house |
| 3. Adventurer Shop | 36. Farmer's Market | 71. Shed |
| 4. Altar | 37. Forge | 72. Shoe and Boot Shop |
| 5. Animal Trainer | 38. Fountain | 73. Shoemaker |
| 6. Apothecary | 39. Fruit Stand | 74. Silo |
| 7. Armor Shop | 40. General Store | 75. Silversmith |
| 8. Art Gallery | 41. Granary | 76. Slaughterhouse |
| 9. Bait Shop | 42. Guard Tower | 77. Spell Component Shop |
| 10. Baker | 43. Harbor Masters | 78. Stables |
| 11. Bank/Coin Exchange | 44. Herbalist | 79. Statue |
| 12. Bard's College | 45. Horse Breeder | 80. Stonecutter |
| 13. Barn | 46. Hostel | 81. Tailor |
| 14. Barracks | 47. Inn | 82. Tanner |
| 15. Basket Weaver | 48. Jail | 83. Tavern |
| 16. Black Market Dealer | 49. Jewelers | 84. Temple |
| 17. Blacksmith | 50. Junk Store | 85. Tool Shop |
| 18. Book Shop | 51. Justice Building | 86. Town Center |
| 19. Brick Maker | 52. Lawyer's Office | 87. Traders |
| 20. Butcher | 53. Leather Worker | 88. Transportation Services |
| 21. Caravan Depot | 54. Library | 89. Wand Shop |
| 22. Carpenter | 55. Lumber Yard | 90. Wandering Merchant |
| 23. Cartographer | 56. Mage School | 91. Warehouse |
| 24. Cartwright | 57. Market Stand | 92. Watch Tower |
| 25. Cemetery | 58. Mason's | 93. Weapon Shop |
| 26. Church | 59. Memorial | 94. Well |
| 27. Clothing Shop | 60. Metalworker | 95. Wheelwright |
| 28. College | 61. Mill | 96. Wizard's Tower |
| 29. Combat Trainer | 62. Museum | 97. Wood Carver |
| 30. Courthouse | 63. Park | 98. Woodcutter |
| 31. Cow Farm | 64. Pig Farm | 99. Work Shed |
| 32. Dairy Farm | 65. Potion Shop | 100. Workshop |
| 33. Docks | 66. Residential Home | |
| | 67. Restaurant | |
| | 68. School | |

RANDOM TOWN NAMES [d% or 1d100]

- | | | |
|--------------------|--------------------|----------------------|
| 1. Able | 35. Glendora | 69. Pillar |
| 2. Ashton | 36. Gora | 70. Qualz |
| 3. Bakerstown | 37. Greenbrier | 71. Rangerville |
| 4. Barter Town | 38. Greenland | 72. Raven Pass |
| 5. Bell Harbor | 39. Greyhaven | 73. Rock Haven |
| 6. Blackfield | 40. Griffon Hill | 74. Rockpine |
| 7. Bloodstone | 41. Hammer Hall | 75. Salt Bay |
| 8. Blyth | 42. Hawthorn | 76. Saxton |
| 9. Branch Hollow | 43. Helix | 77. Seven Towns |
| 10. Bull's Gate | 44. Helm | 78. Silvan Tera |
| 11. Candlewood | 45. Hilltop | 79. Slavers Alley |
| 12. Carthas | 46. Horn Fell | 80. Slum |
| 13. Cell | 47. Hunter's Grove | 81. Snow Dell |
| 14. Cornerstone | 48. Illonas | 82. Songbird Valley |
| 15. Creepers Vale | 49. Jester's Haunt | 83. South Port |
| 16. Cumberland | 50. Kher | 84. Stone Tower |
| 17. Dargoth | 51. Kindle Grove | 85. Stroud |
| 18. Darksprings | 52. Kragmere | 86. Sylvan |
| 19. Delver's Cape | 53. Kraken Bay | 87. Temple |
| 20. Demon Dell | 54. Leapers Ford | 88. The Outer Realms |
| 21. Dragon's Mire | 55. Legend's End | 89. Throm |
| 22. Drake Wood | 56. Lenore | 90. Timber Lake |
| 23. Duncaster | 57. Lisbon | 91. Tower Rock |
| 24. Dung Bottom | 58. Lofton | 92. Trader's Dell |
| 25. Dunston Loch | 59. Lonetree | 93. Trapper's Mill |
| 26. Fairview | 60. Mage Home | 94. Union |
| 27. Falcon's Nest | 61. Midlin | 95. Vallenmere |
| 28. Fartown | 62. Mon Shah | 96. Viper City |
| 29. Fiddler's Keep | 63. Morgan's March | 97. Welldeep |
| 30. Fort Rayne | 64. Mount Temple | 98. White Crest |
| 31. Fray | 65. Nan Tar | 99. Winter Creek |
| 32. Freeland | 66. Omahn | 100. Yoke |
| 33. Galvan Port | 67. Ox Town | |
| 34. Ghost Mill | 68. Piker's Mound | |

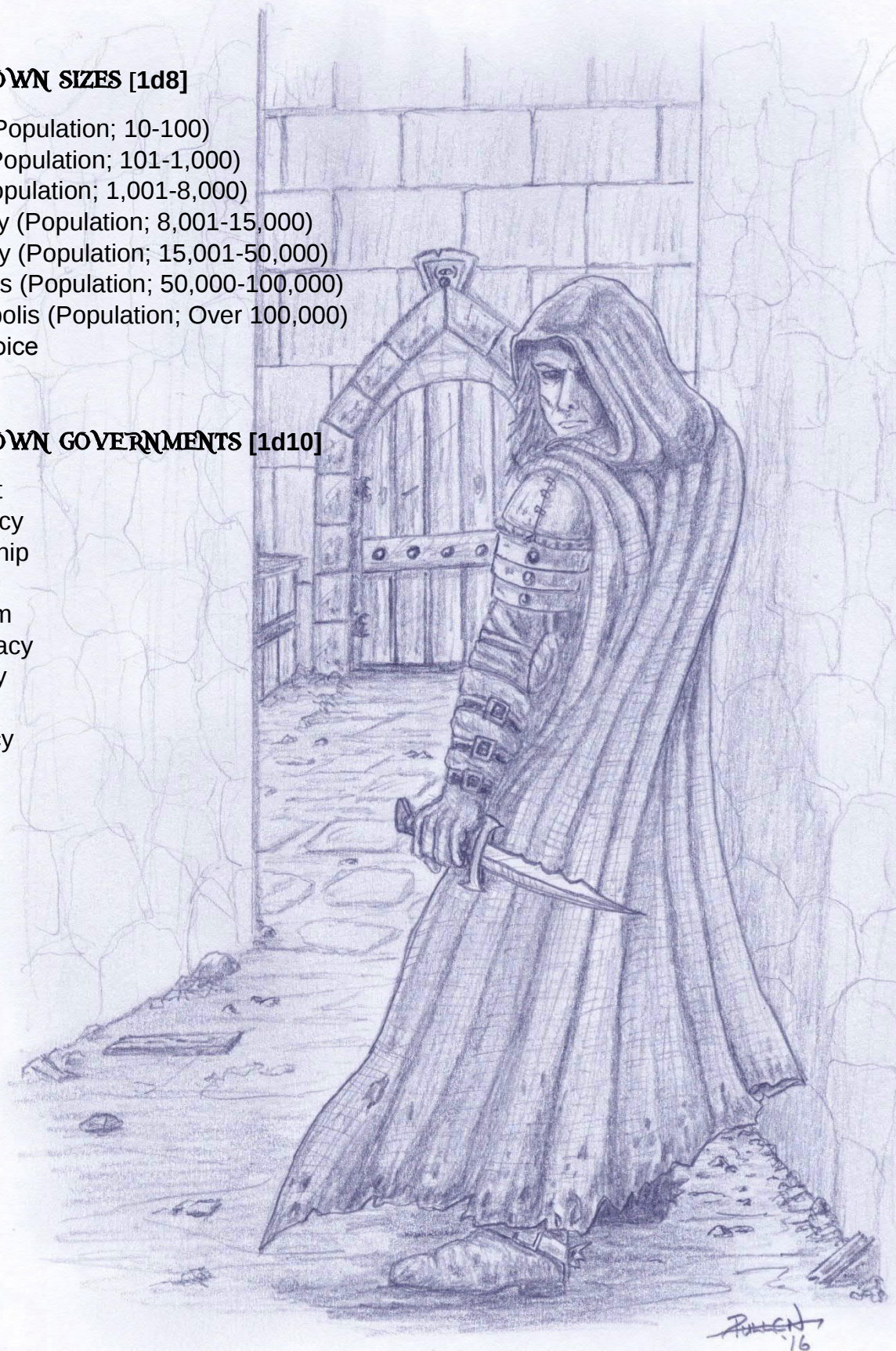


RANDOM TOWN SIZES [1d8]

1. Hamlet (Population; 10-100)
2. Village (Population; 101-1,000)
3. Town (Population; 1,001-8,000)
4. Small City (Population; 8,001-15,000)
5. Large City (Population; 15,001-50,000)
6. Metropolis (Population; 50,000-100,000)
7. Megatropolis (Population; Over 100,000)
8. DM's Choice

RANDOM TOWN GOVERNMENTS [1d10]

1. Aristocrat
2. Democracy
3. Dictatorship
4. Empire
5. Feudalism
6. Mageocracy
7. Monarchy
8. Republic
9. Theocracy
10. Tyranny



ADVENTURING AND DUNGEON CHARTS

RANDOM ADVENTURE IDEAS [1d20]

1. A barbarian village needs to be saved from abductions by a rival tribe.
2. A Black dragon in the swamp must be killed to stop its evil plot.
3. A city overrun with minor demons needs to be cleansed of its source of evil.
4. A Crazy Beholder goes on a disintegrating rampage through the Underdark.
5. A Deep fissure opened by a strange earthquake needs to be explored.
6. A doppelganger is plotting to kill a king and take over his kingdom.
7. A Forgotten King's tomb is found and needs to be explored.
8. A Giant's home in the mountains is rumored to have outrageous wealth.
9. A Haunted tavern is losing business and needs to be investigated.
10. A muddy bog full of earth elementals is causing trouble to a nearby village.
11. A Necromancer tower appears out of nowhere and townsfolk are suddenly harassed by zombies and skeletons.
12. A plague is slowly killing off citizens of the kingdom as it spreads to the east.
13. A White dragon in the frozen waste must be killed to stop the glacier it is controlling.
14. An ancient Blue dragon's lair must be found to save a desert city from ruin.
15. An Ancient cemetery begins giving up its dead.
16. An Assassin's guild hall needs to be found and taken out of commission.
17. An Old Red dragon's mountain lair is rumored to be abandoned... is it?
18. Githyanki are attacking an Astral Plane outpost that they once protected.
19. The old castle ruins near town are overrun by orcs and goblins, who plan raids from their base in the ruins
20. The town's well suddenly dries up and becomes a well of many worlds overnight.



RANDOM CAMPAIGN VILLIAN IDEAS [1d20]

1. A cult of insane worshippers trying to summon a Tarrasque
2. A lich that uses a Dracolich as a mount
3. A Vampire with Warlock Levels
4. An Awakened Polar Bear with Barbarian Levels
5. A Gnoll slaver in cahoots with local pirates.
6. A party of evil adventures that mirror the player's characters
7. A sentient evil sword that tries to lure adventures to their doom
8. A Balor Demon trying to trick the player's into releasing him from a extradimensional prison
9. An evil Paladin who wants to invoke his evil deity's Aspect.
10. A gang of cannibalistic gypsies pretending to be a traveling carnival
11. A Werewolf Lord moves into a small town with the intentions of turning everyone
12. A beholder has made its lair under the king's castle
13. The leader of a gang of assassins tries to get on the city council with the intent of taking over
14. An evil prince plotting to kill his brother and become the new heir to the throne
15. A rakshasa leading a band of nomads across the desert conquering all in their path
16. A conniving medusa with cleric levels
17. An evil bard who is extracting revenge on the king who had him exiled by killing off members of the royal family
18. A Lamia with sorcerer levels
19. A demi-lich who's phylactery just happens to unknowingly be a prized possession of one of the Player's characters
20. An evil dragon trying to con the Players into helping as it tries to become a Dracolich



I hope you find these Random Generator Charts to be most useful and may they make your games and Campaign Building run smoother.

Thank you, Patrick E. Pullen

For more DM Tools, check out my **ART FOR YOUR ADVENTURES Sets 1 & 2** that you can use in your modules. Most of the art in this product is available in these sets.

Also pick up a copy of my **MAGIC ITEM COMPILATION**. All of these products are Available here on **The Dungeon Master's Guild**.

