

# Area/Building and Room Generator

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Create areas filled 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

## 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

## 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

## 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

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## 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	Tradepost
19	Trap Room
20	Workshop