

Farm Generator

Dedication and Appreciation

My first thanks goes to my Knight for motivating me to keep writing.

My second thanks goes out to, as always, my Mutti for encouraging me to start and keep writing to begin with.

Credits

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Introduction

Sprawling farmlands are the backdrop for parts of many epic adventures but rarely are they explored with much detail. This volume hopes to help remedy that. Whether the players are simply looking for a place to stop over and stay the night or they have gone completely off course and stumbled upon a nearby farm, you can be ready to create adventure at the drop of a hat.

In this volume you will find a total of 11 tables to help you create a vibrant farm for your players to explore. As with many of our other publications you will find no hard stats or numbers so that anything you create can be easily transported into the setting of your choice.

Happy Gaming,
Rowan

Instructions

The only items needed are a pair of percentile dice or a d100 and something to write down your results with.

To find the results simply roll the dice, match them up with the percent represented in the first column of each table and match it up with the next column over.

Number of Structures

%	Number	%	Number
1-11	10	50-62	4
12-23	3	63-74	8
24-36	6	75-86	9
37-49	2	87-100	5

Types of Structures

%	Name	%	Name
1-6	Outhouse	50-57	Granary
7-12	Pigsty	58-63	Farmhands Quarters
13-18	Tool Shed	64-69	Stable
19-25	Main or Manor House	70-75	Shrine
26-31	Cartshed	76-82	Mill
32-38	Barn	83-88	Dovecote
39-44	Open Livestock Shelters	89-94	Tithebarn
45-50	Creamery	95-100	Apiary

Number of Residents

%	Number	%	Number
1-10	5	51-60	9
11-20	0	61-70	10
21-30	12	71-80	6
31-40	3	81-90	4
41-50	8	91-100	2

Overall Demeanor of Residents

%	Demeanor	%	Demeanor
1-11	Frightened	50-62	Welcoming
12-23	Friendly	63-74	Sorrowful
24-36	Unnervingly Cheerful	75-86	Chipper
37-49	Standoffish	87-100	Suspicious

Types Livestock Present

%	Livestock	%	Livestock
1-8	Geese	51-58	Oxen
9-17	Cattle	59-66	Horses
18-26	Hens	67-75	Ducks
27-34	Sheep	76-83	Pigs
35-42	Donkeys	84-91	Goats
43-50	Pheasants	92-100	Rabbits

Types of Crops Grown (European)

%	Crop	%	Crop
1-6	Wheat	50-57	Oats
7-12	Turnips	58-63	Lentils
13-18	Peas	64-69	Rye
19-25	Barley	70-75	Cabbage
26-31	Celery	76-82	Parsnips
32-38	Cardoons	83-88	Onions
39-44	Garlic	89-94	Mallow
45-50	Lettuce	95-100	Carrots

Types of Crops Grown (Central and Eastern Asian)

%	Crop	%	Crop
1-6	Soybeans	50-57	Buckwheat
7-12	Cucumbers	58-63	Tea
13-18	Rice	64-69	Sorghum
19-25	Bok Choy	70-75	Millet
26-31	Spring Onions	76-82	Taro
32-38	Lotus	83-88	Water Chestnuts
39-44	Winter Melon	89-94	Barley
45-50	Ginger	95-100	Mustard Greens

Other Products Produced

%	Product	%	Product
1-10	Cheese	51-60	Wooden dishes
11-20	Thread	61-70	Butter
21-30	Honey	71-80	Fertilizer
31-40	Candles	81-90	Beeswax
41-50	Alcohol	91-100	Charcoal

100 Things to Find on a Farm

#	Name	#	Name
1	Several stoneware crocks	51	Two metal buttons
2	A pair of metal shears	52	A brass candlestick
3	An unfinished note to a distant relative	53	A few spare nails
4	A ring, half buried in a vegetable patch	54	A simply made spinning wheel
5	A ripped bed sheet being used to keep out a draft	55	Thick leather gloves
6	A bottle of wine that has become vinegar	56	A decently sized copper pot
7	A pamphlet on upcoming livestock auctions	57	A detailed ledger for the last year
8	A winnowing basket	58	A wooden chest containing spare bedclothes
9	Meat being prepared for smoking	59	A sunhat with a yellow ribbon
10	A rough spun but lovingly embroidered handkerchief	60	A torch
11	A basket of fresh wild herbs	61	Wooden eating utensils in a box
12	A wooden plow	62	A leather ball
13	A well chewed dog bone	63	A small salt cellar
14	A beautiful axe, likely an heirloom, that has been hung above the mantel	64	A bottle of wine with a tag on it that reads "Happy birthday old friend"
15	A soiled old cloak	65	A pair of newly darned wool hose
16	Mushrooms drying on a cloth	66	Two spades and a trowel in a leather bag
17	A toy sword made from wood	67	A spool of strong twine
18	An old but well maintained lute	68	A leather bag of smooth river rocks
19	A new pitchfork	69	A bridle
20	Family religious text	70	A sickle in poor repair
21	A bone comb, carved with flowers	71	A plain hunting bow
22	Several spoons and ladles	72	A packet of candles
23	A braided rug, nearly finished	73	A bag of wool waiting to be spun
24	Two open bottles of mead	74	A jar of pepper
25	A harrow, set aside for repairs	75	A hatchet in a leather sheath
26	A cradle	76	A small hand drum with a horse painted on it
27	Bone dice	77	A sadiron, left on the windowsill to cool
28	A butter churn	78	A leather dog collar
29	A small hunting knife with a bone handle	79	A Nine Men's Morris board
30	A bucket of freshly picked berries	80	A spool of blue ribbon
31	A simple trinket box	81	An iron hammer
32	Strips of leather	82	A basket of eggs
33	A handwritten book of local legends	83	A length of rough rope
34	A small wooden box containing bone needles	84	A billhook
35	A clay pie dish with a floral trim	85	A small barrel of beer
36	A large, heavy, key	86	An antique oil lamp
37	A loom with a half-finished project on it	87	A wooden cart with two wheels
38	Various herbs hung to dry	88	A wooden mortar and pestle
39	A pair of leather shoes	89	A brass buckle
40	A very large iron pot	90	A yoke and harness
41	A good luck charm hung by the door	91	A bone hairpin roughly carved with a deer
42	A bag of barley	92	A clay drip tray for roasting
43	Homemade playing cards	93	An iron jaw harp
44	A pocket sized portrait of a woman	94	A sturdy wooden shovel with a metal shod
45	A wooden rattle	95	A stiff saddle brush
46	A jar of lard	96	A bone apple corer
47	A heavy wool cloak	97	A wooden nit comb
48	A wimple with some light embroidery along the hem	98	An iron flesh hook
49	Hand carved wooden figurines	99	A key no bigger than a thumbnail
50	A plain copper lantern	100	A bone netting needle

Local Superstitions

%	Superstition	%	Superstition
1-5	A nearby creek must be crossed backwards to confuse the spirit that inhabits it.	52-55	Visitors must be offered a cup of tea before any other words are spoken.
6-9	After someone sneezes a pinch of earth should be thrown over their shoulder.	56-59	A new pot must be used to boil blood before it is used for anything else.
10-13	Blue candles should be burnt during the birth of animals or people to ensure their health.	60-63	If a particularly mean rooster is frightened by a dog the dog is royalty amongst its kind.
14-17	The ashes of the last fire of the new year should be spread over the fields the next morning.	64-67	Burnt food can only be given to pigs after being ground up with eggshells.
18-21	Shoes that have worn out must be passed over a fire before being repaired.	68-71	If a basket handle breaks the one who made it will soon fall ill.
22-26	A copper nail must be driven through the left hand of a corpse to prevent it from rising.	72-75	A bit of wine should be spilled in front of and behind you before setting off on a journey.
27-31	A green stone placed by the door of a sleeping person ensures that they will dream of the one who placed it.	75-80	Guests must refuse any baked goods offered three times or spirits of greed will attach themselves to the guests and household.
32-35	If an egg has an even number of speckles it is healthier and may even cure minor illnesses.	81-84	If you declare your last drink of the night you are tempting death and it may truly be your last.
36-39	If someone walks over a newly plowed furrow they must spit three times or be cursed with bad luck.	84-88	A broken cup must only be repaired on a new moon or whoever drinks from it will fall terribly ill.
40-43	A pregnant woman must not eat any herbs that have not first been washed in river water.	89-92	If lightning strikes a house the inhabitants will receive prophetic dreams within three days.
44-47	It is bad luck to enter a room with your left foot before you've eaten breakfast.	93-96	If a rabbit crosses your path you must choose another way. It is trying to warn you of impending danger.
48-51	A cat meowing three times before you rise from bed signals a change in fortune.	97-100	A song must not be written about a relative or the person will die soon.

Extras and Story Hooks

%	Extra	%	Extra
1-5	The farmer's youngest son aspires to go to the nearest city and train as a guardsman. He has saved up a small amount of money and wishes to pay the party to escort him there.	51-55	Rabbits have completely overrun the fields and the dogs are refusing to chase them. Upon closer inspection the rabbits have built a massive network of tunnels under the fields.
6-10	One of the dogs on the farm has puppies that are just old enough to purchase.	56-60	The farmers cannot take their goods to market because they are beset by invisible assailants on the road each time they try.
11-15	One of the farmers is looking for some rare flowers to dye a dress for her daughter's wedding.	61-65	One of the farmhands is desperate for a love potion to win back his ex-lover.
16-20	A cockatrice has taken over the henhouse and the farmers are rightly desperate to get rid of it.	66-70	An unseasonable storm is quickly heading for the farm and everyone is scrambling to prepare for it.
21-26	The farmhands have found some mushrooms with...interesting effects.	71-75	A group of traveling performers has made a stop at the farm and is exchanging their talents (and some work) for room and board.
27-30	The farmer has just started making mead and is excited to share his first batch.	76-80	The seemingly ancient grandmother of one of the farmers is convinced that she knew one of the PCs when she was a young woman.
31-35	Lately all of the eggs produced on the farm have been going bad within hours of collecting.	81-85	The rats in the barn have become incredibly aggressive, frightening even the scrappiest cats.
36-40	A few of the farms residents have reported seeing a dark figure on the outskirts of the fields late at night but when they investigate no one is there.	86-90	One of the young children on the farm is determined to be an adventurer, so determined that they try to sneak away with the party when they leave.
41-45	Two of the farm hands have gotten married and the wedding party is in full swing as the players arrive.	91-95	The family that owns the farm is in the middle of a massive feud with the family that owns the next farm over. Things have begun to turn violent.
46-50	One of the children on the farm has come down with an unexplained fever and none of the normal remedies are having any effect.	96-100	Three of the farmhands have just brought down a massive wild boar and are getting ready for a roast.

Thank you for reading, creating and enjoying!

If you have any questions, comments, or concerns
feel free to contact me at
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Happy Gaming!