

Kismet's Location Generator

Desires

Roll 1d10 once per population category

1	A Distraction	Approval/Respect	Skilled People
2	A Leader	Families	The Next Big Thing
3	A Makeover	Information	To Destroy a Being
4	A New Purpose	Luxuries	To Locate the Lost
5	A One-Use Pact	Money/Investors	To Move
6	A Victim	More Time	To Recover
7	A Winning Streak	Necessities	To Stay
8	Allies	Popularity	Trade
9	An Excuse	Revenge	Trust
10	An Important Item	Security	Undecided

Buildings

Roll 1d10 per column for a block or once

1	Animal Pen	Dance Hall	Library	Shop
2	Arena	Den of Sin	Mansion	Smithy
3	Asylum	Foundry	Market	Stable
4	Bank	Garrison	Mill	Stall
5	Barn	Granary	Mint	Tavern
6	Barracks	Guildhall	Monastery	Tenement
7	Castle	Hospital	Museum	Theater
8	Cemetery	House	Observatory	Tower
9	Church	Inn	School	Town Hall
10	Craft Workshop	Jail	Shack	Warehouse

Recent Events

Roll 1d10 per column

1	Besieged	Liberated	New Tribute Erected
2	Business Setback	Lost Major Artifact	Old Monument Ruined
3	Cleansed	Major Breakthrough	Outside Investment
4	Crushed Others	Miracle	Plague
5	Disaster	New Attack	Population Decline
6	Fraud Revealed	New Church Opened	Received Major Gift
7	Fresh Immigration	New Competition	Recent Atrocity
8	Good Press	New Crime Moves In	Revitalization
9	Haunting	New Defenders Arrive	Riot
10	Imbued With Evil	New Suppliers	Subjugated

Interior Rooms

Roll 1d10 once per repair category, 2x or more after basic

1	Armory	Classroom	Library/Study	Storage Room
2	Auditorium	Cleaning Room	Nursery	Storefront
3	Ballroom	Common Room	Observatory	Summoning Chamber
4	Bar	Courtyard	Office	Throne Room
5	Barracks	Craft Room	Pit	Torture Chamber
6	Bath	Game Room	Sanctum	Training Area
7	Bedroom	Infirmary	Sauna Room	Trophy Room
8	Bell Tower	Jail Cell	Secret Hallway	Vault
9	Brewery	Kitchen	Secret Room	War Room
10	Burial Niche	Laboratory	Sparring Ring	Workshop

Impression

Roll 1d8

Repair

Roll 1d8

Population

Roll 1d8

Sanitation

Roll 1d8

Defenses

Roll 1d8 per repair category

Lighting

Roll 1d8

1	Too Quiet	Undeveloped	Thorp	1	Alchemical	Avalanche	Magic	Alchemical
2	Lethargic	Ruined	Hamlet	2	Creatures	Collapsed	Maze	Bioluminescent
3	Tranquil	Poor	Village	3	Drains	Creature	Moat	Candle
4	Tolerant	Decaying	Small town	4	Holes	Drawbridge	Other	Electric
5	Friendly	Basic	Large town	5	Landfill	Elevation	Trap	Gas
6	Eager	Revitalizing	Small city	6	Magic	Weapon	Wall	Magical
7	Fuming	Fancy	Large city	7	Open Ditches	Barbican	Watchtower	Oil
8	Belligerent	Luxury	Metropolis	8	Sewer Pipes	Guardpost	Watergate	Other

Arranged by Patricia Willenborg

For updates, see <http://www.dnd.kismetrose.com/DandDIndex.html>

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	Alignment <i>Roll 2d6</i>	Virtue <i>Roll 1d8</i>	Vice <i>Roll 1d8</i>	Government <i>Roll 1d8</i>		Prestige <i>Roll 1d8</i>	Access <i>Roll 1d6</i>	Flavor <i>Roll 1d12</i>	Groups <i>Roll 1d12</i>
1	Lawful	Charity	Avarice	Colonial	1	Unknown	Isolated	Comedy	Charitable
2	Neutral	Confidence	Carnality	Council	2	Despised	Rarely Visited	Drama	Criminal
3	Chaotic	Hope	Corruption	Feudalism	3	Discounted	Waystop	Epic	Cult
4	Good	Industry	Despair	Magocracy	4	Tolerated	Often Visited	Erotic	Educational
5	Neutral	Justice	Sloth	Military	5	Recognized	Major Hub	Fantasy	Historical
6	Evil	Patience	Vanity	Monarchy	6	Accepted	Overrun	Historical	Magical
7		Self-Control	Wrath	Plutocracy	7	Praised		Horror	Martial
8		Two Virtues	Two Vices	Theocracy	8	Legendary		Mystery	Political
9					9			Punk	Private Club
10					10			Religious	Professional
					11			Romance	Recreational
					12			Sci Fi	Religious

	Climate <i>Roll 1d6</i>	Terrain <i>Roll 1d10</i>	Natural Features <i>Roll 1d8</i>			Streets <i>Roll 1d10</i>	Water <i>Roll 1d10</i>	Constructed Features <i>Roll 1d12 per repair category</i>	
1	Cold	Aquatic	Caves	Ocean	1	Cobblestone	Aqueduct	Aqueduct	Park
2	Temperate	Desert	Cliff	Pit/Whirlpool	2	Concrete	Cenote	Bridge	Pier
3	Warm	Exotic	Ice plains	Plateau	3	Dirt	Cistern	Cairn	Public Art
4	Wet	Forest	Island	River	4	Flagstone	Iceberg	Canal/Waterway	Quarry
5	Dry	Hill	Jungle	Scrubland	5	Gravel	Lake	Cemetery	Road/Trail
6	Wet and Dry	Marsh	Lake	Tidal flats	6	Mosaic	Magical	Dock	Sewer Access
7		Mobile	Lava plains	Waterfall	7	Other	River	Farmland	Sewer System
8		Mountain	Mountain	Wetlands	8	Paved	Spring	Garden	Shrine
9		Plain			9	Rubber	Stream	Greenhouse	Skyway
10		Underground			10	Tile	Well	Hatchery	Sports Field
					11			Mine	Tunnel
					12			Monument	Zoo

	Districts <i>Roll 1d4 twice per population category</i>					Districts <i>Roll 1d4 twice per population category</i>			History <i>Roll 1d4</i>
1	Art	Educational	Hospitality	Mercantile	1	Prison	Religious	Temporary	Ancient
2	Business	Entertainment	Industrial	Military	2	Professional	Residential	Transportation	Storied
3	Cemetery	Government	Magical	Park	3	Racial/Ethnic	Slave Quarter	Undercity	Recent
4	Courts	Harbor	Medical	Power	4	Red-Light	Slums	Waste	New