



[Youtube](#) ♦ [Twitter](#) ♦ [DTRPG](#) ♦ [itch.io](#) ♦ [SubscribeStar](#)

Settlement Data Generator by [The Basic Expert](#)

Any result that is undesirable to the GM should either be re-rolled or the GM should just choose the option they desire.

Roll 1d20 to decide how large the settlement is.

1 to 10: Village

11 to 15: Town

16 to 20: City

Villages have the basic necessities such as travel rations, food, wine or beer, and possibly basic weapons. Towns have all of the same basic goods. With some work, exotic goods may be found in towns as well. If there is a large religious or educational institution in the town, the chances would be higher of finding more exotic goods. Cities will have mostly everything an adventurer may need along with a much higher chance of exotic goods and services.

Roll a d100 for Village Population Size

After rolling on this table, GMs may want to roll a d100 again and add that result to the population total if they wish to make it an uneven number. So a roll that produces a range of 900 to 1000 would be 900 + 1d100. A d100 is rolled so that villages tend towards the smaller range.

1 to 25: 1 to 100

26 to 35: 100 to 200

36 to 45: 200 to 300

46 to 55: 300 to 400

56 to 65: 400 to 500

66 to 75: 500 to 600

76 to 85: 600 to 700

86 to 90: 700 to 800

91 to 95: 800 to 900

96 to 100: 900 to 1000

Roll 1d8 for Town Population Size

1: 1000 to 2000

2: 2000 to 2500

3: 2500 to 3000

4: 3000 to 3500

5: 3500 to 4000

6: 4000 to 4500

7: 4500 to 5000

8: 5000 to 6000

Roll 1d12 for City Population Size

1: 6000 to 8,000

2: 8,000 to 10,000

3: 10,000 to 12,000

4: 12,000 to 14,000

5: 14,000 to 16,000

6: 16,000 to 18,000

7: 18,000 to 19,000

- 8:** 19,000 to 20,000
- 9:** 20,000 to 22,000
- 10:** 22,000 to 23,000
- 11:** 23,000 to 24,000
- 12:** 24,000 to 25,000

Roll 2d6 for Law and Order Level

Villages will always have a chieftain, elder, or mayor, along with a small town guard consisting of at least 2d10 full time guards from the local populace. GMs can decide on their own what the level of corruption or honor is in a village. Settlements with a lower level or quality of law and order will sometimes have a higher chance of running into criminals if a random encounter occurs. Most towns and cities will be under the rule of a Baron or noble who has been gifted the land as a fief by a king or queen. A capital city would be ruled by a king or queen. Elven, halfling, and Dwarven settlements (if fantasy races are in the setting) are always "Lawful and Honorable" or "Lawful and Corrupt" but never anything else. While potentially flawed, their communities will be tight knit.



2 to 4: Lawful and honorable. There is an official guard. Officials and guards are difficult to bribe as they take their oaths seriously.

5 to 8: Lawful but corrupt. There is an official guard. Officials and guards will turn the other way if a bribe is offered.

9 to 10: Lawful but tyrannical. Guards and government officials brazenly operate like an oppressive gang. It will be very tyrannical. Secret police and other agencies probably exist to deal with vocal opposition.

11: Lawful but Impotent. The guard and government officials struggle to keep order due to a lack of resources, corruption, or both. They

may or may not have a desire to get a handle on the situation.

12: Wild and Chaotic. This may be a place of debauchery, violence, or chaos. It can also be a place where the local population has a vigilante approach to justice.

Roll for a Places of Worship

"Lawful but impotent" and "wild" settlements will have only a 20% chance of having a place of worship. Roll a d100 to figure out if such a place has a religious institution. If it does, the religious institution is probably there in a missionary capacity and not anything very extravagant.

Village: 60% chance there is a high place (an altar or sacred hill) where worship is conducted. Or it can be a small chapel with a priest. There is a 50% chance the priest is a cleric of level 1d6.

Town: roll 1d100. 1 to 50 and there is church of relatively large size headed by a priest (60% chance of being a cleric of level 1d6+3). 51 to 100 and it is a cathedral sized church or temple headed by a priest (60% chance of being a cleric of level 1d6+3).

City: Cities (if they are not "wild" or "lawful but impotent") will always have a temple headed by a high priest (there is an 80% chance of being a cleric of level 1d12+2).

Roll 1d100 for Economic Trade Specialty

Villages roll once. Towns twice. Cities three times. If the Town or city is of a "wild" or "Impotent" law level, they only roll once and if the GM wishes, that economic resource the settlement is known for may be just be "vices" by default. If a result is rolled twice, the GM may roll again for a new resource the settlement is known for. If a result doesn't make sense, GMs are encouraged to roll again.

1-3: Vices

4-8: Agriculture, Produce, and Grains

9-12: Agriculture, Domesticated Beasts

13-16: Mining

17-19: Black Smiting and/or Metal Work

20-21: Textiles

22-23: Fishing

24-25: Warriors and Mercenaries
26: Education and Higher Learning
27: Herbs and Alchemy
28-30: Arms and Armor
31: Arcane Studies (Spells and Magic)
32: Ship Building
33-34: Wagon Construction
35-36: Spices
37-38: Martial Prowess/Schools
39-40: Exotic Animals
41-43: Slavery
44-45: Gladiatorial Combat and Combatants
46-47: Stone Work
48: Glass Work
49-50: Metal Work (Jeweler)
51-55: Wine
55-60: Beer/Ale
61-65: Lumber
66-67: Wool
68-69: Clothing
70-71: Tools
72-77: Dairy Products
78-79: Banking
80-81: Caravans and Trading
82-83: Shoes and Footwear
84: Musical Instruments
85: Gun Powder
86-87: Pottery
88: Assassins
89: Salt
90: Culinary Masters/Education
91-92: Sea Trade
93: Flintlock Firearms
94: Guilds (Warrior, Merchant, Thieves, etc.)
95: Religious Studies
96: The Arts, Music
97: Luxury Items
98: Magical Artifact Research
99-100: Hunting and Wild Game