

ANATOMY OF A

Town



Welcome to our town, where the taverns serve stale
beer and the townsfolk hide dark secrets!

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Use the following tables to generate a rich and memorable village for your PCs to discover.

TOWN NAMES

Every town needs a good name, but it can be difficult to come up with a great moniker on the fly. Roll 1d100 or choose one.

1. Aguilares	26. East Marion	51. Kimball	76. Rarden
2. Albers	27. Echo	52. Kotlik	77. Regan
3. Albert Lea	28. Ellison Bay	53. Lake Mystic	78. Riesel
4. Battle Lake	29. Emily	54. Lakeview	79. Riner
5. Beaver Dam Lake	30. Escobares	55. Little Valley	80. Robinway
6. Belle Isle	31. Eudora	56. Loris	81. Ruhenstroth
7. Bettsville	32. Fern Prairie	57. Maeser	82. Rustburg
8. Bluford	33. Gilbert Creek	58. Marmarth	83. Santa Margarita
9. Bogue Chitto	34. Gladstone	59. Marshfield	84. Scottsbluff
10. Braselton	35. Glen Allen	60. Maury	85. Sellersville
11. Burgess	36. Greers Ferry	61. McCleary	86. Sinai
12. Byram	37. Harpers Ferry	62. Middlefield	87. South Salt Lake
13. Cadeburg	38. Harrisonburg	63. Mud Run	88. Spofford
14. Calion	39. Haven	64. New Wilmington	89. Tesuque
15. Carlan	40. Hawken	65. Nome	90. Thomson
16. Cattaraugus	41. Haymarket	66. North Laurel	91. Valparaiso
17. Cedar Key	42. Hester	67. Old Orchard Beach	92. Venice Gardens
18. Cedarhurst	43. Hitchita	68. Pacific City	93. Vinita Park
19. Cherryville	44. Hoagland	69. Paramount Long Meadow	94. Wailea
20. Cottonwood Falls	45. Holtville	70. Peekskill	95. Walton
21. Crayne	46. Iron Gate	71. Peletier	96. Waukeelah
22. Dade City	47. Ironmaw	72. Plumerville	97. Welcome
23. DeLisle	48. Jal	73. Poipu	98. West College Corner
24. Devola	49. Jelm	74. Port Colden	99. West Middletown
25. Deweyville	50. Kildeer	75. Rancho Santa Fe	100. Zephyrhills

SIZE & BUILDINGS

Most towns have between 20 and 400 citizens (1d20 x 10). Smaller towns are sleepy and intimate, while larger towns have a wider variety of goods and services.

In order for a town to function, it must have several crucial buildings. All towns have at least one home for every five citizens. Towns also have a tavern (see *Anatomy of a Tavern* for help in that department), a market, a meeting place, and a center of industry.

Larger towns may have buildings dedicated to government, entertainment, and defense.

Structures are made of wood, brick, stone, or mud depending on nearby building materials. A source of water is always nearby, such as a river, well, or oasis. A primary food source, such as fruit, grains, fish, wild animals, or livestock, are brought from nearby villages.

OVERALL MOOD

What is the overall mood of the townsfolk when the PCs enter the village? Roll 1d12 or choose one.

- Combative:** The townsfolk are openly hostile to the PCs. A fist fight is almost certain at the tavern, and the inn “isn’t taking visitors right now.” Enough gold may change their mind, but it will take a lot of effort—or coin—to do so.
- Curious:** The villagers don’t get many visitors or adventurers. Either way, they are intensely curious as to who the PCs are.

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3. **Desperate:** This town has fallen on hard times. The people dress in rags, and many villagers are clearly ill. Shopkeepers are eager for new customers.
 4. **Festival:** The PCs have stumbled into a festival of some sort! The mood is celebratory (and the town is probably full of inebriated people).
 5. **Industrious:** The villagers are too busy to pay the PCs much mind. Hustle and bustle rule daily life.
 6. **Mournful:** Something bad has happened in the past few days and the villagers are visibly distressed.
 7. **Welcoming:** The villagers are extremely happy to see the PCs, and the first person they meet is more than happy to show them around. Is this a front? Or could they really be this happy?
 8. **Paranoid:** There is something going on beneath the surface, and the townsfolk don't want the PCs to know. The sooner these intruders are out of town, the better.
 9. **Relaxed:** Citizens walk slowly, and many sit on benches or hang around the tavern chatting.
 10. **Successful:** The people of this town are wealthy, smiling, and happy to buy the PCs a drink.
 11. **Tense:** The air is tense, as if the townsfolk are expecting danger. They seem frightened and wary, though not of the PCs.
 12. **Undisturbed:** The villagers could not care less about the presence of the PCs. They are calm and focused in their daily business.

INDUSTRY

All villages produce some specific good, and use the proceeds to import materials which they cannot produce themselves. *Roll 1d20 or choose one.*

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1. **Adventurers:** This town sits at the entrance of an area which draws adventurers like flies. They come seeking the nearby dungeon, rare monster, or untamed wilderness, and need a place to sleep, drink, and buy magical items.
 2. **Alchemical/Arcane Materials:** This town is rich in materials useful to alchemists and wizards

alike. Examples include rare mushrooms, minerals, monster organs, or ancient machines.

3. **Alcohol:** A well-known brewery or distillery operates here. The people are jolly but savvy businesspeople.
4. **Animal Training:** This town is known for training animals (usually warhorses, but possibly griffons, wargs, or riding dogs). The animals are treated with respect, and are immensely valuable.
5. **College Town:** A nearby college (arcane or otherwise), provides a huge stimulus to an otherwise sleepy town.
6. **Drugs:** The raw ingredients for one or more types of drugs grow in the nearby fields. The citizens process the drugs, as there are no laws against it. Addiction is common, and various drug lords seek to cash in on the territory.
7. **Fish:** Fish from a nearby ocean, river, or oasis provides the basis of all meals here. The food spoils quickly, and can only be traded with other settlements in the immediate area.
8. **Fruit:** Orchards surround the town. The fruit (apples, bananas, kiwi, etc.) is made into a bewildering number of products, such as jams, pies, and animal food.
9. **Gambling:** This is a morally permissive town. Gambling and other supposed "sins" are available for the right amount of coin, drawing city-folk from afar.
10. **Gemstones:** A mine or quarry yields rich gemstones from the earth below. This town exports gemstones and imports nearly everything else.
11. **Grains:** Rolling fields of grain surround this town. Large grain caravans constantly move through the streets, carrying their goods to the outside world.
12. **Hunting:** The nearby wilderness is rich with animals and plants. The villagers hunt enough to both sustain themselves and export high quality animal products.

13. Livestock: This town stinks of manure and cows, but there's meat on every plate. Leather is another important export.

14. Lumber: Even with the lumber mills working at full capacity, the nearby forests seem to give back two trees for every one that is cut down. The people are large and burly.

15. Metals: A mine or quarry yields a rare or common metal. The work in both the earth and the refinery is hard, and it seems that only the owner benefits from it.

16. Military Town: This town caters to the needs of a nearby military or bandit base. Soldiers use the town to relax.

17. Single Talent: The entire town revolves around the exceptional skill of a single artisan. Be it a blacksmith, bard, sculptor, or wizard, the artisan brings in enough money to keep the village afloat. He or she is paid by wealthy patrons, and then spends the money around town.

18. Textile Production: In the large warehouse here cotton or wool is woven in to fine clothing and sheets.

19. Tourism: Wealthy tourists are drawn here by natural beauty, historical significance, or an experience they can't get anywhere else (see the **Famous Landmarks** table below).

20. Trade Hub: This town produces little of value, but sits at a critical juncture of trade routes. Many traders set up shop here, and the town collects money from taxes and taverns.

FAMOUS LANDMARKS

A famous landmark is within or nearby this town, though its degree of renown may be overstated by the citizens. *Roll 1d12 or choose one.*

1. Active Spirits: Spiritualists, mystics, and those who have lost their way come here to ask the spirits for guidance.

2. Black Market: Anything can be purchased on these shady streets, if you know who to ask.

3. Casino: A gigantic casino draws in cash and crime from around the realm.



4. **Famous Battle Site:** A famous battle took place here centuries ago. Skeletons, armor, and other relics can still be found in the surrounding area.
5. **Healing Properties:** The water, air, or soil contains some magical healing properties. Those who live here grow stronger by the day.
6. **Hero's Birthplace:** A great hero was born here, long ago. His house has been transformed into a makeshift museum.
7. **Infamous Massacre:** A historical slaughter took place here, likely by a tyrant against his own citizens. It is now a symbol of resistance and a reminder of the past.
8. **Ley Lines:** This town lies at the confluence of ley lines. Arcane power is increased within this area.
9. **Magic Spring:** A magic spring provides clear water to a nearby grove of trees. The place is well loved by helpful fey creatures.
10. **Natural Beauty:** A site of immense natural beauty is just outside the periphery of the village (a waterfall, grove, valley, etc.).
11. **Resort:** A resort attracts the attention of the ultra-rich. No expense is spared in tending to their needs in this rural location.
12. **Stone Circle:** An ominous circle of stones sits in the center of town. Its true purpose is unknown.
2. **Cannibals:** A small group of villagers love the taste of human flesh. They kidnap travelers and eat them alive.
3. **Cursed Lineage:** Five generations ago, the townsfolk burned a witch at the stake. She cursed their bloodlines with terrible misfortune.
4. **Demon Worship:** Many townsfolk worship demons, and some even have touches of demon blood in their veins.
5. **Eldritch Cultists:** The townsfolk all belong to a single cabal seeking the end of the world. Strange abominations lurk in the shadows and bizarre rituals happen by moonlight.
6. **Fey Playground:** Various malevolent fey spirits use this town as their playground. Murder is no different than trickery in their book.
7. **Haunted:** The town is built on the site of an ancient massacre. Ghosts wander the streets at night.
8. **Infamous Birthplace:** This town is the birthplace of a terrible villain, and may contain clues to his past. However, the townsfolk try to hide them as much as possible.
9. **Spy:** One of the villagers is a spy for an enemy nation. He feeds information to his contacts as best he can.
10. **Unwanted Recruitment:** Every few months, a warlord or bandit leader sends a recruitment officer to convince a few teenagers to join the fight.
11. **Vampire Supplicants:** A vampire uses the people of this town as human cattle. They willingly bend the neck, knowing that the vampire will get what he wants one way or another.
12. **Werewolf Problem:** A werewolf has been terrorizing the town, but nobody knows its human identity.

DARK SECRET

Many memorable towns hide a dark secret just waiting to be discovered. With each revelation, a new adventure awaits for the PCs. *Roll 1d12 or choose one.*

1. **Blood for the Rain God:** When the industry starts to sour, the villagers do not hesitate to abduct and sacrifice a traveler to the local spirits.