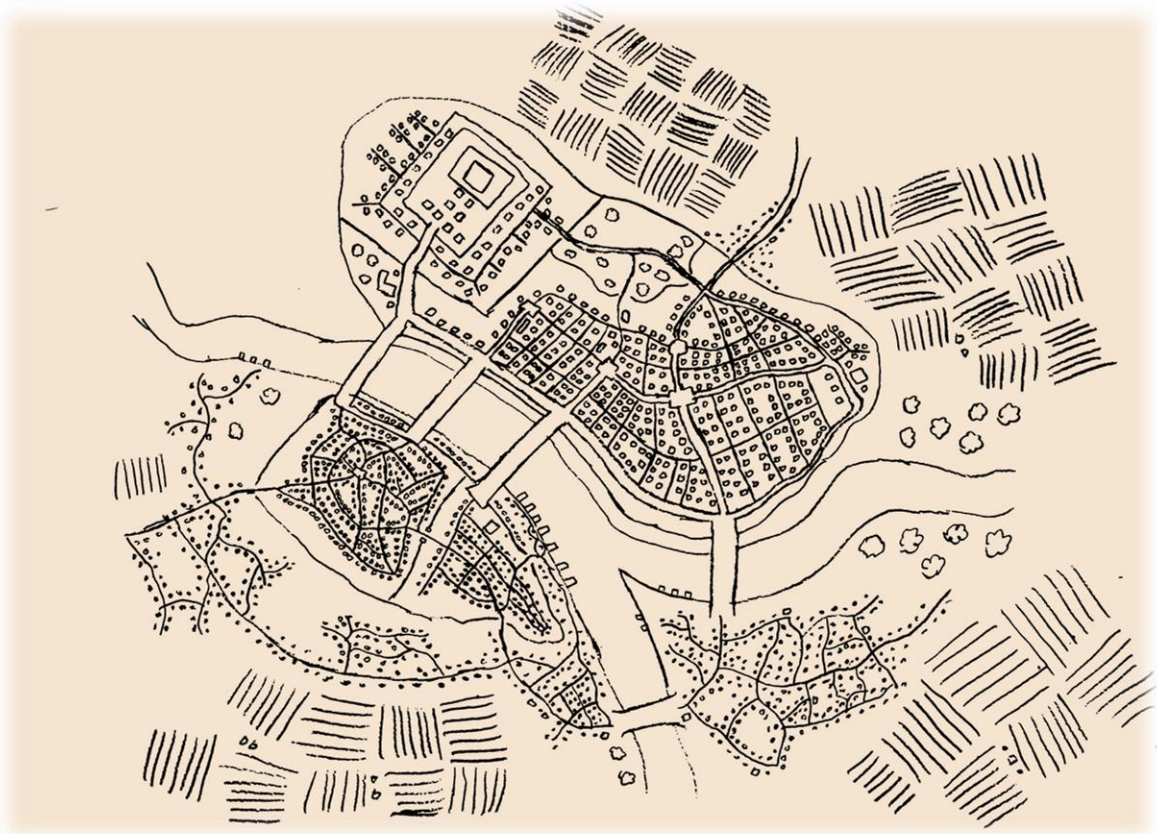


# City Builder

Revised Edition

By James Embry



**City Builder**  
**Revised Edition**

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Communities come in all shapes and sizes and exist for any number of reasons. Without going into too much detail about the process of city planning or the legal status of cities and townships, which may very well vary from setting to setting. Here we will simply examine a few aspects of cities and communities and try to establish some ways to create believable towns and cities for a typical fantasy role playing game.

## **What is a Community?**

In simplest terms a city is a place where people live and do business. For our purposes here a community will come in one of five types based on size.

### **Hamlet**

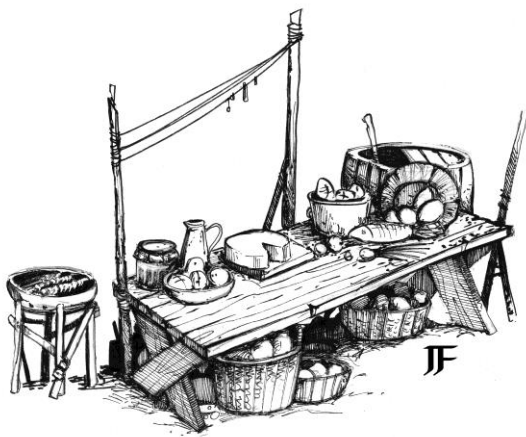
A hamlet is the smallest type of community that is covered here. A hamlet has a very small population and offers nothing but the most basic of services to visitors for the most part. Hamlets have very little involvement with the crown and depending on how isolated it is, may not even receive news from the rest of the kingdom until many years after the fact. Hamlets are so small that they are seldom even placed on maps.

Hamlets seldom have any real ability to defend themselves. Not only that, but kings and lords seldom devote soldiers to aid hamlets that are under attack, not wanting to spend resources on so insignificant of an asset.

### **Villages**

A village is a small, community with a very small population. While a village may exist on the land of a lord, they are often most directly governed by members of their own community and only really interact with the nobility in the form of paying taxes or in the case that an egregious crime has been committed that demands input from the crown. Villages rarely if ever show up on any but the most local maps and it is entirely likely that the nobility to whom the village answers to isn't even aware of its existence and almost certainly does not know its name.

Villages often have very few options for defending themselves from attack lacking both the population to mount an armed defense and the fortifications of walls and watch towers. For this reason, villages were often the victim of aggression during time of war as they were a



-Maciej Zagorski "City Life"

relatively vulnerable source for food and other goods as well as method of destabilizing a kingdom. Villages were also sometime the victims of armies from their own land as well, as foraging parties may raid them for supplies in time of war.

The one advantage that many villages enjoy is that many of them are found in isolated areas far from well-traveled roads or trade routes. While it is true that some villages, particularly those near hostile borders could be raided, pillaged, or burned as rival lords act against each other. There are many other villages that exist for hundreds of years never seeing a soldier or a member of the noble class. The king is someone they may hear about in passing, but is not an important feature in their lives. While these isolated villages may fall victim to natural disasters such as fires, floods, or plagues they are often rather resilient and self-sufficient.

### **Towns, Small**

One set up from villages, but not as large as even the smallest city, towns are the most common type of community by number. Small towns may be have a peasant government or answer to a petty noble or landed knight. Towns often exist along important roads between cities or other areas of greater importance. A town will likely show up on regional maps, though its name will likely be omitted to save space for more prominent features.

Towns do have some ability to defend themselves, though not much. Many towns may have a wall, but it is just as likely to be made of wood as of stone. In addition to the physical fortifications, towns may have the man power to mount a defense against attackers, though these militia men are likely to be untrained and poorly armed. While a town would be unable to stand against an army of any size, they are likely to hold off raiders, bandits, or brigands, or at least

compel them to seek out easier prey. In some cases a town may be able to pool its resources to hire mercenaries or adventures to come to their aid.

### **Town, Large**

Larger towns, as their classification implies, they are much larger than their more common counterparts. Still smaller than cities, large towns still offer a number of resources to their populations and are important centers of trade and activity. Large towns are almost certainly defended by a stone wall and may have a small but dedicated town guard to enforce law and order as well as defend the town in the case of an attack. Still unable to defend itself against dedicated assaults from armies, a large town may be able to fend off weaker or less determined attacks.

### **City, Small**

Small cities are the smallest of the cities as their name implies. They are often found along important trade routes or intersections.

Small cities are almost always surrounded by stone walls and may be protected by a small garrison of professional soldiers to aid in the cities defense. A city of this size would only be attacked by a dedicated military force that saw the city as a vital objective, or simply had to get past it. If a city can't be taken by force, it may become the target of a siege.

Small cities are almost always directly governed by a lord assisted by a number of other lesser nobles that help administer the day to day operations of the city. In some cases there are free cities which have no obligation to the crown and are governed by directly by the men of the city, but in most settings these are the exception rather than the rule.

Cities are almost never able to supply enough food to feed their populations and so depend on the smaller towns and villages near them.

### **City, Large**

These cities are found at the intersections of very important trade routes. In most kingdoms, a large city may be the largest community there is.

### **City, Great**

Great cities are like entire worlds unto themselves. There are likely only a few of these in the world at a time. Their populations are huge and include a vast variety of backgrounds and cultures.



*Maciej Zagorski "Page Fillers Vol 2"*

## Districts

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Towns and cities are largely defined by the services they offer. It isn't necessary to list each and every shop, tavern, and inn within a city, rather think of the city in terms for separate blocks called districts. Each district will offer its own goods and services while also having its own character and attitude. While small communities may only possess one or two districts, larger cities offer a wide variety of goods and services to locals and visitors. In some cases districts will modify other districts and allow them to play off of each other in unique combinations.

The exact size and population of a district isn't very important and may vary from city to city and district to district. For instance; a slum may contain a number of tightly spaced houses and a dozen or more low-end taverns, while a cathedral might consist of only one huge building with a very small population of workers and staff to run and maintain it. Don't over think things like exact population or physical size, rather focus on things like description and set dressing.

### Why so many markets?

Many of the districts listed here feature a market space, mostly just selling basic goods. What on earth could be the advantage of having this?

The main reason, as it relates to players is that it allows them multiple opportunities to try and find a specific item that isn't for sell in the town or city by default. For instance, a player needs a specific tool in order to create the alchemic concoction they are working on. They arrive a town only to discover that there is no alchemist's market here. So, they try their luck at the general market. According to these guidelines there is a 20% chance that the tool they need will be there (abet at an increased

price). The player asks around and discovers that no one has the tool. If they town only has the one market, then the player is simply out of luck. But, there are other options. The player then goes and checks by the docks to see if any of the fishermen there might have what he or she is looking for. He or she has another 20% chance of the tool being present. But, they strike out here as well. With no other option, the player heads to the slums in hope of finding the tool on the black market.

### Moving from District to District

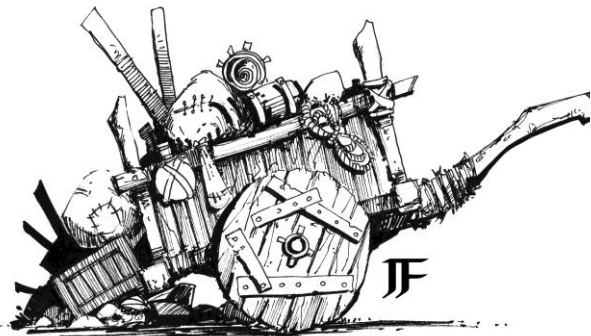
Most of the time, time simply won't matter when it comes to moving around in a city. The players will simply arrive in the town and tell the GM what they intend to do while they are there and time will pass as needed. In some cases though, it may be important to understand exactly how long a particular activity takes. Perhaps the players are pressed for time and need to get a particular task done before a certain time. One of the most basic activities that is often overlooked is simply how long it takes to get from place to place. While most villages and small towns may consist of just a few streets, even a small city can be a huge sprawling network of streets and building pressed thick with crowds of people and animals. As a general rule, the time it takes to go from one district to the next is determined by the size of the community the players are in. Although other factors may complicate this further.

<b>Community Size</b>	<b>Time to Navigate District</b>
Hamlet	10 Minutes
Village	20 Minutes
Town, Small	30 Minutes
Town, Large	40 Minutes
City, Small	50 Minutes
City, Large	60 Minutes
City, Great	70 Minutes

## District Traits

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If a group of heroes or adventurers travel to a number of different cities, they may start to notice that even among similar districts there are variations. These are covered though the optional district traits. District traits are listed as optional because it is quite possible that a game master won't need or desire this level of detail for every city or town the players come across, especially if they are only going to be there for a day or two to rest and resupply. But, if the players are going to spend a bit of time in a given location, it might be nice to have a bit more of an idea about what they can expect to find there and how the people of the district interact with the community.



-Maciej Zagorski "City Life"

## Art District

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An art district is typically only found in large cities or great cities. Here there are artists, musicians, performers, and other creative types as well as galleries, theaters, and specialty shops to supply these people with the material they need such as paint, clay, canvases, and clothe for costumes.

While the art crowd is normally friendly enough, especially to those willing to support the arts with coin and patronage, the free spirits and less restricted morality of the art community may be off putting to some visitors. If a visitor is pegged as being particularly unenlightened they may be coldly ignored by the residents.

### 1d4 Optional Traits:

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 No Trait.

## Bank

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A rarity in all but the most affluent of communities, normally those with a strong background in trade and commerce, a bank is normally a very large building where money and other valuables can be stored. Loans can be made with interest if the bank believes that the borrower has the potential to pay the loan back. Typically banks will want 130% of the loan value paid back within a year.

Banks are also normally to perform other services like coin changing or the purchase of high value goods such as gems or precious metals. Banks normally change about 20% for these services.

**1d6 Optional Traits:**

- 1 Loan Friendly: The bank will only ask for 120% of the loan amount paid back within the year.
- 2 Loan Adverse: The bank will demand 150% of any loan paid back within a year.
- 3 Excusive: Visitors who do not appear to be of the appropriate class will be considered loiters and will be barred from entering the district entirely.
- 4-5 Orderly: The well-organized streets of this district make navigating it remarkably easy. Moving out of or through this district takes 50% less time than normal.
- 6 No Trait.

**Brothel District, Low End**

A low end brothel district is a sad and miserable place for just about everyone involved. Many of the sex workers here are either being exploited or are forced by extreme poverty into this particular line of work. In some cases, these districts are the products of slavery or human trafficking. This is a very dangerous place as there is almost no security or protection for either the workers or the clients.

**1d6 Optional Traits:**

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.

- 3-4 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 5 Sickness: Sickness runs rampant in these districts. There is a 20% chance that anyone who visits this are will be exposed to some form of sickness or another (40% if they utilize the services offered).
- 4 No Trait.

**Brothel District, High End**

A high end brothel district is literally night and day from its low end counterpart. Many of the sex workers here chose this profession and are paid large sums for their services. Many are specifically trained by more experienced mentors in a variety of skills and techniques to provide their clientele with the best possible experience. The clientele is often the very wealthy who have the money and influence to ensure their privacy and protection.

**1d4 Optional Traits:**

- 1 Excusive: Visitors who do not appear to be of the appropriate class will be considered loiters and will be barred from entering the district entirely
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 No Trait.

**Cathedral**

A cathedral is a very large building, normally an entire block or more that is devoted to religious service and ceremony. A cathedral is built to provide services for a very large number of people and the construction of one is a considerable financial investment. For these

reasons, cathedrals are typically only found in cities.

**1d6 Optional Traits:**

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4-5 Orderly: The well-organized streets of this district make navigating it remarkably easy. Moving out of or through this district takes 50% less time than normal.
- 6 No Trait.

**Citadel**

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A citadel is a castle that exists inside a city. In some cases the castle came first and the city grew around it, in other cases it was the city that came first and the citadel was built latter. In either case, the presence of a citadel greatly increases the rule of law within a community. A citadel will include a garrison of soldiers to man the walls and protect the city, as well as greater administrative power than that provided by a town center. High crimes can be heard within a citadel and the punishments bestowed can include imprisonment or even death.

**1d6 Optional Traits:**

- 1 Well Garrisoned: The citadel has many more guards than would strictly be needed. There are frequent patrols of the city and many posts and watchtowers that are all armed and well manned.

- 2 Under Manned: The citadel only has the bare minimum of man power. There are few if any patrols and many posts go unmanned for much of the time.
- 3 Vengeful Court: Those that find themselves before the court for a crime or offence are likely to receive a very harsh punishment, verging on the inhumane.
- 5 Merciful Court: Those that find themselves before the court for a crime or offence are likely to receive a very light punishment.
- 6 No Trait

**Craftsman's Quarters, Alchemical**

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A community with an alchemist's quarter will have supplies related to alchemy available for sale at standard prices. This may include tools and ingredients as well as finished potions and elixirs. Occasionally other strange items or oddities will be made available for sale.

**1d4 Optional Traits:**

- 1 Good Prices: The goods found here can be bought for 10% less than their market value.
- 2 Outrageous Prices: The goods found here cost 10% more than their market value
- 3 Outstanding Quality: Masterwork items can be bought here.
- 4 No Trait.

**Craftsman's Quarters, Armor**

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A community with an armor's quarter will have armor available at the standard price.

**1d4 Optional Traits:**

- 1 Good Prices: The goods found here can be bought for 10% less than their market value.

- 2      Outrageous Prices: The goods found here cost 10% more than their market value
- 3      Outstanding Quality: Masterwork items can be bought here.
- 4      No Trait.

**Craftsman’s Quarters, Bower / Fletcher**

A community with a bower’s quarter will have bows and arrows available at the standard price.

**1d4      Optional Traits:**

- 1      Good Prices: The goods found here can be bought for 10% less than their market value.
- 2      Outrageous Prices: The goods found here cost 10% more than their market value
- 3      Outstanding Quality: Masterwork items can be bought here.
- 4      No Trait.

**Craftsman’s Quarters, Weapons**

A community with a weaponsmith’s quarter will have weapons and shield available at the standard price.

**1d4      Optional Traits:**

- 1      Good Prices: The goods found here can be bought for 10% less than their market value.
- 2      Outrageous Prices: The goods found here cost 10% more than their market value
- 3      Outstanding Quality: Masterwork items can be bought here.
- 4      No Trait.

**Dock/Harbor, Fishing**

If the community has access to a major waterway, it most certainly has a dock or harbor district. For smaller communities, this district is

probably used for little more than fishing. The area around the docks is likely littered with pubs and taverns that cater to the fishermen almost exclusively. The district will also provide a fish market where fresh seafood can be bought. In many smaller coastal communities a fishing dock takes the place of and functions the same as a market. For anything other than fish or basic goods there is a 20% chance that the desired item is available, Even if the desired item is available, it will cost 50% more than its market price.

**1d6      Optional Traits:**

- 1      Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 2-3    Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4      Weak Market: There is only a 10% chance that a desired item is present in this market, and even if it is found, its price will be twice its market value.
- 5      Strong Market: There is a 30% chances that a desired item is present in this market, once found its price will be 20% more than its market value.
- 6      No Trait

**Dock/Harbor, Trade**

If the community is at least the size of a small city, the docks and harbors take on a new role as an important center of trade and shipping into and out of the city. If visitors are so inclined to ask around after a particular item there is a 40% chance that any sought item can be found with enough diligence and effort.

The docks are not a save place. Sailors and fisherman are a notoriously rough crowd and prone to settling their conflicts with violence. That isn’t to say that visitors to the docks need worry overly much about random street crime,

but offending the wrong individual may have consequences. If the docks are large enough to support commercial shipping then there will almost certainly be representatives from the local thieves' guild present to ensure that the interests of their guild are being met, these activities almost certainly involve the smuggling of dangerous or illegal goods, but they may not be too kind to those who get too interested in their activities or witness something that could be considered inconvenient.

**1d6 Optional Traits:**

- 1 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 2-3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 Weak Market: There is only a 30% chance that a desired item is present in this market, and even if it is found, its price will be twice its market value.
- 5 Strong Market: There is a 50% chances that a desired item is present in this market, once found its price will be 20% more than its market value.
- 6 No Trait

**Ethnic Community**

Typically not found in communities smaller than a large town, an ethnic community is a community made up of people of a different ethnicity than the surrounding community. These communities are often like small cities in and of themselves. The exact nature of the community will vary greatly from city to city and will depend largely on the districts relationship with the larger community. In areas where the ethnic population is oppressed by the larger population, the ethnic community will resemble a slum more than anything else, rife with crime and poverty as the population struggles to get by (and feeding the larger

communities fear and distrust of the ethnic population), while in communities where the two groups have closer to equal status the ethnic community might be considered a quaint little curiosity for the larger population who go there to eat food from distant lands and mingle with the ethnic population.

In either case there is likely to be a language barrier, with only a small percentage of the ethnic population speaking the native language. Each ethnic community will have its own market that offers food, basic goods, and curiosities from a distant land. For anything more than that, there is only a 20% chance that the desired item will be present. Even if the desired item is available, it will cost 50% more than its market price.

**1d6 Optional Traits:**

- 1 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 2-3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 Weak Market: There is only a 10% chance that a desired item is present in this market, and even if it is found, its price will be twice its market value.
- 5 Strong Market: There is a 30% chances that a desired item is present in this market, once found its price will be 20% more than its market value.
- 6 No Trait

**Green / Fairground**

Most communities have a designated place for festivities. For many communities this is simply an open field with perhaps a stage, amphitheater, or racetrack. If the community has a citadel, the green will also include a tournament field for jousting.

**1d4 Optional Traits:**

- 1 Closed: When not in use, the green is closed to all by the noble class and/or caretakers.
- 2 Entrance Fee: To gain access, visitors must pay a small fee. This is done to keep out loiters.
- 3 Crime Ridden: The green is home to many thugs and pick pockets which prey on the more wealthy visitors.
- 4 No Trait.

**Housing, Middle**

Middle Housing districts are where the homes of many of the more affluent citizens live, though nowhere near as wealthy as the gentry or aristocracy. Each house is normally two stories high and may contain five to eight rooms. Each house will also have a very small yard which may include a small garden, trees, or outbuildings.

**1d4 Optional Traits:**

- 1 Excusive: Visitors who do not appear to be of the appropriate class will be considered loiters and will be barred from entering the district entirely.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 No Trait.

**Housing, Upper**

Only found in very affluent cities. These are the homes of the wealthy and the nobility. The houses are large and spacious, with perhaps three stories as well as large yards that may have gardens, outbuildings, and servant's quarters on the property. Each house is normally surrounded by a stone wall and gate to protect it from loiters

and thieves as well as to provide privacy for the occupants.

**1d4 Optional Traits:**

- 1 Excusive: Visitors who do not appear to be of the appropriate class will be considered loiters and will be barred from entering the district entirely.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 No Trait.

**Hospital**

A hospital or house of healing is normally a huge complex of buildings dedicated to the healing arts and science of the human body. In some cases hospitals are run by the church and combine healing with religious ceremony. Other hospitals are secular and focus on more academic methods of healing.

**1d6 Optional Traits:**

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 A Place of Dying: Sickness runs rampant at this hospital. Anyone who receives treatment here has a 10% chance of becoming sickened.
- 3 Compassion and Mercy: The price for services at this hospital is half of their market value and they may be able to take on patients that can't pay at all. This charity has left the hospital desperately unfunded. There is a 20% that the patient will receive no benefit from the services at all.

- 4 Healthcare Costs: The price for healing and medicine at this hospital is twice the market value. This hospital isn't interested in treating those that cannot afford its services. Those that can't pay will be directed to the local church instead (and likely lectured about the sin of laziness).
- 5 Questionable Techniques: This hospital relies on outdated remedies (or is fascinated with untested theories of medicine). There is a 20% that the patient will receive no benefit from the services at all.
- 6 No Trait.

### **Luxury Quarter**

Similar to a market, a luxury quarter is a place where only the wealthy go. These quarters are often more spacious and less crowded than the rest of the city. Here, all manner of fine goods and services can be found including; tailors and seamstress able to make fine clothes and dresses, restaurants serving well cooked food and excellent wine, jewelry makers and gem dealers, as well as inns that cater to those with the ability to pay for finery.

#### **1d6 Optional Traits:**

- 1-3 Excusive: Visitors who do not appear to be of the appropriate class will be considered loiters and will be barred from entering the district entirely.
- 4 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 5 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 6 No Trait.

### **Market**

Every community will have a market. By default a market is nothing more than a place to buy and sell good. A basic market is supported by local farmers, blacksmiths, and tailors. Here a character will be able to purchase food, common herbs, and very basic goods. For anything more than that, there is only a 20% chance that the desired item will be present. Even if the desired item is available, it will cost 50% more than its market price.

#### **1d6 Optional Traits:**

- 1 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 2 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 3 Weak Market: There is only a 10% chance that a desired item is present in this market, and even if it is found, its price will be twice its market value.
- 4 Strong Market: There is a 30% chances that a desired item is present in this market, once found its price will be 20% more than its market value.
- 5 Entrance Fee: To gain access, visitors must pay a small fee. This is done to keep out loiters.
- 6 No Trait

### **Monastery**

A monastery is a religious building that houses monks. Monasteries are normally placed in isolated places where the monks can live their lives without the distractions of the outside world. Monasteries are mostly self-sufficient, but may be supported by local farmers and craftsmen. Monasteries support their local communities by offering aid such as medicine to the sick and injured and in some cases may protect those seeking sanctuary. Monasteries do not typically perform religious services or

evangelize for their faith, but rather the monks within devote themselves to quiet lives of work, prayer, and the transcribing of religious texts.

**1d6 Optional Traits:**

- 1 Healing Arts: The sick and injured can seek health and refuge from the monks without cost (although donations are seldom turned away).
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4-5 Orderly: The well organized streets of this district make navigating it remarkably easy. Moving out of or through this district takes 50% less time than normal.
- 6 No Trait.

## **Slum**

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A slum is a densely populated area of a city filled past the brim with the city's poor. A single family may occupy an apartment that is nothing more than one or two small rooms. Sickness and violence runs rampant here. A slum may contain very poor quality taverns, prostitutes, drugs, street gangs, and in some cases organized criminal syndicates; commonly called "thieves guilds".

**1d8 Optional Traits:**

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.

- 3-4 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 5 Black Market: There is a market of questionably acquired goods. There is a 50% chance that a particular item can be found here, but its price is going to be three times its market value.
- 6-7 Sickness: Sickness runs rampant in the slums. There is a 20% chance that anyone who visits the slums is exposed to a sickness.
- 8 No Trait.

## **Tavern District**

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While just about every community has at least one tavern, very few can boast a tavern district. The streets of the tavern district are lined with drinking houses, inns, and other establishments of drunken pleasures. Bards and entertainers are a common sight here and the streets are often lit throughout the night. During the day, tavern districts may be almost entirely deserted.

**1d4 Optional Traits:**

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 No Trait.

## **Town Center**

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A town center is normally a medium sized building near the center of small communities. A town center may also double as an inn, tavern, or common house when it is not being used for administrative duties. Peasant

courts can be held in a town center to handle petty crimes and disagreements within the community. Typically, the only punishments that can be inflicted from a peasant court can include; imposing a fine, flogging, or being placed in stocks for a day. For anything more severe, the accused must stand before a high court. A town center is normally run by a peasant magistrate or in some cases a landed knight or minor noble will fill the position. A town center will also employ a sheriff and a number of deputies depending on the needs of the community.

**1d6 Optional Traits:**

- 1 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 2 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 3 Vengeful Court: Those that find themselves before the court for a crime or offence are likely to receive a very harsh punishment, verging on the inhumane.
- 5 Merciful Court: Those that find themselves before the court for a crime or offence are likely to receive a very light punishment.
- 6 No Trait

**University**

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A university is normally only found in communities the size of small cities or larger. They are home to students, scholars, academic libraries, and dormitories, lecture halls, and in some cases laboratories. Most universities specialize in a few of the many subjects that students may attend for. Common subjects are: Alchemy, Architecture, History, Law, Naturalism, Mathematics, Medicine, Music, Theology, and Trade.

**1d4 Optional Traits:**

- 1 Labyrinthine: The winding streets of this district make it easy to get lost. Moving out of or through this district takes 50% more time than normal for those unfamiliar with it.
- 2 Well Connected: Gathering information and listening to rumors in this district is easier than normal.
- 3 Tight Lipped: Gathering information and listening to rumors in this district is harder than normal.
- 4 No Trait.

## Building a Community

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The number of districts a community has is determined by its size.

Community Size	Starting Districts	Number of Districts
Hamlet	Market	0
Village	Market, Town Center	1
Town, Small	Market, Town Center	3
Town, Large	Market, Town Center	4
City, Small	Citadel Market, Town Center, Slum	6
City, Large	Citadel Market, Town Center, Slum	7
City, Great	Citadel Market, Town Center, Slum	8

When determining what districts will be present in a given community, you may choose the ones you need for your particular setting of course, or you can roll to determine them randomly based on the size of the community in question.

When thinking about districts it is important to remember that just because a city does not have a particular district, does not mean that those goods or services are entirely absent. For instance, towns without a tavern district will most certainly still have a tavern or two, just not an entire area devoted to it. In these situations, the good or service that the community provides will simply be over priced or of sub-par quality, even if it is available. In most cases, assume that there is a 20% chance that the good or service the characters are looking for is present at all. After that, the players may need to make use of skills or abilities to locate the business or person they are looking for.

## Hamlet

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A hamlet has little more than a small market where the locals can gather to sell items among themselves. These markets are normally small open air spaces and may include local shops such as the local blacksmith or tailor.

## Village

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A Village is one step above a hamlet. It will have a larger population, but not by much. The most significant difference between the two is the presence of a town center, which enables a greater present government. A village will have a single supporting district. To determine which district is present, roll on the table below.

### Village

1d6	District
1	Craftsman's Quarters, Armor
2	Craftsman's Quarters, Bower / Fletcher
3	Craftsman's Quarters, Weapons
4	Green / Fairground
5	Monastery
6	Slum

## Towns

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A small town has a local market, which normally takes up the main street or square of the town. This market will have the carts of local farmers who have come into town to sell their produce, as well as the shops of the local blacksmith, tailor, meat from the local butcher, or fresh bread from the local baker.

In addition to its market, the town will also include a town center. This is the center of peasant government for the town and perhaps the surrounding hamlets. Here local laws will be enforced and local titles such as sheriff is bestowed.

To determined which districts a town has access to roll on the table below. Small towns have three districts while large towns have four.

**Towns**

**1d12 District**

1	Art District
2	Brothel District, Low End
3	Craftsman’s Quarters, Alchemical
4	Craftsman’s Quarters, Armor
5	Craftsman’s Quarters, Bower / Fletcher
6	Craftsman’s Quarters, Weapons
7	Ethnic Community
8	Green / Fairground
9	Housing, Middle
10	Monastery
11	Slum
12	Tavern District

**Cities**

Cities are the largest of communities. They are massive sprawling communities, that house tens of thousands of people or even more. Inside a town all manner of goods and services are available.

In addition to the standard market and town center of a town, a city will also have a citadel which will protect the city and keep law and order within the city.

As the population of cities is enormous, the presence of a slum district is inevitable. These districts are often small communities in and of themselves even as they are avoided by the rest of the city for the crime, poverty, and sickness that they are associated with.

To determine which districts a city has access to roll on the table below. Small cities have six

districts, large cities have seven, and great cities have eight.

**Cities**

1	Art District
2	Bank
3	Brothel District, High End
4	Brothel District, Low End
5	Cathedral
6	Craftsman’s Quarters, Alchemical
7-8	Craftsman’s Quarters, Armor
9-10	Craftsman’s Quarters, Bower / Fletcher
11-12	Craftsman’s Quarters, Weapons
13	Ethnic Community
14	Green / Fairground
15	Hospital
16	Housing, Middle
17	Housing, Upper
18	Luxury Quarters
19	Tavern District
20	University



-Maciej Zagorski "Page Fillers Vol 1"

## Community Features

A feature is a small bit of flavor text that should help to give the city a little character or help make it feel different from other cities in the world.

### Community Features

Hamlet	20%
Village	50%
Town	1
City, Small	3
City, Large	5
City, Great	7

### 1d20 Features

1	Famous Building, Brothel
2	Famous Building, Inn
3	Famous Building, Tavern
4	Famous Citizen, Artist
5	Famous Citizen, Musician
6	Famous Citizen, Smith
7	Famous Citizen, Thief
8	Famous Citizen, Warrior
9	Famous Citizen, Wizard
10	Famous Citizen, Writer
11	Festival, Fall Equinox
12	Festival, Spring Equinox
13	Festival, Summer Soloist
14	Festival, Winter Soloist
15	Monument, Fountain
16	Monument, Obelisk
17	Monument, Pillar
18	Monument, Statue
19	Monument, Tomb
20	Monument, Victory Arch

Each city has its own distinct look to it. One of the easiest ways to determine what that look is, is to simply decide what the primary building material used in its construction is. Most villages and towns are built from wood while cities are more often than not built of stone, but there are numerous exceptions to both of these rules. If you want to, you could go district by

district and assign a different material to each section of the city, but for most cities that won't be necessary.

### 1d6 Building Material

1	Clay, Dark
2	Clay, Light
3	Stone, Dark
4	Stone, Light
5	Stone, Red Brick
6	Stone, Uncut

### Local Demeanor

While not true of everyone in a given community, a local demeanor is a general attitude that is pervasive enough that outsiders tend to pick up on it. Reputation of this demeanor may have spread beyond the city and become something of a stereotype of the city.

### 1d20 Demeanor

1	Brash
2	Brave
3	Deceptive
4	Downtrodden
5	Fearful
6	Friendly
7	Greedy
8	Honest
9	Humble
10	Pious
11	Polite
12	Pretentious
13	Proud
14	Prudish
15	Rude
16	Soft Spoken
17	Sorrowful
18	Stubborn
19	Superstitious
20	Untrusting

## District Names

Districts are important parts of cities and communities. They have names that are recognizable within the community, and beyond.

### 1d100 District Names 1

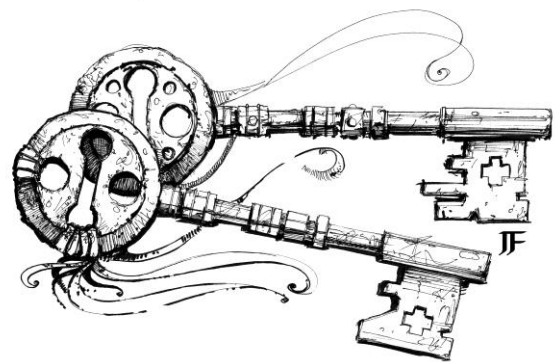
1	Anvil
2	Autumn
3	Banner
4	Bard's
5	Bear
6	Bell
7	Bishop's
8	Black
9	Blue
10	Blue Stone
11	Boar
12	Book
13	Brass
14	Bright
15	Bronze
16	Bull
17	Candle
18	Crow
19	Crown
20	Dice
21	Eagle
22	Elm
23	Emerald
24	Empire
25	Empress
26	Fall
27	Flag
28	Forge
29	Garden
30	Gate
31	Gem
32	Glassmaker
33	Granite
34	Green
35	Green Shield
36	Hammer
37	Hawk
38	Healer's

39	Heart Stone
40	Helm
41	High Lance
42	High Sword
43	High Crown
44	High Spear
45	High Stone
46	High Tower
47	Hound
48	Iron
49	King's
50	Knight's
51	Lance
52	Lord's
53	Metal
54	Morningstar
55	Oak
56	Onyx
57	Owl
58	Ox
59	Paladin
60	Paper
61	Pike
62	Pine
63	Priest
64	Queen's
65	Rain
66	Raven
67	Red
68	Red Shield
69	Red Stone
70	Rope Maker
71	Rose
72	Ruby
73	Sage
74	Saint's
75	Salt
76	Sand
77	Scroll
78	Shield
79	Silk
80	Slate
81	Solstice
82	Songbird

83	Sparrow
84	Spear
85	Spring
86	Stag
87	Steel
88	Stone
89	Summer
90	Sword
91	Templar
92	Toad
93	Torch
94	White
95	White Shield
96	White Stone
97	Wind
98	Wine
99	Winter
100	Yellow

**1d12 District Names 2**

1	Block
2	Boulevard
3	Court
4	Crossing
5	District
6	Park
7	Plaza
8	Quarter
9	Road
10	Square
11	Street
12	Way



-Maciej Zagorski "City Life"

## **Tavern and Inn Names**

Taverns and inns follow one of four different naming conventions most of the time. The first, and most common is simply to describe a character. This is normally an animal of some sort in an absurd or humorous situation. The second is stating two characters together. An example of the first naming convention would be “The Dapper Goose” while an example of the second convention would be “The Rat and the Barbarian”. Two less common naming conventions are to describe an item such as “The Rusty Axe” while the second is to name an item belonging to a character such as “The Kraken’s Lance”.

### **1d8 Naming Convention**

1-4	The “Table 1” “Table 2”
5-6	The “Table 2” and the “Table 2”
7	The “Table 3” “Table 4”
8	The “Table 2”’s “Table 4”

### **1d100 Names Table 1**

1	Angry
2	Bashful
3	Black
4	Blue
5	Blushing
6	Brass
7	Brave
8	Broken
9	Bronze
10	Burning
11	Busy
12	Calm
13	Clever
14	Cold
15	Cowardly
16	Curious
17	Dancing
18	Dapper
19	Drab
20	Drinking

21	Drunken
22	Dusty
23	Enchanted
24	Falling
25	Fancy
26	Fat
27	Flying
28	Foolish
29	Frightened
30	Frowning
31	Ghostly
32	Glass
33	Glowing
34	Golden
35	Green
36	Hanging
37	Happy
38	Hungry
39	Ivory
40	Jumping
41	Kicking
42	King's
43	Laughing
44	Lean
45	Little
46	Lively
47	Lonely
48	Long
49	Lord's
50	Magic
51	Mighty
52	Naked
53	Nimble
54	Noble
55	Peaceful
56	Pesky
57	Pickled
58	Pious
59	Poor
60	Prancing
61	Prince's
62	Prudish
63	Purple
64	Queen's

65	Quick
66	Regale
67	Rearing
68	Red
69	Rich
70	Righteous
71	Roaring
72	Round
73	Royal
74	Sad
75	Shinning
76	Short
77	Silver
78	Singing
79	Skinny
80	Sleeping
81	Smiling
82	Sneaky
83	Spotted
84	Stately
85	Stinking
86	Stone
87	Stripped
88	Tired
89	Ugly
90	Victorious
91	Violet
92	Wandering
93	Warm
94	Wax
95	Weeping
96	Wet
97	Whispering
98	White
99	Wooden
100	Yellow

**1d100 Names Table 2**

1	Acrobat
2	Archer
3	Badger
4	Bandit
5	Barbarian
6	Bard

7	Bastard
8	Bear
9	Beaver
10	Beggar
11	Bishop
12	Boar
13	Bride
14	Bull
15	Cat
16	Chipmunk
17	Cock
18	Cow
19	Crab
20	Crow
21	Dancer
22	Dandy
23	Dog
24	Donkey
25	Dragon
26	Duck
27	Dwarf
28	Eagle
29	Elephant
30	Elf
31	Falcon
32	Fairy
33	Fighter
34	Fish
35	Fool
36	Fox
37	Frog
38	Giant
39	Gnoll
40	Gnome
41	Goblin
42	Goose
43	Hawk
44	Horse
45	Horseman
46	Hound
47	Imp
48	Jackal
49	Jester
50	Juggler

51	Kraken
52	Lady
53	Lion
54	Lizard
55	Mage
56	Maiden
57	Mermaid
58	Mole
59	Monk
60	Mouse
61	Mule
62	Ogre
63	Otter
64	Owl
65	Ox
66	Peacock
67	Pickpocket
68	Pidgeon
69	Pig
70	Pike Man
71	Pirate
72	Pony
73	Priest
74	Rabbit
75	Ranger
76	Rat
77	Raven
78	Robin
79	Sage
80	Sailor
81	Saint
82	Serpent
83	Siren
84	Snake
85	Solider
86	Sparrow
87	Sprite
88	Squirrel
89	Stag
90	Steed
91	Swan
92	Swordsman
93	Thief
94	Tiger

95	Toad
96	Turtle
97	Warlock
98	Witch
99	Wizard
100	Wolf

### 1d20 Names Table 3

1	Black
2	Blue
3	Brass
4	Broken
5	Bronze
6	Glass
7	Golden
8	Green
9	Iron
10	Ivory
11	Old
12	Onyx
13	Purple
14	Red
15	Rusty
16	Silver
17	Steel
18	Stone
19	White
20	Yellow

### 1d10 Names Table 4

1	Axe
2	Boot
3	Club
4	Cup
5	Helm
6	Lance
7	Mug
8	Shield
9	Spear
10	Sword

## **Nobility and Gentry**

Coming up with personality and backstories for all the nobles a group of characters might encounter can be a daunting task. Especially as these nobles might never actually be met by the characters and just be people they hear about or through tavern songs or something like that. So help populate a city with diverse rulers and nobles here is a random list of traits a noble might possess.

Of course it would be foolish to try and define a complex person with just a few words. If you feel you need more information about a particular noble, feel free to keep rolling until you have enough to go on.

### **1d100 Noble Personality**

- |    |                                    |    |  |
|----|------------------------------------|----|--|
| 1  | A bastard                          | 27 | Boastful and brash                               |
| 2  | A bold adventurer                  | 28 | Charismatic and outgoing                         |
| 3  | A champion of the common folk      | 29 | Cheerful and good natured                        |
| 4  | A clownish buffoon                 | 30 | Classist and aloof                               |
| 5  | A dashing rouge                    | 31 | Committed to helping the poor and less fortunate |
| 6  | A drunken lush                     | 32 | Committed to helping the sick and infirmed       |
| 7  | A glutton                          | 33 | Consumed by dangerous ambition                   |
| 8  | A greedy tyrant                    | 34 | Consumed by vengeance                            |
| 9  | A high minded philosopher          | 35 | Crude and without manners                        |
| 10 | A lover of art and culture         | 36 | Cruel and bitter                                 |
| 11 | A lover of nature and the outdoors | 37 | Deformed from sickness                           |
| 12 | A noble scholar                    | 38 | Depressed and sorrowful                          |
| 13 | A pathetic lackey                  | 39 | Devoted and loyal                                |
| 14 | A philandering pervert             | 40 | Disillusioned with life and the nobility         |
| 15 | A pretentious fop                  | 41 | Drunk and bitter                                 |
| 16 | A religious fanatic                | 42 | Educated and arrogant                            |
| 17 | A repented sinner                  | 43 | Elegant and well mannered                        |
| 18 | A respected warrior                | 44 | Energetic and eager to please                    |
| 19 | A simpleton                        | 45 | Fascinated by the occult and the dark arts       |
| 20 | A skilled courter and diplomat     | 46 | Flakey and inconsistent                          |
| 21 | A war hero                         | 47 | Friendly and outgoing                            |
| 22 | A weakling and coward              | 48 | Friendly and well meaning                        |
| 23 | An educated drunk                  | 49 | Graceful and charming                            |
| 24 | Angry and full of rage             | 50 | Greedy and conniving                             |
| 25 | Beautiful and kind                 | 51 | Guided by deep personal honor                    |
| 26 | Beautiful but cruel                | 52 | Honorable, but depressed                         |
|    |                                    | 53 | Honorable, Honest, and Fair                      |
|    |                                    | 54 | Impoverished and bitter                          |
|    |                                    | 55 | Impoverished and insecure                        |
|    |                                    | 56 | Injured in battle                                |
|    |                                    | 57 | Inspiring and respectable                        |
|    |                                    | 58 | Inventive and quick minded                       |
|    |                                    | 59 | Kindhearted and naive                            |
|    |                                    | 60 | Kindhearted and soft-spoken                      |
|    |                                    | 61 | Lazy and snobbish                                |
|    |                                    | 62 | Longwinded and dull                              |
|    |                                    | 63 | Lustful and amorous                              |
|    |                                    | 64 | Merciful and forgiving                           |
|    |                                    | 65 | Naïve and childish                               |
|    |                                    | 66 | Nervous and prone to anxiety                     |
|    |                                    | 67 | Opinionated and outspoken                        |

- 68 Paranoid and fearful
- 69 Pious and Faithful
- 70 Plagued by sickness and poor health
- 71 Plainspoken and wise
- 72 Poetic and well-spoken
- 73 Power-hungry and conniving
- 74 Power-hungry and ruthless
- 75 Proud and snobbish
- 76 Prudish and aloof
- 77 Quick to laugh with a good sense of humor
- 78 Quiet and stern
- 79 Rebellious against authority
- 80 Ruthless and unyielding
- 81 Sardonic and melancholy
- 82 Sardonic and sarcastic
- 83 Scheming and Deceptive
- 84 Socially manipulative
- 85 Soft-spoken and meek
- 86 Stern and humorless
- 87 Stern but fair
- 88 Stupid and incompetent
- 89 Suffering from insanity
- 90 Vain and arrogant
- 91 Virginal and pure hearted
- 92 Weak and easily manipulated
- 93 Wealthy and arrogant
- 94 Wealthy and naïve
- 95 Well connected and informed
- 96 Well-read and a lover of education
- 97 Well-traveled and open minded
- 98 Wise and educated
- 99 Worn down and tired
- 100 Xenophobic and racist



TF



I'm Never Sure what to put on the last page.

Thank you very much for checking out my city builder. If you liked it, you should check out my cowboy role playing game Devil's Crossroad or the western setting The Burning Plains. I have also made some dungeon tile sets.

Also, I will be releasing my first fantasy role playing game Raven of the Scythe summer 2017, if you would like to check that out too.

Again, thank you very much for supporting my work. I hope you found it enjoyable and useful.

Happy Gaming.

-James

