Urban Developments

A Guide to Cities and Towns

A Simple and Sane Supplement

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INTRODUCTION

OK - So this is not a text book. It is not a history book. The goal is not to teach you anything at all about medieval life. The goal is to help you more quickly and more intelligently create urban settings in your fantasy world.

How are we going to do that? Well, we're going to start with the basics and build up from there. In **Grain Into Gold**, we presented an economy that started with the cost of a loaf of bread and went up from there to massive ocean going cargo ships. This is going to work the same way. We'll start small and build up to the massive capital cities.

The Focus

The focus of this supplement is to help game masters create both a template for their villages, towns and cities as well as ideas on when to go off template and move to something specialized. We're not talking about detailing the inside of a tailor shop here; we're in the "thinking big" phase. How big is the city? Why is it there? Who's in charge? That sort of stuff. These places need to make sense in a fantasy setting. More importantly, the game master (you, we're guessing) needs to be able to use this supplement without it interfering with the actual running of the game. You're the GM. You have to do a little homework before you play. We're trying to make sure that your prep time is spent intelligently, and you actually accomplish what you need without spinning your wheels.

One of the best ways to get the results we want is to use lots of examples, especially conflicting examples. You need to remember that examples are not guidance. You should use your own ideas as much as possible. If they're your ideas, they will make sense in your head better than our ideas. This book is intended to make you think, but to make you think fast and get results.

Tone

Lastly, all too often this kind of stuff can be boring. We're going to be talking about water supplies and garbage disposal. Game masters do not want to sit around and read boring stuff, even if it is good for their game. In hopes of alleviating some of the boredom, we have tried to take a lighter tone. Please understand that the intent of this tone is only to try and keep a gaming supplement from turning into too much of a text book.

Assumptions

In many of our books, we stop here to tell you all the assumptions we've made. Typically this is kind of a prerequisite area where we basically tell you all the junk you need to have before you can make this supplement work for you. Today - not so much! We're going to try to assume that you are really starting at the beginning. If you already have some work done, you should still walk through the methodology, perhaps tweaking your previous work as you go in order to give yourself a stronger starting point.

We are going to assume that you have some idea of the game system you're going to use. This is important because we're assuming you're building a fantasy city here. Some game systems allow pretty much everyone to have some magic, while others restrict it to a far greater degree. It will also be important to understand how your rules treat the common man. If the peasants are microscopically weak and the adventurers are godly strong, it will have an impact on the world.

Speaking of adventurers: We generally assume that there are people who risk their lives going out and doing those jobs most people think are too dangerous to do. These people are adventurers. They exist, but the world does not flow around them. (It seems to because they are the only characters whose lives you track.) In our assumptions, there are more soldiers than there are adventurers.

Every once in a while an assumption may crop up. We'll let you known by marking it like this: **[ASSUMPTION]**. You have to figure out for yourself if our assumptions fit your world. Sometimes they won't, and you'll have to adjust what we're saying for your model.

STARTING OUT

Before we actually start, we need you to realize that this book has more than one part, but they do the same thing: help you design urban settings. The first part of the book is a more narrative format where we talk through ideas and how things will tend to work. If you work better in that mode, start reading right away. But some of you are a lot more quantitative. You want things to be laid out quickly, typically in charts. If that is the way you think, then you need to skip to the **Numbers and Measures** section and work from there. We believe that most people will get the most "bang for their buck" by reading the narrative sections (so you understand why things work the way they do) and then using the charts and tables to make things happen more quickly.

Let's get right into the narrative piece! Where do you start? Let's start with this - You need to create an urban setting for your fantasy game world. There are various different sizes of urban developments. We're going to use four classifications, but don't get too hung up on what we're calling them. We'll break them down into smaller more descriptive pieces later.

The smallest setting is a farming community. This is usually a collection of families that have built their homes near each other for fellowship and protection. Typically, this is going to be 30-100 people. There likely will not be any form of store, but there might be a tiny church.

The other small setting is a village. Villages are typically farming communities that have grown to be large enough to have attracted a dry goods store. Likely this is 100-500 people, mostly related. Maybe there are three to six extended families. **[ASSUMPTION]** We're going with the historic fact or urban legend (we aren't really sure) that people in the medieval era typically never traveled more than 20 miles from their homes. More on this later, and you'll see how it comes into play. Ignore the assumptions and keep in mind that a village has at least some manner of commerce. It might also act as the central hub for several farming communities.

The mid-sized urban development is a town. Towns are more than just a collection of homes, now we've moved into something where you can see the trades. There would be smiths and leather workers, probably have horses and oxen for sale, and likely have some manner of military or police force. At the town level, farmers grow enough surplus food to allow a percentage of the populace to follow other trades. Where we were talking about hundreds of people in a village, we're talking about thousands of people in a town.

Cities are the top end of the scale. Here you will not only find craftsmen, but you would find a craftsmen's guild. There will be some sort of regional government as well, along with the military power to back up that governing power. While towns frequently grow up from villages that grew up from farming communities, cities are a whole different animal. The size of your cities is going to depend on your world. The city could be 1,000,000 people.

STEP 1 - REASON FOR EXISTING

OK - We want to jump right in, but first you have to figure out why you're designing this community. Is it a template for the places where food is produced? Is it a trading center? Is it the capital and military headquarters for a huge empire? As with so many things we're going to address in this book - You don't need to know everything. If this were a business, they'd call this the 10,000' view, meaning that this is what you can still notice if you were flying over at 10,000'. (Yeah - It's a cliché, overused to the point of irrelevance, but it works here. Really!)

Anyway - More importantly, what do you want this for? Are you building a quick little town for the adventurers to stop in on their way to an adventure? Are you creating a farming community that needs saving? Are you building a town so when the war hits it you can have both armies rip it to shreds?

Since we're focusing on gaming and not novel writing, the settlement has to have a purpose. If the purpose is to practice before you make the important stuff, that's OK too.

We're really just asking you to have an idea of what you want. Without any idea of the final outcome, you're going to waste a ton of time. Don't worry if you change your mind a bunch of times as we go forward, but at least pretend you have a goal.

Just a suggestion, but if you have a piece of scratch paper next to you while reading through, you can jot down some of your ideas. That way, at the end, you'll

have a solid outline that you can flesh out as much as you need. If scratch paper isn't your style, check out our template at the back of the book.

STEP 2 - TERRAIN AND CLIMATE

Now, let's crawl before we fly. The building blocks of a community start with the basics: food, water and shelter. Without these, you don't have a community.

If we're going to start, we need to know what we're dealing with. Step 2 is **Terrain and Climate**. What does the landscape look like? What does the weather look like? This is all a choice, because you can put anything you want any where you want. The decisions you make here are going to make or break your community. (No pressure!)

For easy use, let's pretend that you chose a temperate region where they get a little snow in winter and lots of sun in summer. It's a wide open plain or grassland, so you know with the right farming techniques, something will grow here. (We'll get into tough examples later on, but for right now we need to make things easily understood.)

Why are these things so important? Because terrain and climate control food, shelter and water. If your town is in a desert, water is going to be the most important thing you figure out. Maybe the village is at an oasis, and that is the place's reason for existing. Even with a seemingly ready source of water, clearly the oasis cannot support an unlimited number of people, and the watering hole will determine the population.

Let's keep on the path of water, because it is such an important part of life. **[ASSUMPTION]** We expect that you are not dealing with an alien society that can survive without food and water. If your citizens survive solely on the sun's rays, then the desert works pretty darn well. For the rest of us silly water drinkers, we'll continue the water focus.

We are not telling you to figure out how many days a year it rains and what the average rainfall is, or even what the absorption rate of the local dirt is. Big picture answers here will be fine. Assuming that it rains often enough to fill streams and lakes is likely enough, but you might want to put some style into it. Maybe they get most of their rain in the spring, maybe there are even monsoons. Or is the water actually falling in the form of snow that melts to replenish the various water features. Remember that they can't drink sea water, so if you want a coastal community, they will likely be near a river delta that provides fresh drinking water. Maybe the ground won't hold the water, so everyone needs to have water barrels and cisterns to capture the rain and hold onto it.

Water is vitally important as a source of moisture for the people to drink, but it also controls their animals and their crops. If the rainfall is in anyway limited, they aren't going to be eating rice, because it won't grow. If all the water is coming from mountain springs, but rain rarely falls, the crops are going to need some irrigation.

What if the rain is too much? What if the rain floods the river every spring? Well, that might be great for the crops, but it is going to be a little tough on the village. Then again, maybe they build their houses on stilts and have canoes hidden in the rafters. That is exactly the type of thing you need to think about when you start creating your community.

OK, so for our running example, we're going to have a temperate grasslands where the rain falls often enough to water most crops, but there is a winding river in the area as well as a couple of streams and ponds. Nothing huge, the river is able to float a small boat, but we're not talking about the Danube here.

But we have not touched on terrain and its consequences. Even our seemingly innocent choice of a grassland is going to be an issue. Plains are notoriously absent of trees. Where is the wood going to come from? Terrain is very important on other issues. Is this the kind of place where stone can easily be quarried, or is the local stone weak and porous? How about the local clay? Will it make good bricks?

Hopefully we've made ourselves obvious here. By knowing what the terrain is like, you will have a good idea of what the local shelter should be. We'll assume that even a grassland has some trees about, but if the trees are scarce, then people are less likely to make their homes out of them. The Plains Indians lived in teepees made of buffalo hides while in other regions others were building long houses from the tallest trees.

This same line of thinking goes straight into the food source. If the plains are wide open and flat, this is likely a cereal crop agricultural region. If there are lots of trees with some cleared areas being used for planting, maybe the locals have shifted to orchards or vines. We could have told you in the assumptions section that we expected you to figure out what type of foods and materials were available in a given region, but we also wanted to walk through some of this thinking.

Before you tune out, realize that this isn't that tough. You formed an idea back in Step 1. What had

you pictured? A small town surrounded by acres of golden wheat? A village acting as the hub of some massive cattle ranches? A bamboo forest? Ancient oaks formed into the base of an arboreal elven city? A series of hollowed out cave halls where dwarves had hewn out the iron?

So if you don't know what you want, where do you get ideas? Well, assuming your world is relatively Earth-like, you can look up any of a number of good biome sites on the internet. Biomes are the classifications of the various climates and terrains on Earth. It doesn't really matter how many your specific site believes there are or how they classify them, you only need the building blocks.

In Step 1, we gave you absolutely no guidance in picking an idea, and we did that for a good reason - like brainstorming we didn't want to restrict your thoughts. Now you have to use a little logic though. If your city is going to be a center of trade, then it needs to be able to support trade. That means you need transportation, either roads or a major river or a port. Putting a major trade center in the middle of the desert surrounded by nothing but sand dunes probably won't make any sense. Putting a tiny farming community at the cross roads of two major empires likely won't make any sense either. A little logic will go a long way here.

This has been a massive amount of creative brain work on your part, so we're going to push on, but we will continue to circle back to food, water and shelter as a main theme!

STEP 3 - SIZE

Now this is probably where you thought we'd start, but that other stuff is really important. At every step of this process, you need to look back and see if some of the choices you made were the right ones. If they weren't then you need to change something.

Size like **Terrain and Climate** is mostly up to you. Based on what you need for right now, are you looking for a farming community, a village, a town or a city? Let's take a closer look at each one of these and then you can decide.

Farming Communities

Again, a farming community is probably less than 100 people with no stores. That doesn't mean that no one has anything to trade, it just means they have to go somewhere else to trade it.

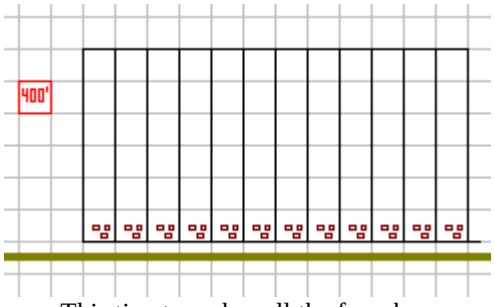
So what is a farming community? The most common occurrence is a collection of farm homes. Along with the homes, there will be barns, storage sheds, small barns or shacks, somewhere to store the food, etc. We don't want you to get the idea that a farming community would have ten houses and no other buildings. Some farming communities might be a single extended family. Perhaps three generations ago, a rugged man came and cut a farm out of the wilderness here. His sons established farms nearby as did their sons. Now you have eight homes and assorted farm buildings scattered around a central point.

Why do they stick together? Because they are family. Because this is the life they have known all their lives, and they simply do not know another way to live. Because they know they can trust their cousins not to steal from them. In case a group of bandits comes up and tries to rob one of them, they know their cousins will grab their pitchforks and anything else they have and come to their aid.

The same is true even if they aren't related. Most likely, the people of a farming community grew up in that community, or very near to it. They have known each other their whole lives. These bonds are not easy to break. It is important as a game master to remember this. While in a city, people who live in the same apartment building may not know each other, in a farming community and in a village, any outsiders will be immediately identified and treated as likely hostiles.

So how does a farming community look? Well, it is important to remember that life may begin on the farm, but it isn't jailed there. Sooner or later, someone is likely to want to go somewhere else or be visited from somewhere else. The road may be poor, but there is likely a road from the farming community to the nearest village or town.

Even without a store or a source of government right here, the road is likely the "center of town". If there was any planning done, the farming community might start out like this:



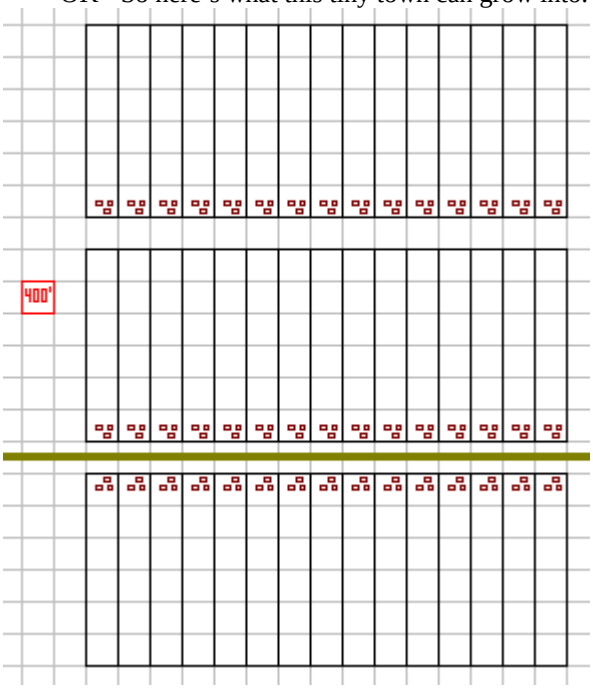
This tiny town has all the farm houses arrayed along the road. (We'd call it the "main road" but it is likely the only road.) The houses are sort of clustered, so if there's trouble at one, there's a better chance of alerting the other homes and families. There is also a stronger feeling of community when you can actually see your neighbors. If the houses were scattered all over the

place, it would be more difficult to visit. Seeing as there isn't anything else to do in this town besides work and visit neighbors, the visiting is going to be important.

By the way if this seems silly (having the houses and barns near the road and the farm laid out in a long rectangle), this is more common than you might think. When you're plowing with an ox, turning the animal and the plow around can be very difficult. It was much easier to have long narrow farms, than square-ish farms. In fact, we might not have exaggerated it enough. Also, in our little picture the farms are designed to be over 20 acres. In most climates, 20 acres will grow enough food for a small family. Culturally, how big are the families in your farming community? If you expect each couple to have six to ten kids, Poppa is going to need more than twenty acres. Circling back to the terrain discussion, maybe you've decided that this is the greatest farmland in the world and it grows nearly magical sized crops. Well, then maybe 20 acres is enough.

While it seems odd and maybe even silly to parade the farms in a row like this, it is possible that this is the way they are. After all, how did the farms get to be decided? Did the local baron have his surveyor come out and mark off twenty acre lots? Did the old granddad farm sixty acres and then split it between his three boys? If people just showed up and started planting crops in the best spots they found, then this is a silly notion, but the more law and order there is in the region, the more likely things are laid out uniformly.

OK - So here's what this tiny town can grow into.



Now seeing as this is 45 homes, chances are that this community has attracted something a little more than just more farmers. We're going to pretend for a moment that it still acts as a farming community. First off, there are two roads. The houses on the north side of town are a little more isolated and could be in danger should a clever bandit attack them, but with this many people around, the bandits would have to be pretty darn quick. Again, the criticism that this is an unrealistic portrayal only works if the government of the region is not strong. A strong central government would want to survey the land in nice compact lots such as these in order to control them better.

Now what happens when the government isn't as strong as we're arguing? Well, probably this:

We didn't exactly finish this map, but you get the idea. Things seldom work out the way you want them to.

Is it important for you to have a map of how the farms are laid out for your farming community? Most likely not. We're showing you these to give you ideas, not to convince you to map stuff that doesn't matter. If you want to be prepared, you might want to know what order the farmers are in along the road. After all, the player characters will not likely leave the road to go out into the farms, unless they're searching for bad guys, and then it likely doesn't matter anyway.

So what do you need to know about the farming community? You'll want to know the number of houses. You'll want to know how interconnected the families are, though in all likelihood, they will be strongly bonded to each other. You'll want to know what they grow. Knowing their crops can help answer some other questions, like what kind of buildings do they have. Tobacco farmers need a drying barn. Wheat and corn farmers will likely need a miller somewhere nearby.

But wait! Don't go off just yet. Farming communities aren't necessarily farming communities. Confused? OK, what about shepherds? What about hog farmers? We said it was important for you to know what they were growing, but what if it's not simple crops? A farming community could be made up of sheep herders.

In that case, they would probably need a lot more space to walk their flocks around without destroying all the grass in the area. If they're hog farmers, are they raising their own feed or buying it? Are they mainly growing cotton or tobacco? Do they only grow the cash crop or do they try to provide for their own needs as well as grow a crop to trade?

Let your mind go outside the box for a second too. What about vineyards? What about apple orchards? What about a coastal fishing community? OK, fishermen are not a farming community, but their town is going to work in a relatively similar way. There is likely to be one street. All the houses will be reasonably close to the shoreline, of course beyond the reach of high tide.

Don't go too far off the path here. A mining community is NOT a farming community. There might be situations in which a small group of people are engaged in something that does not produce food, but these people are not a farming community. The members of a farming community make their own food (be it grain, fish, meat, or whatever) and are therefore in many ways self-sufficient.

One last point before we move on. We've talked a lot about farming communities and we're stressing how their homes are arranged etc, but don't forget, there are also nomadic communities. Even the nomads stop moving every once in a while. When they make camp, they are likely to stay for a season or perhaps even a year. How do they set up their tent cities? Well, like farming communities. They might opt for a circle instead of a straight line, as might some of the other livestock herders.

Just a point for clarity: We might refer to a "farming community" as a "hamlet". Why? It's quicker to type. It may help to make this book easier to read and less boring. Also, it gets a little odd when you refer to a small settlement of shepherds as a "farming community" when clearly they are not actually farming.

Villages

So what does a farming community want to be when it grows up? A village. Let's start with the differences. Easily enough, villages are bigger. Before we said that a village would likely have several hundred people. You can think of it in that sense or possibly as fifty families. Thinking of it in the sense of families or homes is sometimes easier, because then you can start thinking about occupations as percentages a little more easily. We're going to say that there are 49 farming families (food producers) and one trading family in a village. It doesn't really matter how many people are in each family/home, but it does matter what that group does.

Besides being bigger, a village has trade, typically in the form of a dry goods store. The other possibility is that there is a miller or other sort of "finisher". What do we mean by that? Well, most people would rather have their corn or wheat ground into meal or flour so they can make breads and such. While they could do it by hand, it is vastly better to do it with a mill. In both of these cases, the "trade" located in the village would be used by the surrounding farming communities as well as by the people of the village itself.

What else? Well, at some point there is going to need to be a religious center. Maybe this starts at the village point, maybe it started earlier. This could simply be a single priest of some sort, probably devoted to a god or goddess directly "responsible" for the harvest or whatever type of food production the villager are involved in. Depending on the religion and the devotion of the people, a smaller village may only be able to support a part time priest, either one who is also a farmer or one who travels from village to village.

One concept that straddles the village/town boundaries is the idea of government and military. Most likely a village will have some sort of magistrate that covers it. He might only show up once a week (as he travels from village to village) but there will be some sign of the central government. This of course assumes that this is a civilized region and not the wilderness frontier where there is no government or military. This magistrate will use the village as his touch base to control the farming communities surrounding the village as well. While this governmental official likely will not be a military person himself, he will have the ability to bring the military in, should that be necessary.

If there is no centralized government that controls the village, then the villagers will likely form a group of "elders" who get to decide on what is acceptable. There will also be some manner of militia. Now typically the villagers would expect that the "lord's" army would protect them from enemies and dangerous animals, but if they don't have such a group to rely on, they will have learned of ways to band together and defend their homes. (Don't expect too much here, but they should be able to drive off an obnoxious bear or something.)

While we didn't drive the point home, farming communities are typically involved in one industry. Either everyone is a cereal grain farmer or a fisherman or a shepherd, etc. In a village, it is far more likely that you have an egg farmer and grain farmers and an apple grower, etc. This works because now you have a central store. Everyone can trade their goods to the store owner who can then trade them to others. This barter system can of course happen between people without a central trader, but it does not flow as smoothly.

So in summary, a village is a community of around four dozen families, where 90%+ are involved in food production while the others might be merchants, "finishers", religious or governmental. Plus, there will be some manner of trade.

Towns

A big village is a town. So what are the differences here? Well, again, size. A town will likely have over a thousand citizens. Thinking about the 90% of the people involved in food production thing, you now have enough people so that you can have craftsmen. Remember those framing communities that were 100% food producers? They count towards this percentage. For lots more on this, wait for the **Numbers and Measures** section.

Before we get too far into commerce, we need to make an important point. Towns are even more centralized trade centers than villages are. The surrounding villages and farming communities would likely come to the town for important things. Like what? Well, like buying a horse or an ox. The town would provide things that the local farmers cannot get in their communities, such as metal goods, finery, or expert help.

Remember where we said that the village likely had a magistrate but no military of its own? Well, towns have military forces. What kind of military likely depends on the style of government. Towns often have a police force of some sort. This "watch" is likely concerned with keeping normal citizens from committing crimes. If there is an army post in the town, it is likely concerned with either holding this position or in guarding the surrounding area, but they are not very interested in the day to day activities of the townsfolk. We'll get into tons of military issues later on.

Trying not to jump the gun on every chapter to follow, you might want to think of it this way: Farming communities and villages are simple. There should not be much to them. Towns will have all the factors and issues that you would have to deal with in a big city, but are unlikely to have as many different political and cultural factions. You'll see more of this when we talk about "large villages" in the next section.

You should see towns as "hubs". Remember we mentioned that thing about people not going more than 20 miles? Well, that's because there will likely be a town every 20-40 miles, so any farmer, no matter how small his own community, would have access to a town. What's the magic number 20 about? Well, often times an ox drawn wagon will only go about 15-20 miles in a day. Therefore, if a farmer loads up the wagon at dawn and travels all day, he should be able to hit a town by nightfall.

Why else is this important? Well, towns have inns. If you stop at a village, you either have to rely on the kindness of strangers (the villagers in this case) or camp on the edge of the village. Once you get to a town, there will be enough civilization that someone will likely have put up an inn.

We'll cut this short here, but expect lots more details later. One last reminder - While some farmers or other food producers will live in a town, when computing that 90% of the people in a region are food producers, so the others can do other things, remember that the town is supported by all those other farming communities and villages. You do not need 90% of the people who live in the town to be food producers.

Cities

There are (in our opinion) two types of cities: large villages and capitals. Now these terms might not fairly describe the ideas here, so let's try and explain that a little better. A large village is a massive village type of settlement that has simply grown bigger than it should have. A capital is a city that acts more like a city and as a center for culture and trade.

Well, that's not much better, so let's get into it. First the capital - A capital is anchored by a seat of government. In many cases this seat of government will have some sort of castle or military defense associated with it. But it is so much more than a military base. Capitals are where you will find cathedrals and universities. Typically there will be a major port or other center of trade and communication. Capitals tend to be laid out in patterns and at least the major streets will be relatively straight.

Massive villages are the opposite. Since they started out as villages and grew and grew, they have no planning. Each neighborhood will be like a village unto itself and chaos will rule where the neighborhoods connect. Streets might dead end into walls, and the central government is likely to be weak. Without the support of large groups of organized and allied people, no major accomplishments will be found (no cathedrals or other impressive architecture). Chances are the neighborhood in the middle of the city will have difficulty getting supplies as the boundary neighborhoods will buy up everything before it moves inward. (In all likelihood, this will create a slum.) Massive villages tend to have agriculture going on within them, not simply around them. It would be perfectly normal for there to be a dairy farm in the middle of the city, though the feed might need to be shipped in.

Let's do some comparisons to show the differences. To the dairy farm mentioned, while a capital would likely have slaughter houses, they might be clustered together.

Perhaps there is a major livestock auction area and the butchers all surround it. The leather workers would probably be next to that. Most of the meat vendors and large restaurants in the city would buy the best cuts of meat from this district and then bring it back to their areas, though certainly there would be butchers elsewhere in the city.

As you can see from the example, capitals are more likely to have districts where many of the people are engaged in a particular trade, while massive villages would be more likely to have every neighborhood more or less self-sufficient.

It is really a matter of organization and cooperation. Capitals are more likely to have strong guilds that control trade, while massive villages are going to have to run the risk of who lives in the area. This is also true of the military presence. Super villages may have some manner of police force, in addition to an army who's focus would be on foreign militaries and not necessarily on things happening in the city. Capitals will have far better communications between branches of the military, and though rivalries may exist, the rules of jurisdiction will be clear and understood.

As we unfold the rest of chapters, you'll see everything included in a city. Cramming it all here just won't work, so let's move on. Again, think of things from the 10,000' scenario. Choose the best size for right now, and we'll keep going.

Everything Else

So is that all there is? Nope! We already let that cat out of the bag when we mentioned mining communities. There are likely some strange versions that do not fit the standardized models, but that's OK. Sure, there are likely gold mining boom towns where no one grows food and it is simply brought in. Not only does that make for some weird dynamics on the structure of the community, but it plays havoc with the economics as well. Think of a gold rush town and what a mess those things were.

While we will never be able to give you every type of community, some of the others include lumber camps, often based around a sawmill; religious communities; shipyards or other huge building areas; hunting camps; the previously mentioned nomadic caravans; and a whole plethora of other junk. Not only that, but there are going to be communities out there that are villages growing to the size of a town, but not there yet. These hybrids will need to take from both discussions, but you're up to the challenge!

Don't get hung up on names and categories. Choose the best description that works for now and keep moving forward.

STEP 4 - BREAD AND WATER

Now is probably the best time to talk about sustaining the people of your community. We've mentioned water and food, but now we're going to get into it in more detail.

You decided what you wanted in Step 1. You decided where it is in Step 2. You decided how big it was in Step 3. Now let's see how those will all work together, or if they'll work together.

Water

Where do they get their water from? If this is a city on a river delta, you're probably in great shape and have little if anything to worry about. If the farmland surrounding the village is littered with streams and ponds, again, nothing to worry about. We're assuming that if there is a river, stream, pond or lake within the settlement or serving as its boundary, then anyone can simply walk over to it, drop in a bucket or barrel and cart off the water they need. What about a major city in a reasonably flat plain with no major water feature?

Just because you don't want to put a lake in the middle of your town, you can still have water. We mentioned cisterns and rain barrels earlier, but those aren't typically legitimate answers. If there is no water feature, chances are the people are drawing their water

from wells. Wells work in most regions. You just dig down to the water table, line the shaft with brick or stone so the dirt doesn't fall back in, and then drop buckets down. Sounds easy, but it's not. It's hard work, and it can be dangerous. It also assumes that the people have the proper tools to get through the ground. If the ground is very rocky, this might not be a foregone conclusion. Most communities can probably dig a well, but it is less likely that every farmer is going to have one sitting on his property.

Assuming you go with wells as the main source of water in the community, you can either say, "There are enough wells in the community to service the people that live there" or you can add some details. Who dug the wells originally? Are they very deep or relatively shallow? Do they have any manner of pump or is everything handled using ropes and buckets? Assuming the wells are community property, are they one of the main gathering points for the villagers? Are there rules about the well? Probably something to the effect of "don't wash your laundry in it" at least. Does everyone draw their own water or are there young boys willing to do the labor for a couple of coins?

Let's not put all our water eggs in one well. (Bad attempt, we know.) Even if a city uses wells, it is likely that there are still streams and ponds nearby, possibly even running into the city. **[ASSUMPTION]** One of the main reasons cities need to use wells is that they have erected walls that block all the streams and culverts that would naturally have run through the area.

It is probably best to use a combination. An urban home might have a rain barrel catching rain water off the roof, and also having a well nearby that they use when the rain barrel is low. Maybe the rain barrel is only for wash water as it might taste different than the well water. Meanwhile, should the well ever run dry, a stream/small river is just less than a mile away, and they could walk all that way when necessary.

Let's not forget technology. If this is a huge city, wells and streams might not cut it. Think about aqueducts. Think about canals. If the water is nearby (or not so nearby), the city might need to bring it in through construction. Figuring out the volume of water carried by an individual aqueduct should not be necessary, but you will likely want to establish where it is coming from.

Constructions on this massive a scale will most likely be government built and controlled. The central government will need to be fairly strong and disciplined to have built these, or at least it was at one time. This also puts a lot of power in the hands of the government, because if they decide to turn off the water, the people are going to be in very dire straits.

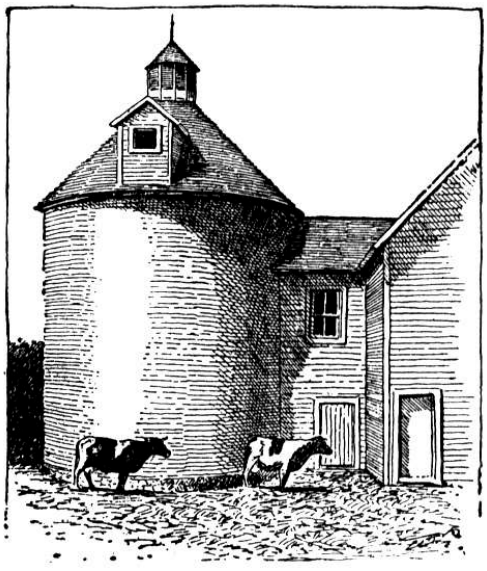
How about water storage? Yes, there will be barrels of rain water, but how far is that going to last? If the city holds a major castle and that castle hopes to withstand a siege, they may have to consider stockpiling water. This is typically done using a cistern of some sort, any pool like object will do. You just need a way to fill it up. (If you expect the city to come under attack, you might want to figure out how many days worth of water are kept in the cistern and for how many people. This will become important if the lord of the manor decides to only give water to his troops and not his civilians.)

Food

Water is universal, but food isn't. Every culture has their own style of cuisine and their own standards for what constitutes legitimate food. You need to look at your climate and terrain and figure out what type of food will work there.

Let's start with meat. Unless the region will not support any manner of animals, it is most likely that the people will eat meat. There are possible religious reasons to be vegetarians, but there weren't many people through history who voluntarily chose to avoid a major source of food. So what kind of animals live in your terrain and climate? You need to think about domestic animals, like cattle (mainly in open plains), goats (more hilly), hogs (can be forested or simply farmland), or sheep (again hilly or just about anywhere). Don't forget game. Game animals can be found from the caribou in the arctic to the antelope in the savannah. Game comes in a huge number of options, and we're going to include things like fish, shellfish, crabs/lobsters, frogs, and all manner of land and water fowl. Depending on the culture, insects might be part of the diet as well.

Don't get caught thinking too big here either. Rabbits, squirrels and other small game can fill a pot. What about alligators in the swamp lands? Animals we modern folks might not consider edible might very likely be considered fine to a more primitive people. Turtles? Monkeys? Dogs and cats? It depends on the culture.



The important thing is to figure out how the meat gets to the table. Large game animals like deer and bison need huge tracts of open land in which to feed, as do domesticated sheep and cattle. Of course, the domesticated animals can have feed brought to them. **Grain Into Gold** can tell you how much a pound of beef costs, but here you really just need to say, "There is a large designated region of hills where the shepherds take their flocks for them to graze." Just make sure you know that there are grazing lands around your city. Or if you want to be more modern about it, maybe the cattle and hogs are all fed feed brought in from the provinces.

Let's think about some of this in our fantasy setting. These folks aren't eating steaks and chops. They're eating roasts on very special holidays. They're salting the meat to preserve it for winter. They're making sausage out of the less desirable pieces of meat and turning the organs and innards into various dishes. (Examples - Ever hear of haggis? Think about most turkey stuffing - that's where the chopped up liver and gizzards go, right?) These people are going to use every last part of that animal, including boiling the bones for soup stock.

No! We are not suggesting that you need to write recipes for your newly created city, but you need to think about some of these things. Do the nobles get the steaks and the farmers get the sausage? Do the dogs get table scraps or are they table scraps? What we're tricking you into doing is this: By considering the types of animals that would be eaten in this setting, climate and terrain, we're making you start thinking about the culture of the people who live here. Let's move on.

What types of plants grow here? One of the easiest ways to figure that out is to think about a real life place that is sort of like your city's spot. If you established a city at a tropical river delta, then maybe you can look at Louisiana and check out what type of crops seem to grow well there. If it's more of a river town on a major plain, would Missouri, Iowa, or Minnesota most closely represent the weather? Now this is a trap too. Don't assume that just because a modern region can grow something that it is natural for that crop. Try going back in history a little bit, before genetically engineered crops, to find out what they grew.

Of course, you will want to use a variety, because no one is going to want to eat oatmeal all day and all night. You also don't have to figure out the menus at every restaurant. Think about it this way: What is their main source of bread? Do they eat rye bread, wheat bread, pitas, pasta, rice, barley, corn bread, oatmeal, millet, couscous, or tortillas? Obviously this will depend on what grains they can grow in their region. For those of you who know all about cooking, you'll notice that many of these are wheat flour based. The only difference is in how it is prepared.

What are the most common fillers? When you don't have enough meat, you want to pad the meal with a filling side. In modern times this is typically potatoes. Think about how often mashed potatoes, baked potatoes, french fries and other forms are served with various meals. Do they use potatoes? Do they add more bread? Carrots, corn, peas? What you're really doing here is figuring out what the poor folks eat mainly. Maybe its cabbage or beets. Whatever it is, it's cheap.

OK, what about fruits and vegetables. Whether they understand nutrition or not, to have survived to adulthood, they must be doing something with their diet to get the nutrients they need. Likely you're going to look to apple orchards or maybe pears. Grape vineyards can be a very big winner. The truth is that some of our more common fruits today might not have been too viable back then (pre-refrigerators). Apples, pears and grapes grow in abundance and can be preserved in a variety of ways. They can also be turned into beverages. Peaches may be sweet, but you get twice as many apples (by weight per acre). That's not to say that a farmer wouldn't have a couple of peach trees, but he wouldn't be likely to have an orchard of them.

Now how about spices? Don't think about the spice trade yet; think about local stuff. It's not as bad as you think. This region may not grow black pepper, but can it grow onions? What about horseradish? Mint? Cinnamon? Ginger, nutmeg, hot peppers, oregano, cloves, basil?

There are other foods to consider as well. We haven't yet touched on nuts. Don't forget any of the dairy products, especially if they have domestic animals. Are there oddities like cactus or maple syrup?

We cannot stress enough that you are not establishing everything the family eats, but instead the most common meals that might be served in a household. We're going to stop here, because we're getting to mimic that other book. If you really are having trouble here, go get **Grain Into Gold**. Otherwise, jot down the culture's cuisine standards and let's move on.

One last item. We stressed water, but what if they don't typically drink water? Do they make beer? wine? apple cider? What about milk? Water is a necessary part of life. It is needed for the crops and the animals as well as the people, but the people are likely to drink something else as well. You might want to think what do the children drink and what do the adults drink. They don't have to be different, but they might be.

STEP 5 - SHELTERS

Back in Step 2, you decided what the terrain was like. Now that decision is coming home to roost. (As our puns go, that's probably one of the better ones. You might want to enjoy it as much as you can.) Shelter is a requirement of life, but it is as varied as the food choices.

Building Blocks

Let's start with the building blocks first. Heavily forested areas are going to rely mainly on wood. If there isn't a whole lot of wood around, you need to switch to another building material. The two most common would be turning clay into bricks or mining rock and stone. In many ways, stone and brick work the same, but the differences are more than stylistic. Obviously bricks can be shaped in many ways, but stone can be cut. Bricks typically need to be fired, but in the right climate, they can be left in the sun to bake. Either one will need some manner of mortar - something to glue the individual pieces together. Otherwise, you are relying on technology that is advanced enough to cut the stones or form the bricks into such an intricate patterns that they hold together on their own.

That was our clever transition from the building blocks to the technology. You see, it is not only important to know what they are building with, you need to know how good they are at building. In our earlier mention of open plains, we said that North American Indians were living in tepees. That's some fairly primitive shelter, and likely too primitive for what you're thinking. But there is an enormously long distance between sleeping in a cave and constructing Rome.

How advanced are your people in their building methods? The Greeks and Romans were doing some very impressive temples and coliseums while the Vikings were still living in long houses. This doesn't mean the Vikings were dumb, but clearly they did not have the same technology. This issue of technology will affect the shelters, whether they are wood, brick or stone, or something else.

Before we get into more on the science and needs of the shelter, let's finish the building block issues. Obviously wood, stone and brick are not the only choices. There are countless other ideas, only some of which are related to our primary three: marble, coral, the previously mentioned hides, fabrics, bone, metals, concrete...

Whether you're going to go into something unusual or keep with our primary three, not every material is as good as another. Oak is a denser wood than pine and will build sturdier shelters. Some stones are far stronger than others. In fact some stones are so weak that they can only be used in certain ways or they will crumble under the weight of the other stones placed atop them.

So what will your people use for this setting? They'll most likely use whatever is in abundance around them. They won't import oak if they live in a hickory forest. You put a little thought into the terrain and the food, so now you should have a decent idea of what is around to be used.

No culture is completely uniform. It is entirely possible to have wooden, brick and stone buildings all in the same community, assuming that each building material is reasonably available. You may need to put the stone quarry for the castle walls at a distance from the city in order to explain that crops still grow well in this soil. Go ahead and do that, but remember it later, just like you would have to do with the grazing lands.

Building Techniques

Primitive societies build primitive shelters. Advanced societies build complex shelters. No big news there, but keep it in mind. What else drives how things are built? Well, shelter is there for protection. What are the people protecting themselves against?

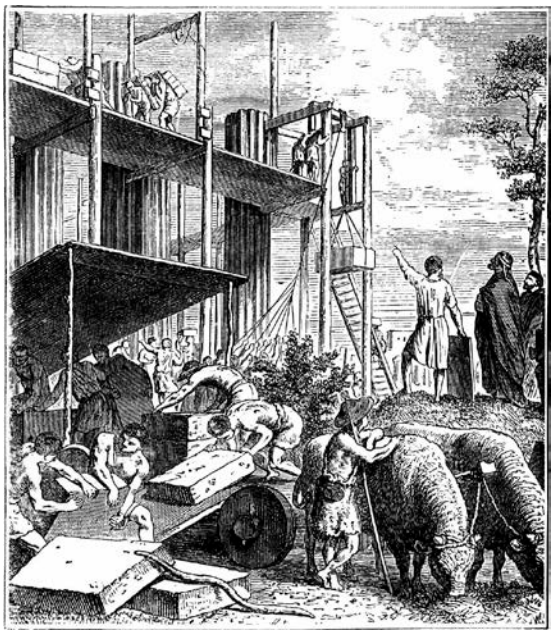
In reading through the size descriptions, you probably saw that there was no discussion of a military at the farming community or village, but only at the town and city. It would be very unusual for a farming community to have a protective wall. Assuming that a town and a city have defenses, what would they need? Are they keeping the tigers out? Then they need a high wall, but not likely a very thick one. Are they concerned that catapults will show up at any moment and start lobbing boulders into their wall? Well then - we're coming down a little in height, but vastly increasing the strength.

Does this area see frequent tornadoes? Well then they probably don't have thatch roofs. Cold environments need walls that have some manner of insulation, even if it's caked mud. Hot climates will want to have lots of windows to let the heat out and catch every possible breeze.

Let's hit a couple of specifics, because we're hoping that your mind's eye has pictured your community already. Is space in your community limited? If so, they are more likely to build upwards. Do large numbers of people need to gather together indoors? (as opposed to everyone meeting in an open air theater or something like that.) Well then, now you need to make a big indoor space, likely with roof supports such as columns or arches. Think about the difference between a French cathedral and a Roman amphitheater. They both work for their typical weather issues.

What about windows? Few windows would have glass in them, simply because that level of technology is typically beyond where these fantasy cities are. So if there is no glass, what keeps out the rain? Shutters? Most likely. The same could be said of doors. If thieves are unheard of in this culture, and the winters are mild, they may not even need doors. This is another spot where you need to remember that these people are likely a lot "earthier" than modern folk. They don't have screens to keep out the bugs. They don't have air conditioning. We'll be on the subject of sewage later, but it is pretty likely that the smells wafting in from outside might also contain some that we would find repulsive in our flush toilet society.

OK - lots of questions, but do you have any answers yet. Let's keep this at the highest level and then move on: What were most of the buildings made from? wood, brick or stone? Is there a wide variety or is this pretty uniform? How strong is the local material they are using? How primitive are their methods? How high do they need to build? What defenses are required due to the environment?



Heating and Cooling

Heating is going to run in a very similar fashion to the building blocks discussion. What do they use to heat their homes and cook their food? They use whatever is plentiful around them. What is the most common? Well, wood most likely, but not timber.

Let's look at "wood" for a moment. The man of the family is out in the fields with his oldest son(s). The woman of the house is home with her daughters and younger children. She needs some wood for the fireplace or oven. She sends one of the younger children. What comes back? Well, likely sticks and some deadwood that they found laying in the forest. Sure, the man of the family likely has a cord or three of wood stacked up somewhere, but they might not need that right now. Plus, the homemaker likely wants to put those younger kids to work so they don't get in her way.

Did that seem useless and unimportant? Here's why it mattered. #1 - There are no forests in cities. So any fuel in a heavily urban environment needs to be brought in. #2 - Don't always think of "wood" as logs. Sticks, nut shells, drift wood, and all manner of twigs all count as fuel in the right circumstances.

So we basically said that a hamlet with a forest may not have to worry about firewood, almost ever. Let's move up the urban scale a bit. What else can be used for fuel? Well, for the very poor, garbage can be burned. In fact, we're going to continue to assume that most people who live outside the major cities will never waste anything, including their garbage. If it didn't go into the compost pile, it likely went into the fire. We're dancing around an issue here, but it is going to need to be said. Where wood is not found in abundance, dried manure is often used as a fuel source.

So if you cannot go pick it up for yourself, and it wasn't produced by one of your animals, you need to buy it. What are they buying? Well the two most common fuels in a fantasy environment are still going to be wood or coal. Now wood can be purchased in the form of stacks of logs, typically cut for an average sized fire place, or in the form of charcoal. Charcoal is more expensive, and likely only used for those who need to control their fires, such as the smiths and smelters. For the commoners, stacks of cut wood are the most likely.

Depending on your environment, coal might be used as well. It is far more compact, so in a crowded city

it would be more highly prized. You probably still need some twigs and sticks to get it going, but that shouldn't be a big deal. Coal can be a dangerous item as it produces some nasty, killer smoke. Now in some areas, this will just be a cost of living. The people will have shorter life spans because they are poisoning themselves with coal smoke. The alternative is to use coke. Coke is to coal what charcoal is to wood. Both occur when the substance (coal or wood) is burned without the presence of oxygen. It not only concentrates the fuel into a smaller form, but it releases many of the dangerous gases that would have gone out in the smoke.

Logs, coal, charcoal and coke would all have to be delivered, assuming that the person doesn't live on the outskirts of a coal field. That requires wagons, typically huge wagons. That means there are labor costs as well as materials costs. (It's expensive - LOTS more expensive than picking up wood in the forest!)

OK, we're developing all sorts of fantasy places now so what else can be used for fuel? Peat is not that far off the beaten path. Peat is a hunk of dead vegetation pulled out of the bottom of a swamp and dried. Believe it or not, it works fairly well and can be fairly common, both as something people gather for themselves and as a delivered fuel.

What about oil? It seems wrong to use petroleum (I usually call it "earth oil") in any fashion in a fantasy environment. You may take this different tactic or perhaps a different style for one or two of your fantasy races. Dwarves living underground seem a likely candidate for having some refining abilities and some heating oil. What about whale oil? Well, at least in Earth's history, whale oil was great for lighting lamps, but was simply not abundant enough (at least on land) to act as a heating fuel. Maybe your world includes some gigantic domesticated animal that could be broken down into an oil based fuel, or perhaps they just throw hunks of dinosaur blubber on the fire to keep it going.

Let's get creative. With the right kind of technology, or perhaps elemental magic (or maybe just huge amounts of dumb luck), there could be a people using geothermic energy to heat their homes, though it is unlikely that they could find a way to control the heat well enough to cook with it. The cop out answer is "magic", but there could be magical devices that heat homes, or magical gateways to burning realms that might provide enough heat for a community.

Don't forget that some areas might not want to heat their homes. If this is a tropical region, they might only need fuel for cooking or for industry and not to actually heat their homes. This makes their needs far less and far easier to explain. The same might be true of underground civilizations. In a cavernous realm, the standard temperature might be 55-60° all year long, and they simply dress for it. Obviously, if the community is in a volcano, then heating is not the problem.

So what about the other side of the issue? What about cooling? The most obvious way to cool a home is to open a window. For the vast majority of homes and buildings, it is going to be that simple. How many windows are there? How big are they? Do they need to be protected against invasion? Do they need to be protected against the elements (back to the shutters discussion)?

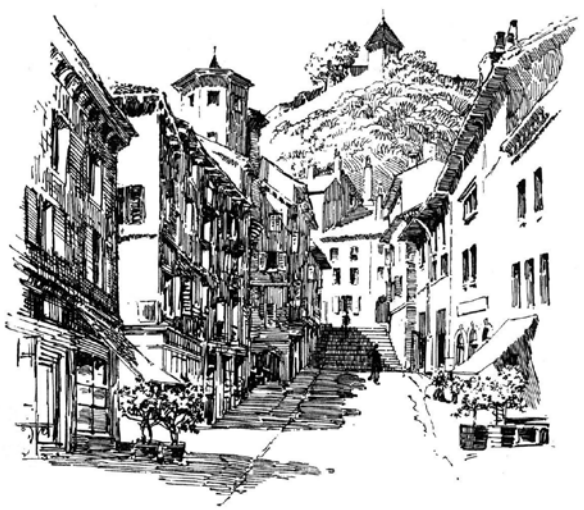
So that's it? Well, not completely. First off, if the climate is really warm, watch where you put your windows. You don't want them facing the hot sun. Tall ceilings tend to carry the heat up, and can leave the floor level slightly cooler, as well as create greater shade. Nothing wrong with a front porch with a good awning either.

One of the best ways in a temperate zone to beat the summer heat is to build a basement. Placed down in the ground, basements have a great advantage of being cooler in the summer than the "main" floors. Larger homes in the Southern U.S. sometimes had dining rooms in the basement for summer and dining rooms upstairs for the rest of the year. While we're at it, if heat is an issue, leave the oven outside. No really, it was common in many cultures to have the ovens in a separate building. This both kept the heat out of the house in the summer, but also if the oven caused the house to burn down, at least it only caused the separated kitchen to burn and not the main house.

People like cool, especially when its drinks. Also, there are certain foods that would spoil, or at least spoil faster, if they were warm. So what to do? Two methods were frequently used: a spring house and an ice house. A spring house was a small shed/building built over a stream. The flowing water ran through the shed cooling it. Typically the food was put just above the water level on shelves, but some ingenious methods of actually placing the food (often in ceramic jugs or something similar) into the water were also used.

Ice houses were built either into the ground (underground or partially underground) or into the sides of hills. Similar to the basements, these underground chambers would stay cooler in the summer than other buildings. Sometimes caves were used, but since it was important to have the ice house close by a source of fresh ice, caves are not always the best spots. In any case, the ice would be packed with insulation (typically straw or saw dust) and assuming it was done well, the ice could remain until the next winter.

Ice houses were typically used for food storage, but the ice could also be used for cooling beverages or other purposes. Some beers need to brewed in cooler temperatures, so there may be industry going on in the



ice houses as well. If the insulation is done right, the ice can also be transported to different climates where it would likely fetch a pretty penny.

Streets and Sanitation

Often times, the streets of a city are used to designate its level of civilization, or at least its wealth. Therefore even if all the streets are not paved, most towns will want to do something special with their main street or entry street in order to impress any visitors. Massive empires might take on the expense of building roads that will connect the various cities and larger towns, but this would likely only be the mark of a massively powerful empire.

The simplest form of road is a game trail. Animals have a habit of taking the easiest path to where they want to go, and people can certainly follow. The more traffic a trail sees, the clearer it will be. Plants will cease to grow under the traffic and the branches and other obstructions will break off, making room for travelers. Of course, animals are typically walking from a place of food to a place of water, so their trails are not that useful, unless you are looking for the local watering hole.

The upgrade of a game trail would be a path. Paths would be frequently traveled by people who would make better efforts at widening the path and avoiding some of the less pleasing areas. In other words, a game trail might go straight through major puddles and mud, while a path would likely skirt around such obstacles. As with the game trail this is simply a passage cut by frequent traffic which kills the plants growing under foot and has snapped off many of the branches that grow across it.

Leaving the naturally formed trails and paths, we move up to the roads. A road would be wider, typically because it was used by pack animals or vehicles. A wagon or cart is going to cut a road much quicker than people on foot can. Of course, this road will likely be rutted if it were cut by wheeled vehicles. Roads tend to go somewhere, most often to a place of civilization. This might be the road the farmer's family takes into town every week to trade or go to church, or it might be the road that connects the little farming communities to each other. Roads will likely take the easier way around hills and other obstacles, because the heavy vehicles will not always be able to do what people on foot can.

Major roads go by various names. You can call them major roads, trade routes, highways, or whatever. This would mean that the rutted paths we just discussed would be "minor roads". So these trade routes will be used to link major cities. Pretty much the only reason for building them is to assist in trade or in military movements. Whatever they're called, they are a major undertaking.

We're going to base our major roads on some of the road building projects that occurred on the ancient Earth. The road itself will be built up above the surrounding land, forming ditches on either side for drainage. The road will be reasonably flat and will be paved in some manner.

Paving is a big discussion, and this goes for the roads between the cities and for the streets within the cities. As with any major undertaking, they are going to use what is plentiful. Some of the more common surfacing items would be loose gravel (cheap), loose river stones, cobblestones, brick and then paving stones (higher end). Each of these has its pros and cons, but again, unless there are nearly unlimited funds, they will use what the have close by. There are other alternatives. One less known version was pine blocks covered in tar and then in fine gravel. Just shows what you can come up with when you have tons of a certain material.

Looking for some details to add? How wide are the roads? It doesn't really matter, what matters is if they are wide enough for caravans to pass each other. Assuming they are not, what is the custom? Do the shorter caravans pass first because they are smaller and assumedly quicker? Or do the long caravans pass first because they are more powerful? Where do the others wait? How far ahead would outriders be expected to travel to insure that they don't bump heads with the others. Of course if the roads aren't raised, this isn't a problem, but on a raised road, it will be very difficult to get on and off the road with the big, slow wagons.

Turning our attention back to the city streets, how do they look? As with anything within the city, there is likely to be more than one answer. Different neighborhoods will likely choose different solutions. One of the easiest ways to determine what the streets look like is to remember what they are needed for. If

there is a brick factory at the end of the street, then the street had better be tough enough to take the heavy wagons and draft horses. We just talked about heating - Do the streets need to be wide enough and tall enough to handle coal wagons? You might also want to think about height. We haven't mentioned much about it, but if this is a hilly region, then there are likely to be overpasses or bridges and underpasses. There will need to be enough room under the bridge to move those coal wagons too. Do any of the streets move through or under buildings? The tunnels will need some height as well.

In addition to determining if the streets are dirt/mud or paved, you may want to figure out what happens to the water. If you determined this was a monsoon region, they will have figured out what to do with all that water rather than let it collect in the streets like it was Venice. Do they actually have sewers? Probably just drainage ditches with a pit every once in a while to catch some of the water. Maybe the ditches connect in hopes of moving all the water out of the city.

If they do have sewers, what do they look like? Are they simply pipes, or are they big enough for someone to walk in? You know if they exist, they will be used for some nefarious purpose. Alligators, anyone? What other hidden dangers lie in wait in the sewers? It is important to talk about this, because one of the least discussed parts of urban life is human waste. It's a big city - They aren't running out to go behind a tree.

So - Are there outhouses that dump the waste into a pit, and when that one fills up, they dig another? Do they dump it in the street expecting that the rain will wash it away? This was a very common practice. By the way - dumping requires chamber pots or some other device. Yeah - it's disgusting, but it's real. You don't need to get into this kind of detail in your city, but knowing what the streets look like and if there are sewers or simply gutters can really help you when you're trying to run a game.

OK, we're beating a dead horse here, but the whole poop discussion is kind of important when you're talking about developing streets. The last thing on this point is street sweepers. We already talked about what gets dumped in the streets, but now add all those horses and other animals in the streets. They're dumping too. Are there street sweepers? Well, probably, but are they governmental workers or just home owners and landlords trying to keep their property nice?

STEP 6 - NATURAL RESOURCES

We're going to breeze through this section, because by now you have already needed to think about many of these topics. Don't believe us, just see for yourself.

Minerals

OK, you thought about building materials in the region, now just take that thought process another step or two. What types of minerals are here? Coal mines might mean diamond mines, though that's likely a stretch. Are there any gemstones to be found? How about precious metals? More to the point, how about strong metals? Iron is nearly everywhere, but is it found in concentrations that allow it to be mined? What about copper, a solid tool metal, but vastly better when smelted into bronze.

If you have no ideas, you can fall back on the "similar spaces" theory. If you were patterning your area after the Rocky Mountains, you might want to add silver mines, as were found there in our world. If you're thinking your region is more like California, maybe you want to add some gold mines or more likely some gold panning operations. Of course if your area is more similar to the Great Plains or the Mississippi River basin, then mining for metals might not be a big industry.

Hopefully the importance of this is obvious. If there are active iron mines, then there will be strong metals for tools and weapons. If there are precious metals, then there is a trade good worthy of swapping for nearly anything. If there are gemstones, well, that's even better. If there are no mineral resources, or they are few and far between, then industry is going to take a very different path.

But what other kinds of minerals maybe be found? What about salt mines? You thought about some of the other building blocks earlier; were there marble deposits? What about some of the other metals: zinc, lead, or tin. These may not be important on their own, but are very valuable as alloys. There are other minerals that have uses in various applications from forming cleaning agents to concocting medicines/poisons. We're probably going into too much detail here, but it should be something you think about in the back of your head.

Before we walk away from this subject, think about ceramics. If the soil is good for brick making, then it is likely good for making all sorts of ceramic items. Ceramics can cover a huge gambit of manufactured goods, especially all those typical household items.

Flora

So what was growing here before the crops were plants? Let's assume that the same things are growing in the wilderness areas still. The first thoughts will likely go to foraging for food. Are there wild mushrooms, berries, or herbs growing in the wooded areas? Are there nuts or fruit trees out there waiting to be harvested (if you

can beat the squirrels to them). But on top of the "free" food, what else is out there?

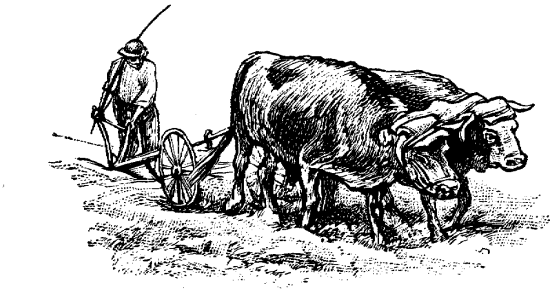
Think about the various wood products. Yes, in **Minerals**, we talked about expanding on bricks and stone, and here we're expanding on wood. More than likely the wood is simply a building product, but it's so much more than just housing. Every tool with a handle, likely has a wooden handle. If the wood is abundant, then it is probably used for everything from plates and utensils to writing surfaces. Obviously there is also furniture, and each type of wood will produce different effects. If the forests are vast and varied, they may use hickory for tools, walnut for cabinetry, and oak for building homes. OK, we're way too detailed again, but we think you're getting the drift on wood. (yeah, we know, lame pun.)

So what other types of plants could be growing. Well, there are the spices and medicines. These would be relatively rare, but likely only needed in small amounts. Then there are the dyes. Some plants make wonderful colors when properly treated; does indigo grow wild in the region? These chemical uses are just the tip of the iceberg. If you're looking for a trade good in a pioneering region, hard wood ash can be used to make potash, which can quite valuable in trade.

Fauna

To some degree, you have already decided what type of animals you are going to have. You decided on the weather. You decided on the terrain. You decided on the flora. These all lead to what types of animals live in the region. While you don't have to mirror Earth, don't put herds of bison in the forest or elephants in the desert. You may want to start thinking about a food chain, not a really involved one, but something like: Lions eat antelopes, antelopes eat the wild grains. Or think smaller: Eagles eat the small omnivores who eat the rodents who eat the bugs and small nuts.

The goal here is to document the game animals, both big and small, and the predators who hunt them. This gives you something to work with when trying to understand the local hunters as well as what the local military is going to have to worry about. By all means, use real Earth examples to help, but don't be controlled by them. Just because there were no kangaroos in Africa doesn't mean that you shouldn't use them in your game world.



More importantly, here you need to start thinking about the fantastic animals as well. After all, this is a fantasy world. Where are the dragons, the hydras, the fire breathing dogs, the unicorns, or the thunderbirds? How do they fit into the food chain?

Don't just think land either here. If this is a port, how's the fishing? For that matter, how's the whaling? You can also add in some migrations if it strikes your fancy. Maybe the whaling is great in the summer as the whales travel north to the cooler waters, and the only time you can get any geese would be during a rest in their winter flights north and south.

What animals exist is more important than simply the food they will provide. Sometimes it's the food they will deny the people. If the lions are killing all the antelope, then there is no game meat. But what about smaller? Are there rats everywhere that are ruining the crops in the fields or in the silos? Are there termites that prevent the use of wood in buildings? Are there foxes or eagles that keep snatching the chickens? Do piranha make it impossible to swim in the river or jelly fish prevent entering the ocean?

The little creatures can be useful though too. Are there silk worms in the forest? Are there honey bees? What about a heavy dose of worms or other crop aiding "bugs"? Maybe the local turtles are huge and slow, allowing for clever hunting. OK, we're pushing the details level and we've plummeted from our 10,000' view, but some of this should be useful to you.

The last note here - don't forget those animal hides! While rabbit and raccoon fur may be for simple winter wear, snake skins and other reptiles might be more valuable. What about some lion or leopard hides; a wonderful trade good. But there are also unicorn horns, dragon fangs, elephant ivory, etc etc ad nauseum.

Industry

As with the flora, you have already made most of the decisions about the industry. The real questions will center around how sophisticated the industry is. Let's jump in. You decided what type of fuel they burn. Let's pretend you said coal. Are they deep mining the coal, or strip mining it? Maybe you had them harvesting cotton. What are they doing about the seeds? a cotton gin? (That's pretty high tech for most fantasy games.)

Probably most important to the industry questions is the thought of the building materials you have provided. Do they have strong metals? Do they have plentiful wood? What if they don't? A culture rich in iron and coal will likely have steel, but that's one you have to call as the GM. Assuming they have steel in abundance and

little wood, they are more likely to fashion swords. If they are wood rich and steel poor, you are more likely to see spears and leather armor.

If steel (or iron) is rare, you will need to substitute something else. Maybe bronze will work for you. Maybe in the flora discussion you decided to give them ironwood trees with the strength of iron. Maybe they are relying on the whale bones they harvest for building materials. Maybe the diamonds are so plentiful, that they are using low grade diamonds as spear tips. Maybe they have so few resources, that they have mastered martial arts and fight without weapons.

We've reached that point where your previous decisions have now pushed you into making do with what you have. That can be fun, and really stoke the creative process, but if you wanted something different, now is the time to go back and change things around.

The industry decisions also comes down to raw products vs. finished products. Let's say this is a huge cattle ranching area. Do they tan the leather and then ship it somewhere else or are there skilled leather workers right here who can use the materials? The same goes for just about everything produced. The grapes may grow on the mountain, but the wineries might all be in the valley. Typically it is best to finish the products where they are created, but there are many reasons that this might not be the case.

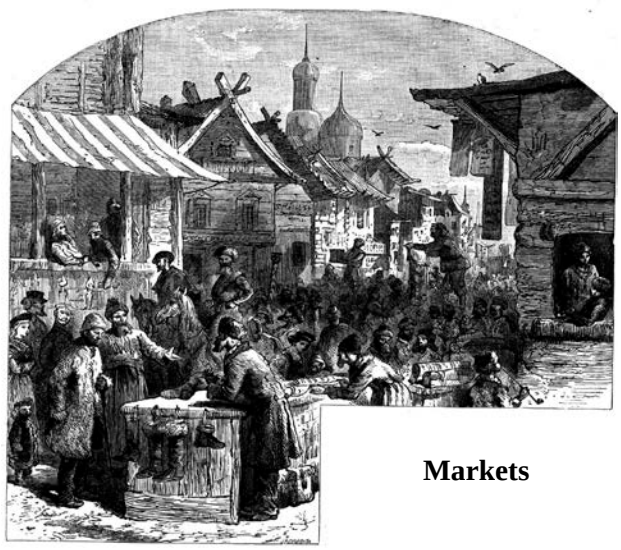
We touched on it earlier, but what is the level of technology here? If this is a more primitive culture, they are more likely to sell the raw materials. Maybe they are able to begin the process, but it needs to get shipped off for it to be finished in the best fashion. Maybe the local customs are different than the foreign customs, and the foreigners want different things - not better, just different.

We haven't touched on the industry of magic here, and maybe this just doesn't belong at the 10,000' level, but it is something you'll need to consider. We'll talk about it more later, but you might want to think about whether magic is used in industry or if it is an industry.

STEP 7 - MARKETS AND STORES

There are typically two places to go to shop: a store or the market. What should be sold in each? Let's start with some easy choices. If a product is going to be made year round and sold year round, it probably can support a store. If a product can only be sold during a certain season, it likely belongs in the market. If a product is difficult to move, probably because it is very heavy, it is more likely in a store. Market stalls likely have to have all merchandise carried away every night, so there is a limited amount of stuff there. Stores are far more secure, so if something is very valuable, it probably belongs in a store. If it can be manufactured right there, likely the craftsman will build a store/house/workshop and sell, live and work all in the same place.

Most "house crafts" will belong in the market. If a farmer only owns a dozen sheep, and his wife spins the yarn, they won't have a store. If a weaver buys wool from all over the county and weaves all year round, he likely has a store. It really is a matter of timing. The more product you have and the more days you need to be selling your products, the more likely you are to have a store.



Markets

Let's think about the market. It is important to remember that while in our modern times, a very minor portion of the population is involved in farming, "back in the day" most people were farming. Not only that, but most people were subsistence farming, meaning, they barely made enough to feed themselves and their families. What does this mean? Well, it means that for every city dweller, there are likely nine farmers. This does not mean that there are nine booths in your farmers' market for every person in town, but you need to remember how deep the backup to the stalls goes.

So who is in the farmers' market? Let's think about it this way, everything you find in your mega-super-market store would be represented. Not only that, but it has to be fresh, since there's no frozen food aisle. (Probably no tin cans either.) The vegetables are fairly easy to think about. Anyone who has been to a farmers' market on the weekend can represent that in the game. But it has to go beyond that. The tricky part, if you're trying to determine what's available, is to figure out what is for sale at different parts of the season.

Is there a short-cut? We think so. Try this: Since most farmers need to keep their eyes directly on their farms to insure that the crops come in, they cannot waste

their days sitting in a market trying to sell stuff. Therefore most of the vendors will be merchants who bought the stuff from the farmers this morning or yesterday and are going to sell it in the city today. Sure, you'll want to throw in some farmers' wives who are selling directly for their family, but a lot of the stuff is going to be through "merchants". By doing this, you can have one stall that offers a variety of products, when many farmers will be growing vast quantities of only one or two crops. As for what is for sale, that will depend on the time of year and the region where your city is.

What else - Gobs of stuff! Start with the other farm products, especially the ones that have been processed in some fashion. By this we mean wool processed into yarn, grain milled into flour, peaches processed into preserves, etc. Again, much of this can come from both individual farmers or from the bigger processing guys. The local mill will likely have a stall and be selling various types of flours and meals. Maybe there is a weaver who will bring his fabrics to market, but there are also shepherds who bring their yarn. Without refrigeration and other modern means, preserved foods are the most important foods. The market will be selling fresh foods when they are available, but they will be selling preserved foods during the other times of the years. This includes all manner of preserved foods, whether they're smoked, dried, pickled, salted or whatever. If it weren't for these methods, no one would be able to survive through a winter.

Don't forget to step away from the farms as well. The marketplace should have things crafted by other people who don't necessarily need a store. The hunters and trappers will sell their meats and their pelts. The foragers will sell nuts, mushrooms, and every other product of the woods. There might be jewelers who are selling locally found stones or ceramics workers selling various dishes and vessels. You know that enormous store that sells food and also has clothing, automotive and likely outdoors gear? Yeah - walk around there and think of the number of stalls you need to have in your market.

Last but surely not least will be the traveling salesmen. These guys are going from town to town buying cheap and selling high (or at least moderate). They will have all manner of goods that might not be available in the region normally. If jasper is found locally, these folks are bringing in obsidian and pearls. If ceramics are the local craft, these guys have glass. Or vice-versa. They won't have the depth of product that the locals do, but they might have your only shot at something.

Stores

As mentioned, the other side of the coin is the stores. Absolutely a store should be used when a craftsman would be expected to have his shop in a city and sell his own products. But when else? Well, in the smaller communities (villages) there is likely a store. This would most likely be a dry goods store where the local farmers might pick up tools and other items they cannot craft themselves. If there is a strong central government, then they are likely using coins, but it would not be uncommon to see barter going on here.

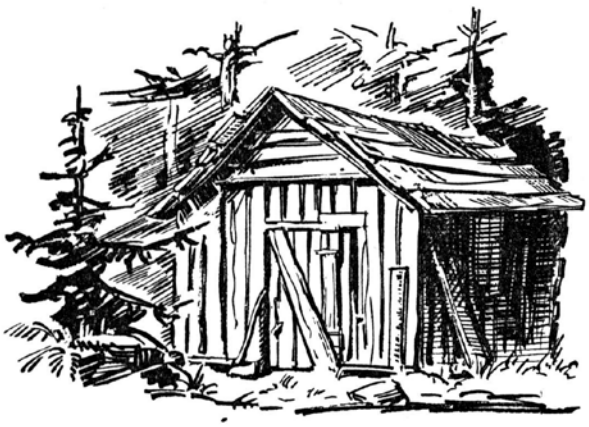
Even in the cities, stores would be common in the neighborhoods. If the farmers are expected to have vacated the farmers' market before sun down, then people who work all the daylight hours might need a shop open after dark. Sure, things will be more expensive, but they will be available. The same might be said for bad weather. The store in the factory workers' neighborhood might be the only way they can buy preserves during the winter, if the farmers do not normally come to the city during those times. Don't start laying out economy calendars, but the factory workers probably get paid once a week, so they don't have the cash to buy all the food they need for the winter while the farmers are selling it. The neighborhood store bridges the timing of the farmers to the timing of the city dwellers.

The profit models of the two types of stores will be different as well. The merchant store will make money strictly on the mark up of the goods. The craftsman who owns his own store is typically looking to make his money only on his labor costs, with only enough mark-up to cover his shop expenses. Before you completely

dismiss mark-up costs as unnecessary, you need to understand how much people will pay just for convenience.

You're probably thinking - What happened to the 10,000' view? This is way too detailed. Maybe you're right, but what we're trying to get you to think about is the way things are sold in this community. You should already know what they need to buy and what they have to sell. So, how does that happen? Answer that and you now understand the economics of your town - at least at the 10,000' level.

Stores also lead to something else: guilds. Is this city so big that they have multiple leather workers making shoes? Then there is likely some manner of guild, union or chamber of commerce. These organizations can become enormously influential in the community and should be considered.



Self-sufficiency

We just mentioned that the farmers need a place to buy the things they cannot make on their farms. Exactly what is that? Well, not much typically. There are two styles of farming, and you'll need to decide which is in use, possibly which in which regions. The first type of farming is self-sufficient farming. Here the farmer is going to grow as many different types of crops as he may need to feed his family. He'll have grains, vegetables, likely some fruits, probably a small patch of herbs or spices, as well as some kind of livestock. In this fashion, he hopes to feed his family with enough left over to sell for a couple of coins.

The other style is what we call cash crop farming. Here the farmer grows the crop that he can sell for the most money and then sells it. He then uses the proceeds from the sales to buy whatever it is that he needs. Which is better? Well, cash cropping is more of a gamble. The self-sufficient farmer is better protected if one of his crops fails due to some weather condition or other farming hazard. The cash cropper has put all of his eggs in one basket. Some years, he may make out like a bandit, but if the wrong kind of insect shows up some year, he could easily be wiped out in one season.

Now, the cash cropper needs to buy everything, or at least trade with his neighbors for it. But the self-sufficient farmer is only going to need a couple of things. Most commonly, the self-sufficient farmer will need to buy any strong metal tools, though he might be handy enough to fix them after he buys them. Depending on the region and what he's able to grow, he might need to buy fabrics. Chances are he has some hemp or linen in the fields or a couple of goats he uses for wool, but woven fabrics would probably need to be purchased. Fuels might need to be bought as well. Here we're thinking more along the lines of whale oil and wax candles, but again, all of this depends on how you laid out the available products in your region. If the farmer has anything left over, he'll want to think about picking up some finery. The store is going to be his chance to buy glass or crystal, maybe some silver or gold objects, or even porcelain. We mentioned tools, but don't think only about plows and sheers. The farmer is going to need a couple of good knives and maybe some hunting arrows.

Travel

As we mentioned, we don't expect that most people will ever travel more than 20ish miles from their place of birth, and if they do, it will likely be to relocate - one move their whole lives. But there will be that small group of people who make their living by going from one place to another. Merchants, messengers, minstrels (need to get off the "M"s), mercenaries (drat), and all sorts of other people will not stay in one place.

So how do they travel? If there are to be any imports or exports, there must be a way to get them in and out. Are there roads? Is there a port? The bigger and better the mode of travel the bigger and better the trade in that place will be. Farming communities will likely have one road that leads to a nearby town or village. Is that all? Is the farming community on the end of the line or one of the communities along the way (sort of making it like there are two roads into town).

Travel needs to be balanced against everything you've done so far. If the natural resources of a place are incredibly rich, there will likely be better trade routes. Trade leads to visitors and visitors lead to inns. The farming communities are least likely to have any manner of lodging, but one of the farmers would likely be willing to put someone up in his barn for the night, typically just to hear the news from the far away places. On the other end of the spectrum, major cities will have blocks of inns and lodging houses surrounding the gates or roads into the city.

Don't forget, this is fantasy. Travel can be accomplished through magical means too. Are there pegasi or some other domesticated flying steed? Can people teleport? Were there magical walkways that link the cities and towns? Even taking it down a notch to lower powered magics - Do the sailors have a spell caster to fill their sails with wind?

Finance

Travel and trade also lend themselves to people moving away from barter and into currency, typically in precious metals. Have you thought about the currency for the region? It is probably under the control of the regional government. You don't need to get elaborate; your game system will likely give you what you need, though it is always fun to add your own flair.

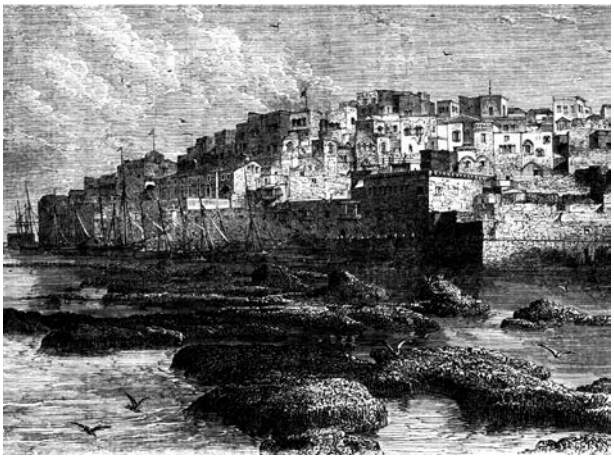
What about large sums of money? Have the capital cities figured out how to transfer 150 pounds of gold from one person to another without having to transport it through bandit regions? This is getting into the details, but if you decide on some of these things for your capital city or the region, they will filter down into the smaller communities too.

STEP 8 - GOVERNMENT

Simply put, you would not believe the number of different styles of government that exist in the world today. People across the globe choose their leaders in a myriad of ways.

Focusing on a fantasy game, the easiest choice is a monarchy with leaders chosen through heredity. But what do you need to know for your urban area? A farming community likely does not have a local leader at all, because they cannot afford to have someone rule them. But someone must make the decisions. Is it the heads of the families? If so, what constitutes a head of a family? Patriarchal or matriarchal? Is it the oldest folks, no matter who they are? Is it the wealthiest? if so, by what standard? the most religious? Is it more like a democracy? if so, who gets to vote? See, even at the smallest level, this can get complicated.

Then you have to think about who rules the greater area. Assuming you're working on a village or farming community, who is the local lord? Is he at the nearby town? Lots of GMs want to go with feudal societies thinking they are easy, but where does the local lord live? Who is he beholding to? Who is that higher guy beholding to? Four levels of hierarchy are very believable. Assuming it is feudal, how many soldiers is each guy required to bring with him when he is called and how is he going to meet that number? standing



knights? drafted peasants? standing militia? OK, we're encroaching on the next chapter, so I'll stop now.

Depending on what you are creating this community for, you may not have to answer all of these questions, at least not in detail. It will be important to know who is in charge here and who their "boss" is, assuming there is one.

Villages need someone in charge, because as the numbers rise, so does the chaos. A village may have a single person as the leader because they can likely afford a single salary, or they might choose to have a group of people. This group is similar to what we have already mentioned. It could be made up of the heads of the families, the elders of the community, some religious folks, the leaders of districts within the village, or perhaps representatives from various walks of life within the village.

If the village is not really in charge of their lives, but instead a small part of a much larger nation, then the "leader" might not be a leader at all, but instead a lackey of the ultimate "king". Maybe the village "mayor" is simply a tax collector for the distant power.

In this discussion, you need to keep in mind the type of people that live in the community. In a feudal setting, the people of the village are likely just sharecropping peasants with no say in their governing at all. They live under the boot heel of their local knight. If the people are colonists or pioneers, they are far more likely to demand certain freedoms and take a more active role in their government. If they are an established community, they may be more willing to rely on representatives to make the big decisions, especially if those representatives are in some way related to them.

Towns are very similar to villages, but as always, the scale affects both the people and the government. Towns require a lot more than one or two folks running things. Towns start to have many governmental workers, some in seemingly insignificant jobs. Capitals are where the bureaucracy really starts to kick in, but there would be the scent of such wastes even at the town level. You

don't have to name every little town clerk, but don't forget the power they wield. The little cogs in the machine of government can intentionally or unintentionally cause untold problems for the people and the players.

We have been talking about two styles of cities - the capital and large village. Capitals are going to be all about the government - lots of employees, probably lots of related folks hanging around: ambassadors, lesser nobles, lobbyists, who might be the lesser nobles, etc. In fact entire districts and major chains of buildings will likely be devoted simply to the government and its smooth running.

Large villages on the other hand should have big government, but it will be as chaotic as the city itself. Typically these communities have jumbled forms of government, such as aldermen each fighting for their district or clergy each fighting for their church or guild masters each fighting for their trade. Sometimes, all of the above! These governments may employ the same number of bodies as the capital, but they are nowhere near as efficient and are not accomplishing half the services.

People complain about their taxes, but (hopefully) those taxes are getting you something. Maybe they are keeping the roads paved, the army strong, the crime rate down, or the defensive walls standing. These are things that most citizens want from their governments. In a capital, these services are likely being provided as well as things such as safety from bandits, smooth systems of trade, both internally and with other countries, probably a lack of major pollution sources, at least where they aren't hurting too many of the people. In a large village, the same taxes do not produce these basic services and really don't give anything extra.

These thoughts have been pretty random up to now, but you need to start making decisions. What type of people do you have, and what type of government are they willing to live under? In most cases, the people really do make the government, because if the government and people do not agree, sooner or later, you will have a revolution. Nothing wrong with adding that little piece of drama to the location if you want - perhaps there is a corrupt king or an invader who has taken over by force. Now you have some real drama on your city streets.

OK - Back to the style of government. We're starting to work into the cultural aspects here, but what do the people have and what would they want? Highly religious folks will likely want religious leaders controlling their government or at least a king with some manner of divine right. This could be manifest in the king being assumed to be the avatar of the god or simply rule by the priestly set. Strong military rulers usually rule over peasants with few freedoms. Strong civilians (and here strong likely means reasonably wealthy) are more likely to have a government of representatives that they are free to choose or at least influence.

Put a little thought into how the top level leader(s) got there and you will have an easier time envisioning that leader. Was he simply the oldest son in a long line of eldest sons? Here you need to balance what might be a weak ruler with a ruler who has been trained from birth to rule. If the leader is the reincarnation of a previous ruler, when was this determined? Has he been trained from birth, or was he discovered recently? Is the ruler very young because of one of these methods? If so, the power behind the throne might be vastly more powerful than the power on the throne. If the civilians elect their leaders in open elections, the rich are the most likely to rule as they are the ones with the money to run campaigns. Remember that elections typically require a literate populous, and this may not fit your culture, unless the elections are by mob rule.

Revolutions came up earlier, but remember that there is a lot of grey area between absolute power and revolution. However the leader came to be in power, he may be strongly entrenched or weakly hanging on to power. In either case, the leader will most often appeal to those people who can keep him in power, so once you know how he got there and how he stays strong, you can decide his leanings when there are conflicts within the society.

If your game uses alignments or some other established form of good and evil, you will definitely want to establish the leader's alignment and how it measures up to the people's. Leaders tend to be more "lawful" than their subjects, because they prefer the use of organized power. If your game is more open to broad role-play styles, you will still want to use some descriptive terms, such as: sinister, tyrannical, generous, just, concerned, elitist. We're still not looking for you to establish the game stats for your leader(s), but knowing

their general attitude towards the people will go a long way.

STEP 9 - MILITARY MIGHT

Why is that coastal city the center of trade for the entire continent? Maybe because they built themselves a strong navy and went out pirate hunting. With fewer pirates in the area, the trade ships have a better chance of moving goods. Not only are the odds better, but they will be carrying more goods and fewer marines. If the hold is taken up with ammunition for the deck weapons, there will be less cargo and therefore more expensive goods. Strange as it sounds, a strong military with higher taxes, likely brings down the cost of products dramatically.

OK, so what is needed and what is tyrannical? Let's look at some options. First off, a town without any protection is going to be attacked. Even the smallest farming communities are likely together in hopes of receiving help from each other in case of danger, including attacks from nature or man. The most minimalistic protection is a loose militia. Basically this means that most of the able bodied people (possibly only men, possibly all people) are expected to grab their best "weapon" and repel an attack. For it to be considered a militia, some sort of planning and preparation is required. At least there needs to be a plan, such as, when you hear the bell, run to the town hall and we'll all listen to the mayor to handle the present danger. Maybe the plan is, all women take the children into the fruit cellars and the men show up at the town hall with their pitchforks; pitchforks, not axes. (Anyone who has seen an unskilled person use an axe understands why you do not want to stand next to them.)

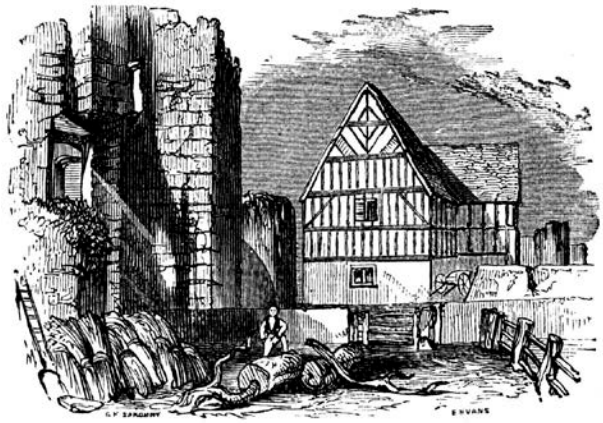
OK, before we get into actually discussing militaries, let's stop for a moment and state what is <u>not</u> a military. A mob is not a military. A bunch of people running around in the night without leadership is not a militia, it is a mob. Mobs can be effective in driving off a wolf or even a bear, but probably not against a group of anything. Also, while dangerous, a single trained warrior defending his own home is not a military either. Jim the hunter might be a deadeye with his long bow, and might be able to kill three bandits before the rest take him down, but he isn't a military. Unless there is some manner of organization, he isn't going to help the next door neighbor.

Militia

A militia is a group of reasonably untrained citizens who band together to fight. There will be organization. There might even be practice, even if it is practice in grabbing your pitchfork and running to the town center. Depending on the government you have chosen for your community, will determine why there is a militia. Maybe the feudal lord demands it. Maybe the town council has agreed. Who established the militia will likely have some affect on its morale, so you'll want to know why it is there and who is intended to lead it.

Reserves

Reserves are the next step up from a militia in that they are intended to have been trained, and not just in how to show up for fire drills. Sometimes these are retired soldiers, sometimes they are simply townsfolk that are required, either by law or by civic duty, to train for a certain amount of time every year. This likely won't be more than a week or two, but it will be enough that they will know what they're doing.



Where getting a militia to show up at the right place at the right time can be a challenge, reserves should know what is expected of them, even to the point of possibly being trained to fight in close formations. We don't want to give the impression that all military units are the same at each of these levels. Some militias will be reasonably well trained, while some reserves might be comically inept, but we are going to try and make some general guidelines. Especially at the level of reserves, you will need to figure out how skilled they are. Can they hit a target with a bow or should the guy behind them keep his shield up?

With the militia, you will likely expect that they are supplying their own weapons and gear, but with a reserve unit, there is a much better chance that they have some sort of weapons made available to them. If they are retired soldiers, did the government let them take their spears and shields home with them? In any case, how do you want to arm them? Armor will typically be more than might be expected, but depending on your game system, armor might be expected. Not only do you need

to determine how much gear they have, but in what shape is it? Also, where is it? Do they keep it themselves, or is there an armory in the town where they are all expected to muster? You might want to think about uniforms too, but now we're getting way too detailed.

Professional

Professional troops are those soldiers who actually get paid for being soldiers. This is their full time job. Again, you're going to have to figure out how much gear they have, what condition it is in, and where it is housed, but you can mainly assume that they are well armed and have it with them at all times.

So what do they do? If you're going to assign a professional army to a town or city, what do they do? Do they stand sentry at the palace? Do they guard the city gates? Do they go out with the tax collectors? Do they comb the forests looking for bandits? Do they lay around their barracks getting fat and lazy? In most cases, whoever is paying them will want to find them something to do, even if it is busy work.

By now you're tired of hearing it, but just because they are professional soldiers doesn't mean they're very good at their jobs. How good are they? There's a good chance that the answer may be "it depends". How many units are there in the military? Maybe the infantry is as disciplined as an army can get, but the archers are green and cowardly. Is the cavalry a crack unit of knights or a rabble of former bandits? Is one of the units the favorite of the ruler and so they get the best uniforms and the equipment?

Remember, you can make these soldiers as plain or interesting as you want. Right now you might want to say - I have 15,000 people in the town, and the region is generally peaceful. So let's say that there are 500 professional soldiers, broken down as 100 heavy cavalry, 200 archers (long bow) and 200 infantry (spears and shields). In additional another 500 of the citizens are trained as a militia and can show up within an hour to take a spear and protect the city wall. Right now - that should be good enough. As you develop the city more and more, you may decide to go into detail about the heavy cavalry being feared throughout the land because of their ruthless pursuit of enemies. Maybe you decide to split the infantry into two companies, one that stands sentry in the city and one that is responsible for the roads and the toll bridges.

Mercenaries

Mercenaries are typically only needed when the country is at war. Otherwise they are just too expensive, at least typically. What do mercenaries add to your city? Well, flavor to be honest. If they are serving not out of patriotism, but instead simply for a paycheck, they are going to have a different attitude. All sorts of differences can be made. Mercs typically don't care about the locals as much as loyal soldier would, so they work better for more tyrannical rulers. They are typically among the better trained troops or at least the most experienced.

Law Enforcement

Soldiers are typically not the law; there are more specialized folks for that. The soldiers mentioned above are there to protect the land against foreign armies and the big threats. But inside the city walls, who is keeping the pick pockets and shop lifters in line? Not only do these folks need to be able to mix it up in a fight, but they need to have some ability to investigate crimes.

You don't have to think about a full blown city guard here. Often times a sheriff with or without deputies will be enough to maintain law and order. In the smallest communities, the sheriff may be shared with other villages. The other side of this is that in a community of 200 people, pick pockets and muggers are easy to identify. After all, everyone knows everyone else. You can't rob your cousin's wife and expect her to not recognize you.

Weaponry and Styles

While it is common for governments to spend the bulk of their tax revenues on the military, it is also important to remember what they have available. Back in **Natural Resources**, you determined whether they had iron or copper or hard woods, etc. Now is the time to use that.

It would be understandable if an iron poor region imported steel to make swords for their professional troops, but they wouldn't do it for the militia. The lower ranking troops will be armed with whatever is cheap and available. If iron is scarce, then wooden spears with steel heads may make sense. These same folks would be more likely to use wooden shields and/or leather armor. You don't have to be snobby; bronze weaponry and armor work reasonably well in most battles. Those with almost no metals will have to rely on wood or stone for their weaponry, but they are also likely to go raiding anyone they can to enhance their armory.

Remember that these restrictions can extend with more details. Longbows require some taller trees. If the region is primarily shrubs, then they might still be able to fashion short bows, or have they relied on throwing weapons or slings? If the region is rich in lead but poor

in iron, have they added lead to their wooden weapons to make them heavier? These questions may be too much detail for you to place right now, but if the thoughts occur to you, jot them down before you forget them!

But what kind of troops are they? If this is a heavy mining region, would the militia use their pickaxes as weapons, or some style of axe that would be familiar to them? Yeah, most likely. Huge cattle herds require skilled cowboys. Do the cowboys double as cavalry when wars arise? Is the wood nearby the kind used for clubs and staves or for bows? It is very common for the styles of military (infantry, missile, cavalry) to grow out of the normal culture, so think about what the regular folks are doing and you should have no problem figuring out what type of troops would be protecting them.

Typically the standard soldiers will not be packing magical heat, but their officers might! Are any of the officers or special corps magical? A couple of fireball throwing mages can turn the tide of a battle. What about magical healing? We'll get into this more in the next chapter **Magic**. If you don't want to get into magic, still think about artillery. A city with far reaching catapults makes a much tougher target than one staffed by spearmen.

Gates and Walls

It was tempting to put a discussion of gates in with **Streets and Sanitation** or even in with **Markets**, but it probably belongs in with the military. So - We've already mentioned that farming communities and villages should likely not have walls (unless it is a extremely dangerous area, but then, why are you there?). Towns might have walls. Cities most likely have walls, but not necessarily for the entire city.

Let's get the basics out of the way. You know what types of building materials are commonly used. Most likely the walls are made of the same, though if wooden buildings are the norm, stone walls might still be erected. In most cases, the folks will find a way to use what they have easily available, but the strength of the walls is not determined by the locals; it is typically determined by the enemy.

We mentioned earlier that if you were trying to keep out leaping predatory cats, you would want a high wall, though it could be thin. If you want to stop catapults, you need a lot more thickness and toughness. So who are the enemy? Did you think about that when you were deciding what sort of military they needed? Also, who are the defenders? Missile men are going to need walls that can defend them while they are shooting back. Cavalry probably don't need that.

We keep talking about walls, but we are really discussing all manner of defenses. If the enemies use grapnel hooks, then the tops of the walls should be rounded to prevent the hooks from catching. If they use scaling ladders, then some sort of battlement that juts out from the wall could seriously harass the climbers. Of course the enemy will adapt to the walls, but hopefully not too quickly.

If the enemy is wild pigs or jackals, then a moat without a wall might be enough. If the enemy is lions, a fence of thorn bushes might be enough. If the enemy is typically only melee fighters, then a ditch with a steep earthwork next to it might be enough to give the defenders a great advantage of attacking down against enemies trying to run uphill. There are countless styles of defenses that have been used throughout history. If you've already thought of a comparable region on Earth, it might be a good idea to check that region's history.

Don't forget about natural defenses. If the city is built on a river, is it built on an island in the river? Is the city built on top of a major hill with roads so steep there are switchbacks? Is there a natural gorge on one side of the city, so they really only need to defend from one direction? If the moat is a lake, is there an island used as a defensive point along the bridge? Hopefully you thought about these types of things when you first envisioned your city, so these major terrain features are already factored in.

Before we walk away from walls, let us expand on the idea of walls surrounding only part of the city. Putting up walls is expensive. It is entirely likely that walls were only put up to protect the noble, military and/or wealthiest parts of town. It is also entirely likely that a defensive wall was put up to protect the town a century ago, and the city has now grown so much larger that it surrounds the wall. Does this help the defenses of the city? No! Does it help you start thinking about the history of the city? Yep!

Now that you decided to put in the walls, where are the gates? The gates can be very important to the city.

In theory, no one can enter or leave the city except for through a gate. (We'll ignore teleporting and flying as being uncommon forms of egress.) This means that there won't be any merchants, travelers or diplomats coming in without the gates. What about the farmers? Do they live in the city but work the fields? Then they need to get through the gates every day. Assuming there is no agriculture going on in the city, then the food needs to be brought in from the countryside - enough food to feed everyone!

So when you're thinking about gates, where are they? Likely they are leading into the main political district(s). They should also lead to the markets and the heavy trade centers. No one wants to travel farther than they have to.

How big are they? The trade gate needs to handle caravans walking through it, possibly in both directions at the same time. The political gates need to be fancy and impress folks. The military gates need to be able to handle the biggest military units - cavalry? artillery? support wagons? They don't all have to be the same size. If one of the gates leads from the residential neighborhood to the farm fields, it might no bigger than an interior door - enough to let the people through, but easily defended.

Remember that gates are part of the wall, and typically the weakest part. They will be attacked in war time. What additional defenses surround the gate? Remember when we asked what type of enemy the walls were supposed to defend against? What if the enemy is smugglers, and the walls and gates are meant to control trade and allow the government to collect taxes and tariffs? Now the thinking is less about battlements and arrow slits and more about leading visitors into line to pay money.

Check what you wrote down about the streets of the town/city. Did you allow for gates? These can really be choke points, and the biggest streets in the city should lead away (or to) the gates. You might even want to think about putting a large open square just inside the gate in order to allow for traffic issues.

STEP 10 - MAGIC

Throughout this book, our assumption has been that you are creating an urban environment for a fantasy role-playing game, but the truth is, almost all of the information here will work for just about any kind of game. But now, we're going to focus on the magical aspects. If you're not putting magic in this setting, then skip this step.

Magic is actually more of a cultural thing than a resource. What you really need to determine is: How much magic is there in this place? What kinds of magics are in this place? How accessible are those magics?

First question: How much? The answer can be "none". Maybe due to size or culture, there is no magic here. Guess what, you're still not done. If you choose none, then take a look at accessibility.

Assuming there will be some magic here - how much? This probably depends on your game rules. How common is magic in the rules and in your world? Before we get too far down this road, we're going to tie one and two together: What types of magic are here and how much of each?

Sticking to general norms of FRPGs, let's start by talking about the most basic magic - healing. Many systems put healing magic in the hands of the priests, and back when we were talking about size, we first mentioned the presence of priests. If your rules have priests as healers, then you would likely have a healer in every village bigger than the smallest farming village. Healers can be game changers when it comes to the quality of life. Injuries that might lead to amputation due to the extent of the damage might become far less important. Curing of diseases can change plagues into minor events, if the curing comes fast enough to prevent spread (assuming that people and not animals are spreading the disease). Even death itself might be prevented, at least in some cases.

Let's not forget the other side of healing in many FRPGS: druids. Not only can most druids heal, but they can also use their abilities to change the weather and communicate with animals. These two seemingly innocent spells can change the entire nature of the farming community. From now on, the fields have a far better chance of getting the water they need. Predatory animals can be communicated with or at least ratted out by their common enemies to assist the hunters in finding and removing them. Nuisance animals can be warned off, preventing the farmers from using poisons and other dangerous trapping techniques.

So how many priests, healers or druids do they need? Well, if the magical priest is willing to live at roughly the same style of life as the others, you can have a priest at 20-25+ families (assumes a 5% church tax). If you're looking to push more for the historic norm of a 10% tithe, you could have a priest in a farming village as small as 12 families. The real question is going to come from how many you "need". How many spells can your modest powered healer cast in a day? The more spells or the more times the healer can cast, the fewer are needed.

What is normal for a community? Checking some modern stats, there are about four visits to the emergency room every year for every ten people. Seems pretty high,

huh? OK, looking only at "injuries", because we're thinking that most fantasy era folks are more willing to put up with some things than modern folks are, and you bring that down to about one visit per ten people. Even thinking that our fantasy setting is going to have two visits per year per ten people, and you have a community of 1,000 people needing 200 "treatments" per year. If the healer's primary job is to act as a pastor to the religious, and his secondary role is to treat the ill, this one healer per 1,000 seems a good ratio. If the healer's only job is to treat the sick, then you might want to push closer to one healer per 1,800 people, or about one visit per day. Obviously, if the healer has a bunch of spells per day, those numbers get much bigger.

This doesn't mean that a small village wouldn't have a healer priest. Religious folks take on many roles, including leader, teacher, doctor (without magic), historian, etc. We're just concentrating on healing magic right now. Also remember that if you're counting spells, think more about how many people can be effectively treated. If the spell only heals 25% of a standard injury, then the healer needs four spells to every injury. Even if this means hospital beds, then keep the reduced power in mind.

OK - but what about the other end of the spectrum from healing? Yep, we're talking about "battle magic", spells that kill. Most game systems are top heavy with these types of spells, because they're all about the combat phase. The truth is that there likely isn't that great a need for sorcerers. (We're going to refer to those guys who use spells primarily to kill as "sorcerers". Feel free to translate this back to whatever makes the most sense to you.) So where do they show up?

We said that magic is a cultural thing, and we're going to stress that here. If a town needs some extra power, they are going to get some extra power. Depending on the culture, they might get a fireball thrower. They might get a couple of catapults. They might get a pack of war dogs or a war elephant. There are numerous ways that a place can enhance its strength, and magic is just one of them.

Assuming that you feel that the place needs some sort of sorcerer to fight off or scare off the bad guys, it seems pretty likely that a town would only need one. Especially if the effects of his spell(s) were scary, one guy would make enough show to keep lots of bad guys away, assuming that they don't have their own spell flinger. Cities would likely want to have more than one, but if you're thinking of having a company of fire ball wielding mages, you need to be prepared to have high taxes, because those guys don't come cheap. Also, think about what they are to be used for. If they throw fireballs, then they are of no use in policing the city against criminals. If they throw more specific spells, are they of use in case the city is attacked by hordes of bad guys? Depending on their intended use, you will likely have to choose their spells and abilities carefully.

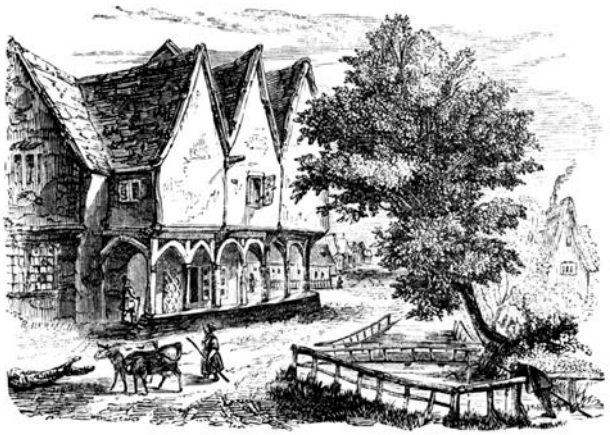
What about the craftsmen mages - the alchemists and the enchanters? Simply because the rich people who live in towns are typically nowhere near as rich as the rich people who live in cities, alchemists and enchanters are most commonly found only in cities. The craftsmen are going to go to where they think they can make the most money, and there are typically few enough of them around that they can concentrate themselves Depending on the rules of magic in your game, the enchanters can craft things that would easily replace the town sorcerer. Healers are tougher to replace, because the alchemists typically cannot produce a healing potion as cheaply as the healer can produce a healing spell.

Are there other kinds of magic? Of course there are! But the other types of magic are often so specialized that only you as the game master can determine what makes sense in the culture you have designed. Are there investigators who use their mental powers to question prisoners or even civilians? Are there fortune tellers who monitor the future? Are their beast masters who control all manner of animals for whatever purposes? What about more specific weather or elemental mages who control the elements, perhaps for enhanced travel on sea or even flight? What about teleporting, far scrying, communications, defenses?

One of the best ways that you as a game master can make these decisions is to look through your rule book at the various different styles of magic allowed and simply yeah or nay them. If you are building a capital city, then the only reason that a type of allowed magic would not exist is if it were banned, either by law or by culture. The most obvious would be necromancy or demon summoning. These are often frowned on by all, and could easily be illegal in the city.

So that leaves the question of how accessible it is. The local healer in the village - he's likely accessible to every member of his church, and likely for free. Maybe he charges something, but most typically church based healers are there to support the community that supports them. The city would likely be the same - known members of the church would be treated for free, or for greatly reduced rates. But what about those who abuse this privilege? Maybe in the city the priests make the access a little more restrictive to avoid hypochondriacs from using up all their magic.

The sorcerers - Do they only fight those who arrive at the city walls, or do they go out and hunt monsters? Are there lower level mages who patrol the streets like every day beat cops? How likely is it that someone would actually see one of these guys, or see one in action?



Probably most important - Do the enchanters and alchemists produce enough product that it is available in their shops, or is everything they make immediately taken by the government for use by the army? This is the question that the adventurers want to know - Can they buy magic? This has to be both a cultural question for you as well as a game balance question. Maybe they have the ability, but the ingredients are just too rare. There are all sorts of ways to control these issues, but it really does depend on your campaign and the game rules by which you play.

Keep following these styles of thought. The investigators - Can they be hired as guides? The fortune tellers - Can honest fortune tellers be consulted before adventures? If so, how much are you willing to let your players learn? Can they buy a teleport to get them closer to the dungeon?

Not only do you need to determine if they can be bought, but you need to determine at what cost. You can't set the prices so high that even the king cannot afford them, but you also wouldn't want peasants teleporting out to their fields. Game balance is likely more important here than even reasonableness, but if you can balance the two, you'll be a long way on your way to a fun and believable setting!

Before we end, think about the ramifications of what you just wrought. If there is a brigade of fireball tossing sorcerers, they likely need a school of magic to train them. What happens to the drop outs? (Likely they become adventurers.) If there are a bunch of healer priests in town, there must be major churches to support them. If there are lots of craftsmen wizards, they too need schools but also labs and someone who is supplying them with the magical ingredients they need. In a capital city, adding these universities and laboratories does not seem to be a major issue, but you will want to make note of them. Maybe there is a "Mages' District" where training and supplies can be easily found. (Pick pockets be careful on that side of town!)

STEP 11 - MAPPING

Too often, GMs start by mapping the city, and then trying to explain it. We hope we've reversed that thinking for you. By now you know generally how big your city is, at least in population. You know that the terrain is like, and the weather. You've determined why it is there, including such important features such as ports, major roads, major resources, etc. You've figured out how they get their water, and likely how they get around. Now that you know all of that - Now you can map it.

City

The easiest way to map a city properly is to go back to you original purpose: **Reason for Existing**. Whatever the main reason for its existence needs to be the first thing you put on paper. If it is a port, start there and work outwards. If it is a crossroads, same thing. If it is a capital, you likely want to place the palace first. If it is a humble farming community, then you need to figure out first how the fields will work (think of those examples maps we showed you).

Once you place the main reason, then you can evolve the city out from there. If the palace is the capital's main reason for being, what would surround the castle? Likely the homes of the other nobles or people who would expect to go to court often. If it is a trade center, warehouses likely encircle the port or crossroads, though on a crossroads, the warehouses may be on the outskirts of the city so the caravans do not have to travel too deep into the streets.

There are no cars, so once you establish where people work, there will be residential neighborhoods within a mile of the work sites. This is easy in a farming village because the farmers will likely live on their farms, but they might not. The homes may be clustered together while the farms radiate out.

Like tends to gather with like, so you will find it easier to establish neighborhoods. It is likely the neighborhoods that you will be mapping at this point. No need to design every street, alley and dead end, at least not yet. Start by establishing the main point of interest, then moving outward with the various neighborhoods. You likely know the major groups of people, so you will know if you need a Sailors' Side, a Fishermen's Wharf, an upscale community, a slum, a wizard's district, a military barracks, a craftsmen's neighborhood, a merchants' row, a cathedral boulevard, and so on. Make multiple neighborhoods if that fits your vision; not all the fishermen need to live in one area, especially if the town is on a peninsula. While you are plotting the major

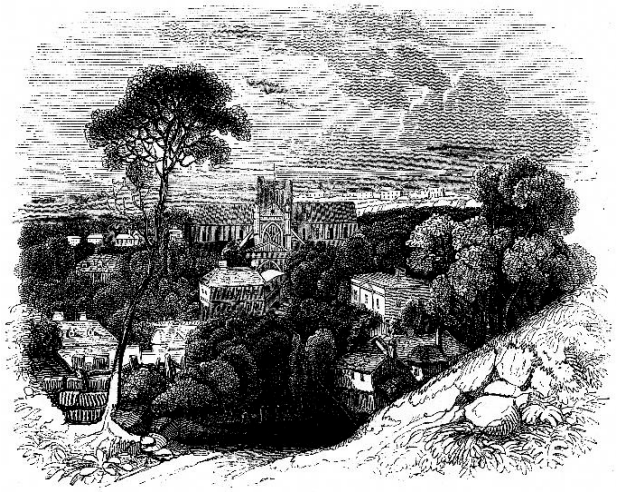
roads, think about the city wall and gates, if the community has them. Major streets likely begin at gates. If the town has a water feature are there any bridges?

By placing the neighborhoods, the city starts to take shape, but you haven't wasted time getting all the streets perfect. It also allows you to designate major portions, but still leave some ambiguity for later. Right now you've only established the 10,000' level. As you develop the city more and more, you may decide to add something you haven't thought of yet. By leaving "white space" you allow yourself the room to get more detailed when the situation warrants.

If you really want to get detailed now, you can start documenting some of the stereo-types for the neighborhoods. Maybe the palace district is all white stone, but the nobles' homes are red brick and the peasants live in thatched roof wooden homes. Maybe the market streets are wide enough for beer wagons to pass each other, but the residential streets are much more narrow. Maybe the fishermen's quarter is actually series of islands and they boat from place to place.

Countryside

OK, so now you think you know what your city looks like, or at least what it contains. Let's talk about the surrounding region. As we've done continually, we think that what matters most around a city or town is a 20-25 mile radius or about one day's normal travel. Things farther out than that will likely be more focused around the communities that are closer to them.



Let's review what you have already done: Early on, you decided what the terrain and climate were. That's going to help quite a bit, because it is assumed that the surrounding region is either the same or based on the same. Huh? Well, if the city is built on a plain, then the surrounding region is likely a plain. If the village is built in the hills, then the surrounding region can either be hilly, or it can grow mountainous, or it can begin to smooth somewhat. The point is that you're only looking about 20-25 miles in any direction, so it can't go from jungle to desert. Also, if this is an ocean port, then you have to establish how many sides of the city are water. The city might be on a peninsula.

Back when you decided what was produced around here, you figured out what kind of farms, forests or pasture land surrounded the city. In the **Shelter** section you decided a lot about what the nearby resources were, which you finished during the **Natural Resources** section. You probably also put some great ideas down while thinking about trade as well. So let's pull it all together.

First off, where is the major trade center? Is this city the major trade center? If it is, what kind of trade routes did you surround it with? Are the roads good (20 miles a day)? Are the roads difficult (10 miles a day)? Well then you know how far it is to the next place that has good inns. Place that spot on the map. Are there mountains 20-50 miles to one direction? If they are impassable, then everything that trades in that direction probably comes through here.

If this is simply a small village, then how far is it to the nearest trade center and in what direction? You will want to cover multiple directions along the road, such as putting the depot town eight miles north and a manufacturing town twelve miles to the south. Maybe it is only a good sized town twelve miles to the east and another small village eight miles to the west, but then this village likely needs to have some inns or an open area for travelers to set up camps.

So what did you surround the city with? Orchards? Wheat fields? Sheep pastures? Coal mines? Well, color them in. You don't have to put the specific boundaries of every family farm in, but show which areas are farm, which are pasture, which are light woods, etc? Even the most dominant plain is going to have a couple of shade trees in it.

Now is a good time to think about water features. If the city is getting water from a small river, draw in where it comes from and where it goes. If this is a river delta, put in a lot of little streams and islands. If this is a more mountainous or hilly region, should you be thinking contour lines (which can be difficult) or at least "passes" and travelable roads? The same should be true for marking the safe roads of travel if the region is swampy. Getting back to the water features, if there is a river, is there a swamp, a lake, a ford or a bridge?

Hey, add a couple of fun features. Put in an old quarry that is now just a hole in the ground or perhaps it is the local swimming hole. Maybe there is a centuries old tree that blocks the road in one spot and the road has been cut to go around it. Is there a cliff, as opposed to

the easy travel rolling hills? Maybe a peculiar rock that looks like something or maybe seems to be made of something valuable, but isn't.

You decided the style of government - will that affect your countryside? If this is a feudal area, how much land does the count control, how much does a baron control and who serves each of them? Very likely, you will want to put in the castles or manor houses of nearby lords. They don't have to be massive fortifications, but there will be something.

Of course that leads back to where are the other cities and towns. If this is a trade town, then there are likely many farming communities around it supporting it. Do you want to put them on the map? Do you want to assume that there are many lone farm houses out there? If there is a forest, do people dwell there? Maybe the shacks of trappers that are only used in the winter?

We're going over this again, because all though you decided all of these things, you now have to be true to your design or make alterations. Maybe you thought this would be a densely populated region, but as you put in the lakes, swamps and rivers, there just isn't enough farm land, and you have to rethink the farming accomplished here. Maybe you placed the coal mines right next to the swamp and have decided you can't have both. Planning the surrounding countryside is a perfect time to make sure that things make sense from a big picture standpoint.

Don't forget the government and military aspects. While it might be fine for a dairy farmer to drive ten miles to sell his cheeses, the farmer will not be likely to flee that far if bandits should be spotted over the next hill. You may need to think about how your new community defends itself. You might think the other way too. If the capital is five miles away and has a strong cavalry, then maybe you don't need a sheriff and sixteen deputies in a town of 90 folks.

To the actual mapping itself - colors are easier for you to spot than tiny little symbols, but they are easier for your players too. If you have snoopy players, you might want to go black and white. What you can and probably should do though is to give them a map. Of course, you might want to leave some things off, but if this is their hometown, they likely know where stuff is. Pretending that they grew up here, but don't know that there is a mountain ten miles away doesn't make any sense. They would likely know what the closest ring of farming communities are too. Giving them their own map does help to empower them - It makes them feel like their characters are real and in a real place. It also shows off some of your work. Hey, you're here at the end of the book. You accomplished something. Toot your own horn. OK, forgetting the pride thing - giving them a map that shows that there is a massive ocean to the east helps to prevent the frequent questions of "Why can't I build a castle east of the city?" OK, that was an extreme example, but it will help you explain why things work the way they do. Why is the armor here more expensive than it says in the book? Because the area is surrounded by grasslands with no iron deposits. No iron - no steel. You have to pay the merchants to bring it in. If you want cheaper armor, travel to where the iron is. Most, but not all, players do respond to clear logic.

STEP 12 - CULTURE

We saved culture for last, because it is probably the least important. It adds depth and personality to the community and its people, but a lot of what it adds, you can control easily on the fly.

You already know why the community is there, at least from what you need from it, but why is the community right where it is? If it's a port city, is it there because of a huge bay that protects the harbor from weather? Is there a deep water port? Is there a river delta? Is there a major forest that provides for ship building? You already figured all of this stuff out before you got here, so now think about it all rolled up together. These port city dwellers - Do they see themselves as sailors, ship builders, merchants? The plains people - Are they horsemen, hunters, farmers, warriors? The mountain dwellers - Are they ambushers, thieves, rebels, children of their god(s)? Perhaps the most simplistic way to describe the culture of the people is to think about the stereo-types.

Stereo-types typically have a kernel of truth in them somewhere. Often times the stereo-type is based on the origins of the community or region, so let's jump into **History**.

History

Perhaps the most important step to determining what the culture is of a region is to determine how old the culture is. Old, established cultures have traditions, ways of going about life that have evolved over time and are ingrained in the people. Newer cultures are fresher and more chaotic. New cultures likely have many ways of doing things as the people are either from different traditions or are trying new things. Older cultures are more likely to resist change, sometimes using violent methods.

What this really means is that in determining the history of a community and its people, you are determining their culture. When was the community founded and why? In our port example, if it was established as a ship building location, the odds are that even if they are ocean going traders now, they still see themselves as ship builders. If they conquered the land, then they likely see themselves as warriors, even if they are all farmers today.

These perceptions matter. A culture that sees themselves as warriors will train their sons from an early age to be warriors, even if farming is what puts food on the table. A ship building society will see itself as an industrial people, even though they may make all their money from trading in the various port towns.

So far we've said that history is when the city was built and why, but that's not everything. The evolution of the region will have an impact as well. Have they had to fight to retain their lands? Has the region been assaulted by drought or floods? Are all the fineries brought in from somewhere else? You determined these things in earlier chapters, now you need to think about the impact they will have on the people. Drought regions probably lead to more cynical and dour people; people who have truly faced hardships and expect to be facing them again in the very near future. These would be savers, not spenders. The folks that have all they need locally, but all they want from somewhere else - Do they see themselves as living in a cesspit, longing to escape to more exotic places?

Religion

Religion is one of the most common cultural impacts on a people. What their gods do, they too are likely to follow. But as with magic, you need to know how much as well as what kind. You have an idea of what the people are like: do they attend services daily? weekly? only on the big holidays? Are the priests rulers or simply spiritual advisors?

Think about the gods too. If you have an established pantheon, do the people of this community all worship the same god or are there multiple temples? Do the temples all get along? They likely follow the gods, so if the gods are rivals, than the temples likely are as well.

But let's think about the gods themselves. Some gods are bountiful givers, saviors from the rigors of the world. If a flood were to come, the people would pray for salvation, and as the waters receded, these folks would likely give thanks. Other gods are punishers. If the floods came to them, they would wonder why they were being punished and seek to rectify the situation. While this is a simple example, it does help to understand if this is a culture of optimists or pessimists.

How do the temples work? Are the priests poor and pious folk surviving mainly of the scraps of the community in a monastic existence? Are the temples decked out in gold and silks, while the people grovel in the dirt? Are the temples at all industrious? Maybe the priests of the goddess of wheat are the ones who run the flour mills, while the priests of the god of barley run the breweries. Hopefully a lot of this is already sketched out in the descriptions of the gods. If it isn't - If you do not yet have a pantheon of gods, now is not likely a good time to spend hours on creating one. If it is a farming community, you might be willing to make up one god worshipped by all, but anything more complex is just not worth your efforts (not worth it right now). The easy way out is to suggest that the people are only mildly religious, and make certain that you didn't cram the city full of healer priests.

Industry

We asked the question earlier about how the people see themselves. We're going to ask it again, but in a different manner. While the region as a whole may be known for something - ship building, wheat, wine - what industries and occupations are valued by the people?

If this is a wine region, then the wineries may be the noble business and wheat farming is seen as a commoner activity. If the nobles are cattlemen, then sheep and pig farmers may be looked down on. Maybe the city is filled with more scholarly types who attend universities, so anyone in the woods harvesting lumber and hunting deer is seen as an unintelligent laborer. Maybe the shipbuilders and merchants pride themselves on their brain power, but they feel the stevedores who load and unload the ships are barely above beasts of burden. Not only are you classifying the industries you determined previously, but you are setting up the social castes.

Perhaps a better way to determine this, instead of simply out of your imagination, is to decide where the money is. Truth be told, the money is likely not in the

most common profession, but in the specialized professions. So the wheat farmers may be poor, but numerous while the wine merchants are fewer but wealthier, thus more important socially.

Laws and Customs

One way to document the culture in some bite sized pieces is to decide how the culture feels about certain moral ideals. You can do this by setting up some of their broader laws. Just think about some of the biggest pieces of the legal code and figure out where they stand. For example:

Does this community allow slavery, and if so is it considered moral or immoral?

Does this community allow polygamy?

If they were to go to war, would they attempt to wipe out (genocide) their enemies or simply defeat them?

Do they believe in human sacrifice? live animal sacrifice?

Do they condone the use of poisons?

Is alcohol accepted? banned? a part of everyday life? What about drugs?

Is torture considered a standard method of questioning or an acceptable punishment?

Is there equality or inequality between the sexes?

Is raiding/pillaging considered a legitimate occupation?

If you want to go further, you can start thinking about how marriage and children are perceived, the emphasis placed on property rights, the latitudes allowed the nobles vs. the commoners, and a whole host of others. If you answer even half of these questions, you will start to get a feel for how these folks live their lives, and it will allow you to play them more easily and consistently.

NUMBERS AND MEASURES

The only number we've spoken of so far has been population, and you really just picked that out of your head. Let's spend a little time and a little math to figure some other numbers out.

A warning here - This is going to get into some pretty specific things. If you think we've already gone into too much detail, then you want to skip to the **Quick Method** section.

Land

So how big is the community's "region"? You know a city is not going to be big enough to grow its own food within the city walls or even the city limits. It will be surrounded by those farming communities and villages we talked about. But how much land do they take up?

When it comes to land numbers, it first matters how much food each farmer can produce. More importantly, it matters, how much food a farmer can produce over and above what he needs to feed his family.

Numbers - We're still calling a family a group of eight: two parents, four older working kids and two younger barely working kids.

In a temperate climate, with decent soil and irrigation or rainfall, a farm family can survive on the product from fifteen acres. Very quickly - Let's compare to a medieval serf: They had 30 acres for the family, plus a limited use of the woods and meadow. They worked only 15 acres of their farms while the other half lay fallow. They spent half their days working for the lord and half working their own land. Their 15 acres of farmland matches our calculation of just less than two acres to feed a person.

But what about your world? Are the conditions all "decent"? average? good enough? Let's pretend they are. Now, in our numbers here we're going to assume crop rotations that allow for two-thirds of the fields to be used for "main crops" like grains, and one-third lies fallow or is used for a crop that will enrich the soil (peas or beans).

But if a farmer and his sons are plowing for a month in the early spring, they can plow and then work 30 acres. So, 15 to feed the family, 15 lie fallow and 15 to provide for other families.

This sounds like a farm family can support one additional family and half the people need to be farmers, but it isn't that easy. Farmers are not selling their goods

to people who live next door. They are selling them to those city folk. Lots of products will spoil in the one or two days it takes to get them from the farm to the city. So the farmers are eating fresh vegetables that were in the dirt that morning, but the city dwellers are living more on preserved and preserve-able foods. That means that city dwellers actually need more farmland to eat than the farmers. It also assumes that city dwellers are not people of the earth and have slightly higher standards than the farmers. The farm folk are down in the dirt with the food. They know what's OK, and what's not. The city dwellers are making judgments based on less accurate means,

So here is the chart for acres of farmland needed per person:

Acres for Food	
Farmer	2 acres
City Dweller	3 acres
Knight/Lord	4.5 acres
Slave	1.75 acres

These amounts have been rounded up and do not include the fallow fields. The "Knight/Lord" category can also be used to represent either a soldier or athlete who is going to be consuming more grains and meat and fewer vegetables, either as rations or simply in the normal course of his life. It can also be used to represent some of the wealthier class who are not willing to eat cabbages and other more prolific foods.

Numbers - So here is how you compute the farmland surrounding your city:

Number of city dwellers x 3	=	City Farm Acres
City Farm Acres ÷ 15	=	# Farm Families
# Farm Families x 8	=	# Farmers
# Farmers x 2	=	Farmland Acres
Both Farm Acres added	=	Gross Farmland
Gross Farmland x 1.5 (for fallow)	=	Total Farmland

Example:
The town has 15,000 people; they need 45,000 acres.
With 45,000 acres, they need 3,000 farm families.
With 3,000 farm families, they have 24,000 farmers.
With 24,000 farmers, they need another 48,000 acres.
The gross acres needed for farms is now 93,000 acres.
If they need 93,000 acres growing, they need a total of 140,000 acres of farmland due to the fields that will lie fallow.

By the way, 140,000 acres is about 200-220 square miles. So your relatively small town of 15,000 folks is likely surrounded by farmland out to a radius of about eight and a half miles. That doesn't sound so bad, does it? By the way, the same calculation for a city of one million folks yields farmland out for nearly seventy miles, and that doesn't include the support towns that would need to be out there as well.

Now we skipped over the difference for Knights/Lords, but you get the idea. Just assume the Knight/Lord people are 1½ "people" and gross up your population. The reason we spelled that all out in that sometimes obvious formula chart is that if you want to alter any of the assumptions because of your world, you now have an easier model to mimic. Maybe the soil is poor, and they need to leave half the fields fallow. Maybe the people eat more beef and less chicken and pork, so each city dweller needs 3.5 acres for the cattle herds. This book really isn't about getting down to the level of what each person eats, so we'll stop this line now.

So, are you feeling content yet? Don't! The emperor has no clothes, or at least the population doesn't. All we calculated was food crops. What about crops or livestock for clothing? The truth is, we factored a lot of different cuisines in to come up with our acres for food chart, and assuming some averages and a slightly varied diet, they all come pretty close. The same is <u>not</u> true for textiles. Trying to compare the land needed for cotton vs. hemp vs. wool vs. steer leather - It's not even close!

So what to do? Well, let's hold off on that answer for just a second.

You know what else got left out? A lot of the luxuries of life. We were looking at sustaining a population, and depending on the culture and atmosphere you want, that might be all you think these folks should hope for. But if you wanted a city with more of a fairy tale feel to it, where the houses were decorated with cut flowers and the nobles drank brandy from crystal snifters, well, you have to grow some of that stuff.

What about exports? You decided what types of industry and natural resources this community had, and whether or not trade was strong. If any of those exports were agricultural based, we haven't factored them in.

We have also ignored mineral resources, but those tend to be a little more compact, so they may not take up that much space. Then again, if the silver they're mining comes out of a mountain, then there probably is an issue of having a mountain that might not be the greatest farmland. Then again, it might make a great spot from grazing sheep, but now we're confusing our questions.

OK - Sorry about that. It got really complicated, didn't it? We're trying to demonstrate that sometimes, making it all make sense takes a little bit of extra thought, and definitely taking a step back and looking at the whole picture is required.

Here's what we suggest: For a farming community or a village, we suggest you use the total acres number you computed as the size of the community. There won't be a lot of extras in these homes; they will likely live on what they grow and the small amount of things they can trade their surplus for.

For a town, multiply your total acres number by 1.5 and use that. This will simulate the other industries (textiles, mining, etc.) as well as the support communities that would be necessary. For a city - multiply by 2. This is for the same reasons, but when you start to get that large, the region will also need to support the towns and luxuries.

Now take the step back and think about it. If your city is an ocean port, then maybe you don't need as much space on land, because they are eating fish. If your region is primarily forested, the farms will only be spotted within the trees, and a lot more space will be used up by the wilderness. Then again, this wilderness will yield game and forage, but not with the same efficiency as farmland.

We ran through all of this for a reason. If you want to have a major city in your world, you need to support it. You cannot put two 1,000,000 population cities 25 miles apart and expect that they won't starve. If you're developing those top end capitals, it really helps to know how big their sphere of influence needs to be. And for the smaller communities? Well, it still helps to know how much land they are taking up.

Square Footage

So you now know how much space your community needs for support, but how much room does it take up? Historically, London and Paris probably had population densities of 85,000-90,000 people per square mile. OK, that's a lot. I mean, really! That's a lot. Comparatively, modern Paris is only 54,000 per square mile, and London is only at 13K. Let's also remember that historic London burned because the streets were so narrow that fires would easily leap from street to street.

Population densities for almost every city and town can easily be found in on-line encyclopedias, so you have quite a few to choose from. When you're thinking about the villages and farming communities, don't worry about this. They don't have walls, and the village square can be just about any size without affecting the farmland. But it matters for towns and cities. Here the walls will likely affect the available space. If you were thinking your city was one square mile, but you have 250,000 folks living there, then you're going to need some massive skyscrapers and/or some major magic to allow it all to work.

As a suggestion, really densely populated cities should probably be in the 50,000-60,000 people per square mile range. These cities will have all manner of issues with poverty, sewage, plagues and fire. Major cities can still be in the 30-40,000 folks per mile range. At this point, parks and green space are unlikely. Few people will have yards, and a "garden" will likely be pots on a windowsill. With a density or 10,000-20,000, most houses will have yards, though small ones. Many folks will still live in apartment buildings, but they will likely only be two or three stories. It is probably best to know your population and then determine the density and let it tell you the physical size of your city.

Services

The previous calculation gave us more than just how many acres are needed to grow crops. It told us how many farmers there were. But let's come at this a little differently: If you start small, who besides the farmers is there?

In most communities there will be some manner of law and order. This might simply be the local knight who controls the region and taxes his peasant farmers, or it might be a full-fledged army with a city guard division and other levels of bureaucracy. But let's start small.

If the farming community is out in the middle of nowhere, it is possible that they are not under the authority of some ruler, but this would be a rare community. Most likely, someone is in charge. You determined the type of **Government** in Step 8 and the **Military Might** in Step 9. Let's put some numbers in.

The government: You have to assume that the local lord and his family need at least twice as much food and products to live as the local peasant - otherwise, what would be the point of being in charge. Further, if the lord is of a knightly stature and has to supply his own arms and armor, he is going to need to have some cash, or he won't be able to afford to go to war, so let's say three times as much. Therefore, if the taxes are "normal" (around 20-25%), then it takes at least fifteen families to support the local lord's family. (15 families x 20% tax ÷ 3 = 1 noble family). Historically, even the least knights had at least around 100 serfs, so our estimate of 120 farmers supporting one lord seems to fit nicely. So - A farming community of 120 people would likely have a single knight or lord to protect them.

What if the local lord is not so local? What if the local lord lives about fifteen miles away in a huge castle

with his knights around him? Well then he has lots of these farming communities supporting him. This is good and bad. While help is not immediately available, should there be a major issue, the semi-distant lord likely has enough muscle power to squash the issue. But what about the farmers? They are likely paying a tax collector who makes the rounds. Truth be told, the farming community would likely not have any military or governmental person assigned to it, but villages would likely be a different story.

There are all sorts of ways that we can try and explain the services available, but the best way (and we wrote up quite a few) is to think of everything as a tax. Here's what we mean:

In a village, the farmer needs to produce enough to feed his family +35%, or 135% of his family's needs. Why? Well, he's giving 20% to his government in taxes. He's also giving 5% to his church in donations. (We know this is half of the Earth historic standard, so you should adjust to what you think is appropriate for your world. We felt that pagan societies with multiple churches did not hold the authority of the single faiths most often found in Earth's history.) The farmer also winds up giving 6% to the finishers and 4% to the merchants. This assumes that of the farmer's total product, 35-40% of the product needs to be "finished". Most commonly, this will be grains that need to be milled. The miller gets one-sixth, so one-sixth of 35-40% is 6%. If your world is different, then the finishers would likely be getting a different amount. Likewise, how much does the farmer need to buy from merchants? Well, everything he cannot produce himself. We're assuming that he either buys or sells at least 10% to the merchants (any middle man), and they have a 40% profit margin. 10% x 40% = 4% lost of his total. **[ASSUMPTION]** This example is assuming the "self-sufficient" style of farming. The cash crop style is included in the charts at the back of the book.

So once again, the "taxes" are:

Government	20%
Church	5%
Finisher	6%
Merchant	4%

Let's start with the religious aspect. A preacher can survive in a community with 20 families willing to each give 5%, but then there is no church building. For there to be a church building and have some of the fineries most commonly found in such a place, we're going to think it would take closer to 40 families. Once the church building is established, there will likely be one additional clergy member for every 30 families. This does not mean that each of these people is living better than the average farm family, but with a bigger church, more fineries and other "props" (forgive us for the use of that word) are necessary. When the numbers don't get to these points, the preacher is likely traveling from town to town and using the assembly hall or someone's home for services.

When it comes to a finisher, you need to have the brick and mortar. A miller cannot travel from town to town and work out of someone's living room. So to maintain a mill, there needs to be 35-40 families. This allows the miller to maintain his mill and his family while only taking his fair share of the profits from the grain. A miller can likely take care of far more than 40 families, though they might have to wait during harvest season to get their flour and meal. At the levels we've described, the miller will take at least two days milling each family's grains, far more if he is trying to do multiple families in a day so as to keep everyone's product separate. While this sound like he could handle 180 families a year, no one if going to put up with waiting a year for their flour. Also, depending on his power source (wind? river?), he may not have power every day. It seems reasonable that a miller could juggle the flour and meal production from multiple families to keep everyone happy if he handled 75 or fewer customers a year. So villages and towns will have their first miller at 40 families and one for every 75 families of farmers. If the farmers are all cash croppers who grow nothing but grain, these averages are going to change dramatically. We're assuming farmers who grow to sustain themselves and then have some extra to sell, not farmers with every acre filled with wheat.

No matter how self-sufficient a farmer is, there will be things that he needs from the merchants or items he needs to sell to someone who can ship/cart it somewhere else. We're assuming that in the villages, they are highly self-sufficient and are only buying and selling about 10% of their goods (really 10% of their gross income). So what does this all mean? Well if the "tax" for a merchant is 4% per family, then a dry goods store could appear in a community as small as 25-30 families. Anything smaller than this and the community would likely only be served by traveling peddlers. There really isn't a point of putting a grocery store as we understand it in one of these farming communities, because they are all producing those perishable items. The dry goods store would sell things that don't spoil, likely everything from tools and hardware to some preserved foods or flour.

A single dry goods store could likely handle up to 100 farming families, but there's a trick here. 100 farm families would be 4,500-5,000 acres or about 8 square miles. That means that if the "village" were a big circle, the farmers farthest from the center would be over a mile and a half out. Also, a 100 family village is 800 people, or just about a town. You see, that's the point. When a community gets that big, there isn't just a single dry goods store, but several stores, likely specializing far

more than a dry goods store would. So if the town is bigger than 60 families, it likely has two types of merchant that don't compete. Perhaps a hardware store and a clothing or fabric store. Sure, both of those would likely sell far more than you think, but never forget the peddlers that also travel the roads. A village of 50 families could easily have their one dry goods store, but peddlers bringing all manner of other items to town. The more demand, the more frequent the peddlers.

We started with the military and government, but then wandered away. That was mainly because the farming communities simply cannot support a military presence. Even our quickie example produced a farming community that had 120 folks, which would by our earlier definitions be a village.

So, when does a village merit its own law enforcement? Well, a sheriff can keep the peace and settle legal disputes (to a point). He can also serve as both a symbol of the government's authority and an active participant, such as when he protects the tax collector from harm and helps him spot cheaters. Now the taxing authority is going to want as much of its money returning to the capital as it can, but it is also not going to want to send its own soldiers out for every little thing. A community with 50 families, would merit a sheriff. This means that at least 10% of the total taxes are staying in the community to support the sheriff, but that seems a fair trade, both for the farmers who want instant defense, and the lord who wants peace and less tax cheating. A deputy would likely show up at the 80-100 family mark; a village just below "town" size.

Under these theories, all other governmental services would be centralized at the town or city location and travel out to the villages and farming communities when the need arose. This makes a lot of sense, because the governmental types are not going to want to be outside some legitimate defenses if they can help it. On that scale, let's recall that 20% of the total income of the region is going into taxes. This likely means that the governmental types (mainly military) could easily be 10% of the population. The more expensive the troops, the smaller this percentage can be. After all, fielding armored heavy cavalry is far more expensive then a troop of leather clad archers.

Getting back to basics - Why would the farmers agree to live under these "taxes"? Mainly because it enhances their quality of life. Having a strong military prevents them from being attacked by bandits or foreign armies. The farmers likely don't think about this day-to-day during peace time, but it is an important factor. Assuming there is faith in the religion, then the farmers likely feel it is their duty to worship. Depending on religion, they may feel that successful harvests only happen when they are properly worshipping and having their fields blessed. They aren't going to risk the entire harvest on a 5% tithe. When it comes to finishers and merchants, both these professions make the farmer's life better and more efficient. Grinding the grains by hand is a very difficult and time consuming job. It is actually worth it to give the miller his cut. This allows the farmer more time to focus on growing the grains and not on grinding them. The same is true for the merchants. Even if the farmer had the skills to smith his own tools, does he have the time to dig up the ores, smelt them, and then fashion them into tools? Or should he simply trade several pounds of flour to the dry goods store and buy the tools he needs, and get back to work? That is the purpose of specialists - They can do the work better, faster, cheaper, and then trade it for things that others do better, faster, cheaper.

The last subject we feel we need to cover in Services is lodging. Lodging doesn't derive from how many people live in the community or what they are doing. It depends wholly on who is coming through. A village on a major road will have an inn of some sort for travelers, while a village of equal size out in the middle of the pasturelands would not. You decided what type of travel they had in Section 7. Are there enough people who might be passing by that some of them will need a room for the night? It is entirely possible that this village is too close to a major town, and most travelers would rather push on that last mile to stay in the town. Or this might be a minor road with only a handful of travelers a month, not enough money for an innkeeper to make a living. If there is no inn, you might want to determine if they expect visitors to camp on the edge of town or if the farmers will welcome strangers to spend the night in their barns to keep them out of the weather.

OTHER SUBJECTS

Knowing the level of technology used can be very important. To be honest, it is not just the tech, but mainly the power sources. Sure, you figured out that they burned wood and charcoal, but what powers the mills? Power can be a very defining cultural aspect. If they use wind mills to grind the wheat, do they also worship the weather gods both for the crops and the wind power? If they use river powered water wheels, do they then worship the goddess of water for both their power and the rains? If they utilize mules or some other draft animal for power, do they see the animals as dumb tools, gifts from the gods, or members of the family? Sounded a little silly at first, but we hope you can now see that something as simple as where they get their power from could really have an impact on the culture.

This book is intended to help you design and use communities of varying sizes and cultures. It is not designed to try and convince you to civilize your whole world. Please don't. Not every acre is going to be farmland. Don't let every acre be farm, pasture or timber either. Don't forget to leave some wilderness out there. Even in modern times, when we have paved an enormous portion of the land, there are still wilderness areas. Without these wilderness areas, your adventuring players may have difficulty finding work.

QUICK METHOD

If you passed up the Numbers and Measures section, and you passed up the narrative sections, you must be looking for the fastest, no bones way to set up your community(ies). Here is what you need to do:

1. Print the **Urban Development Template**. You probably don't even need to read the examples, but you might want to read the first one to get the gist.
2. If the community is small (farming community or village), refer to the **Charts**. This summarizes a lot of the information collected in **Numbers and Measures** and should get you where you want to be, especially the **Services from Taxes** chart.

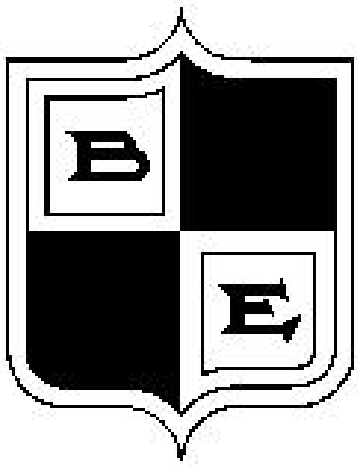
Eventually, you'll want to read the narrative stuff, because it will give you all sorts of ideas that you likely haven't thought of, but the template really will give you the outline you need to put just the right amount of thought into your community.

CONCLUSION

Hopefully you've found some good information in this book. We hope it spurs you on to further document your cities, and even your towns and villages. We also hope that it not only makes you create or correct your communities so they'll be a little more realistic, but far more importantly, make you think about them enough so that they make sense to you. If it makes sense to you, you will be far more able to game master encounters there or questions about what is going on.

Do you need a starting point? Some time ago we produced a book called **100 Towns**. Not surprisingly, it described 100 different towns, well, farming communities ("hamlets"), villages, towns and cities. It's a good book if you're having a little difficulty coming up with the **Reason for Existing**. Click this link to find it for sale. (Don't worry - It's pretty cheap!)

The other help we'll offer is with people. Now that you've designed the 10,000' level of your city - Do you know who runs it? **The Royalty** is a book containing 213 NPCs, including the "Royals" who have the most power, 100 nobles and 100 palace staff. Click this link for that one. It's not that you cannot come up with your own rulers - We know you can do that. But when you're trying to come up with a couple hundred NPCs, a book like this can really get you where you need to be quickly!



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EXAMPLES

An Easy Example - #1 Grassland Town

We were using a running example through the book, but sometimes it might have been a little harder to see what we were doing, so here is the whole thing, step by step:

Step 1 - Reason for Existing

The reason for this town to exist is to show that these steps will work. We're really just trying to walk through a relatively generic town and see how things fall out.

Step 2 - Terrain and Climate

The terrain is grasslands with a minor river. The climate has been established as having some snow in the winter, a good growing season with warmer weather and enough rain to amply water the crops. Nothing spectacular here, but enough detail to cover things. We didn't get into it in the descriptions above, but being on an open prairie exposes this site to infrequent tornados. We're going to make the decision that the local river almost never floods its banks.

Step 3 - Size

We're going to call it a "town", but it will likely be on the smaller side of "towns". There is expected to be industry and trade here, but nothing on the order of a major capital.

Step 4 - Bread and Water

We have a mixed bag approach to water: river, streams, wells, and rain barrels. All of these are used to varying degrees. We'll take a similar broad approach to food. We mentioned that the wide open plain is a cereal crop region and here the wheat fields dominate the countryside. Other crops are grown as well, but staple of life is going to be wheat flour and bread.

Since we just clogged up the open areas with fields, we're going to steer away from massive cattle. (Get it? "Steer") We will however have some cattle but mainly dairy cattle. There are a few hills that are not well suited for wheat fields (at least not as suited as the typical flat ground) so we'll drop in some sheep, both for more meat and for the wool we're going to need later on. The filler crop is going to be a wide variety of squashes. These squashes will also be used to help feed the hogs (yet another source of meat).

Now, we have a plain covered in wheat fields with very few trees. Let's kill two birds with one stone and have them cultivating the local pear trees. Now they have fruit to eat or drink as pear cider, and they have some additional sources of wood. The end result is a wide variety of domesticated meat animals, along with strong cereal grains and other fruits and vegetables. We didn't mention spices, because they don't have many, but just to add flavor (OK - admittedly one of our worst puns) we'll have them use some horseradish.

Step 5 - Shelters

We've made a fairly big deal out of the plain lacking wood, and the pear trees are not cut out for building, so we're going to give various areas of the region clay soil. This clay will make excellent bricks, and the majority of the buildings will be built from brick. This is going to give our little town a very different look than what most people would expect to see, including brick barns and silos. The native stone is not very good for building, but it makes excellent gravel, and this can be used in building projects and in the laying of streets. They probably make stone pile fences as well, simply from the stones they are pulling out of the fields.

Almost every farmer is going to need to know how to mix mortar and lay brick. No one struggling to start their life would have the money to hire someone to do such a job for them. They might also have some experience baking their own bricks. It probably makes sense for the farm buildings, such as the barn, to be lower buildings with thatch roofs. The tornadoes would be reason enough not to have a tall building, plus brick-laying in the upper floors could be more difficult.

They don't have wood to burn, so they use coal. There are several coal seams close enough to the surface from them to strip mine. The poor will likely use coal while the wealthier will use coke, which has far less odor and noxious smoke.

Step 6 - Natural Resources

Well, most of these have been established. There is very good farmland, to the point that they are probably exporting wheat flour. The clay is a natural resource, and might be good enough to support a pottery industry as well. The coal, or more likely the coke, would likely be seen as a natural resource as well. We're intentionally skipping over most of the natural resources, because that isn't the kind of place we wanted this to be.

Step 7 - Markets and Stores

The town has industry. We have brick makers, weavers of wool, cheese makers, and probably some distillers. These folks will happily support a farmers' market. Since this is going to be a smaller town, the farmers' market is probably about as sophisticated as we want to go here. The established craftsmen will have their own shops. We didn't talk about the town's population density, but we're imagining a town where even the craftsmen have good sized gardens behind their shops to supplement their food budgets.

As for trade, well, plains make it very easy for merchants to bring caravans overland. Since this is not a major town, we'll put it on the main caravan route as a stop off. It is not a destination, but it still has more access to foreign goods because it sees visiting merchants. It will be the peddlers who actively seek to come here for trade. These one wagon caravans will bring all manner of items to these people.

What are the exports again? pottery, wool fabric, and wheat flour. What else? Cheese, salted hams, pork sausage (dried or smoked). Let's add dried gourds - they seem to go along with the squashes. Maybe this region grows gourds and produces dried gourd art and items. Nothing wrong with a gourd canteen or even a gourd bowl. Is this important? No, but it came to mind when we decided on squashes and it adds some color to an otherwise bland town.

Step 8 - Government

This is a town along a major trade road. Therefore it is not its own "country", but likely beholding to somewhere else. We're going to say that a local lord maintains a fortified tower here, partially to protect the town and partially to guard the road. This lord serves a distant king. As lord of the land, he is judge and sheriff rolled into one. He taxes the people of the town as is befitting his authority, sending some of those funds on to the king from time to time. Truth is, he cares more about what the distant king wants than what's going on in his town, and the people often feel like they are ruling themselves.

Step 9 - Military Might

The local lord is the main guy. He himself is a knight with strong military experience. He maintains troops, but these are more for chasing bandits than for walking a police beat. The town is still small enough that crime is not a major problem, because everyone pretty much knows everyone else. Should things go amazingly bad, the distant king would send an army to destroy the enemy. Of course these troops don't know any of the townsfolk and would likely destroy the town or at least the fields while saving it.

With this many people and so few "police" (as opposed to soldiers), let's add a constable and a couple of deputies. These men work directly for the lord. Maybe their main function is to collect the taxes, but they will be the ones who keep order among the locals. With the picture of this town established so far, it would need to have something in the way of a police force.

Step 10 - Magic

This is a rural community with little strategic importance. Magic is going to be sparse. Depending on your game, there should likely be some manner of a healer, whether this is a religious person or not. Since there are few dangerous wild animals and few enemy people, battle magic would likely be unheard of. The local lord might have a wizard of some sort working for him, but even this seems over done.

Step 11 - Mapping

We're not going to draw the map, because we don't think it's that important and we don't want to try to force you to use something that might not fit your campaign world. Remember a couple of things: There is a river nearby, but a small one. It winds; it doesn't simply go straight. It is likely surrounded by some hills, the hills we mentioned the sheep graze on. There are a few pockets of woods and a few pear orchards. Almost everything else is farmland. As you're branching out from the town about 15-20 miles, there should some smaller villages or farming communities with minor roads leading to our town. The clay pits and coal mines are not intended to be underground, but instead open to the sky. You might want to draw them in as well, and the roads to these will likely be sturdier than the rutted paths to the farms.

Step 12 - History

Well our little community does not seem to have any valuable reason for existing. It has become the central hub for a region of farming communities. This is important to the distant king who likely relies on this region to send him wheat flour that will feed his troops and his court, but otherwise it is forgettable. The culture is rural and agrarian. They worship harvest gods and other weather related divinities. These people live a fairly calm and contented life, unless something goes wrong with the weather. People in good times hardly ever become very devote, but religion will likely be a central part of their lives. They will want to make certain they do not anger the gods, but they are unlikely to go too far beyond that point.

Just for fun, let's put in an ancient battlefield somewhere nearby. That way, farmers can infrequently turn up bronze arrow heads or even pieces of armor when they are plowing. Maybe there are a few magical items lost out there under the fields as well. Maybe the local lord knows this, but hasn't figured out how to find them yet.

So what did we miss? Well because of the vision we had for this location we did make a number of decisions that prevented other things from happening. By going strong into farms, we boxed out the quarries, especially with the river nearby. We also placed so many farms, that we reduced the ability for this to be a major ranching area. We also pushed back the "natural" fauna by putting in so many farms. Not too many deer hunters. Probably enough fishing for boys to keep themselves busy, but not a local industry.

With no metal deposits, the armor and weapons of those soldiers are likely coming from a different part of the distant king's kingdom. Speaking of that "distant" king - what does distant mean? Well, we're on the main trade route, so is his capital 20 miles away? Let's say 30. That means there is likely another likely bigger town between here and there. That might make this more of a border area, so at times the garrison might get beefed up a bit.

That was pretty easy! Let's move on to something harder!

A More Difficult Example - #2 Difficult Town

In an effort to determine if this system would work for a difficult example, we consulted a kid with a wild imagination. Here is his vision of a "cool town", and we think we made it work!

Step 1 - Reason for Existing

Well, it's really just to see if we can work through a difficult idea, but: This is the capital of a small group of winged humans. They live on a mesa in the badlands.

Step 2 - Terrain and Climate

The climate is hot - desert hot. The rainfall is low; it happens, but not very often. The terrain is bluffs and cliffs, but a river has cut its way through the rock and it basically surrounds the mesa the town is built on. There are some

evergreen forests on nearby hill tops, but they are reasonably distant from this community.

Step 3 - Size

While this is a capital, it is the capital of a small tribe of these birdmen. Population is at about 200, so we won't need to feed too many folks.

Step 4 - Bread and Water

This is the hard part. Since the only water source is the river/stream surrounding the base of the mesa, everyone will need to fly down to the stream to gather water and carry it back up. We'll assume that they do this in ceramic water jugs and pots. They won't have the ability to catch water running off their roofs (you'll see why soon), but the king will have a cistern that catches some rainfall.

They cannot grow much because the only good farmland is going to be on the banks of the river. We are going to have them dam the river at some point, enough to create rice paddies. They can control the water or irrigation and should be able to bring in a couple of crops a year.

The natural river banks yield several different types of reeds and grasses. They are able to raise some beef cattle on these grasses, and herding is easy with the canyon walls. The river also provides an abundance of small fish (likely feeding on the insects that also live in the canyons). These fish, though individually small, provide a reasonable amount of meat when gathered in nets.

It is a hot environment with some areas getting decent water, so we're going to bring in citrus, specifically oranges. Where the canyons spread wider, or the hills are lower, depending on your point of view, orange groves are able to thrive. Grapes are also able to grow, often clinging to the canyon walls themselves, but these are not wine grapes. These are sour grapes that the folks will dry for raisins - an acquired taste, but a solid, preservable food.

Step 5 - Shelters

The birdmen of this town live in caves on the side of a huge mesa. There are some interconnecting tunnels that will link the residential areas with the marketplace on the top and the various "common" areas throughout. So the major building block is the mesa itself. The streets are tunnels in the mesa. There is little need for heat, because this is a desert. Yes, deserts can get very cold at night, but the mesa is sort of like a heat sink - it will mitigate the big temperature swings for those who dwell within it. Remember that these folks can fly, so they really don't need the interconnecting tunnels, but it would be the smart way to live in case it was a very windy day or there were enemies about.

Step 6 - Natural Resources

Other than the foodstuffs, we've already mentioned, they would be able to use the reeds by the river for making ropes. Any bridges or difficult slopes in or on the mesa would likely have ropes to help travelers. These ropes would likely also help in everything from cattle herding to furniture construction.

They have beef, so they will have leather. They would likely have some sort of leather garment industry. They wouldn't wear a lot of clothing in this heat, so leather shorts or lederhosen would likely work well. There won't be much other fauna for them to tap into. Even the lizards of the desert would likely be small and nearly useless for food or leather.

The distant forests will provide what wood they need. Since they may be flying it back, they would likely not have any huge lumber, but make furniture from smaller pieces. The cutting of tunnels will yield some rock they can use for building as well.

We need to give them something, but what? How about gold? The river is running from the nearby hills and mountains, maybe it is picking up gold fleck and the bird men can pan for gold at the base of their village.

Step 7 - Markets and Stores

We're going to say that they have markets, but its a little more communistic than that. The king controls everything and he will portion out some of the items to everyone. There is almost no self-sufficiency here. One is either a cattle herder or a rice farmer or an orchard tender, etc. Therefore they will bring their products to the king's market and be given what they need in return. Also, the people would not travel. The king's emissaries might travel to trade their gold for certain items, but this would likely be a very rare occurrence.

Step 8 - Government

The king is strong! He is another in a very long line of heredity and the flock or tribe follows him as their ancestors followed his. As long as he provides for the community as a whole, his popularity continues to be reasonably high. This is his capital because it is all he controls.

Step 9 - Military Might

The mesa itself is their best defense. Non-winged people cannot really attack the place as the residences are too high on the cliffs for ladders. While the king has some very skilled guards, the majority of the defense of the land is maintained by the militia. The men of the community are trained to fire bows or crossbows while flying. This gives them an incredible advantage, as any foes would need to fire upwards at them, and should not be able to close into melee. The bows and arrows will come from the distant forest.

Step 10 - Magic

This is a very small community and we did not intend to give them any magic at all. If they had any, it would likely be some manner of elemental magic based on the air, but this doesn't seem a good fit.

Step 11 - Mapping

It's a river that cut through the rock to form canyons (Snake River style). It also formed mesas, like the one they live in. In some places they dammed it for rice paddies and in others there are orange groves. Hopefully that paints a thorough picture.

Step 12 - History

Just dreaming a little here: Let's say they fled their homes in the mountains when someone else moved in. They flew here as a refuge and had to make it their home. Because they have lost wars before, they are paranoid about outsiders and will

react pretty violently to anyone they see as intruders. (OK - that's everyone.) While their home is impenetrable, the cattle don't live on the mesa and are subject to attack, so they do have to fight off the bad guys.

They worship agricultural gods (probably one for the cattle and one for the oranges). With the king's fierce hold on them, he is likely seen as a demi-god descended from one of the gods in the distant past. They are sheltered (in multiple ways) from the outside world, and the commoners would likely be very ignorant of other cultures.

Example #3 The City of Rhum

Rather than just leave the examples with the smaller communities, we thought we'd try and illuminate the issue with two of the better known cities in our world of Fletnern: Rhum and Brinston. With a little luck, you might know something about them already, and the familiarity may allow you to understand the whole book better. First Rhum:

Step 1 - Reason for Existing

Rhum is a crossroads. It serves as a major trade center for the agricultural communities surrounding it, as well as a hub of industry.

Step 2 - Terrain and Climate

Consider the weather temperate, but it's chilly. Think Upper Midwest in the USA. The rainfall is good, even a little heavy in spring, but the soil is such that flash floods don't occur. Though the region would be considered low hills, the city is built on a flat, open plain. This is good agricultural land, but the cooler temps give it a shorter growing season, and heartier crops are required.

Step 3 - Size

This is a city - more along the lines of a capital than a huge village, but it is still on the small side. Populations is roughly 40,000. That's just in the city itself - the surrounding area has a lot more people but the population density is tiny.

Step 4 - Bread and Water

The water comes from wells throughout the city. A minor stream was diverted downwards when the city was built, and the water table is pretty close to the surface. They go to the wells (or send young bucket boys) to fetch water and fill their barrels at the homes.

They eat just about everything. Poultry is likely the main meat, but there are ample supplies of pork, beef, chevon (goat), and wild game. The fields are filled with rye and barley, both of which grow very well here. The rye goes into breads, while the barley goes into the beers. Fillers are too numerous to mention, but the main fruit/veggie would be apples. They drink cider, eat apples, preserve apple butter, etc.

There are a mix of spices that will grow here and are used, but they are often in the onion family. They import cinnamon like it was going out of style, but they can't grow it here. The main "spice" they grow here would most likely be sugar beets. They get the sugar from the beets and feed the leftovers to the dairy animals. Anything with sugar glaze is a popular dish.

Step 5 - Shelters

The main building block is wood. They typically save the clay for ceramics, but there are a fair number of brick buildings and even brick paved streets. The city was severely damaged about 25 years ago in a war, and they moved it from where it was to this big open plain. Therefore the city streets are very organized, and the architecture, though not uniform, is all new (less than 30 years old). As mentioned, they have some brick streets, but also some cobblestone, some gravel and some dirt/mud - just depends on the neighborhood.

They use wood for fuel as well, either straight logs or charcoal. Most of the forests nearby are pine, so there would be some issues with the chimneys and what they are burning. It gets really cold here in the winters, and the fireplaces will not be enough to keep the homes warm. They cover their doors and windows with blankets or tapestries, and likely all sleep together in the main living area in the winter months.

Step 6 - Natural Resources

We have mentioned wood a lot, and there are some big forests nearby. The pine is used as timber or fuel as it is, but the hardwoods are often turned into charcoal or brought to the sawmills. The apple orchards produce a measurable amount of wood as well, and this wood is often used for furniture.

Huge areas are clay that allow for good ceramics. The industries in town are most notably the brewing of beer from all that barley and the production of ceramics, most often in household goods that are shipped around the continent. Multiple factories are located in the city and a large number of the people are employed in these tasks.

We mentioned the wood from the forests, but it's a lot more than just that. The reason Rhum became a crossroads was because it was where all the fur trappers were bringing their pelts. Not only is there a major trade in pelts and furs, but all those hunters and trappers are bringing in a large amount of meat as well.

Step 7 - Markets and Stores

A city of this size certainly has a large number of stores. Guilds control most of the craftsmen and other trades in the city, but there is relatively little corruption in the system. This is likely due to the city's younger age, but so far the guilds are actually out to help their members.

The city also boasts a huge farmer's market and bazaar. These are more for the home crafts and produce. Even the neighborhood stores do not sell produce (perishables). As for self-sufficiency, it seldom happens. Even the farmers are typically growing cash crops and need to buy their food from other farmers. Other than the ceramics, furs and beer being exported by major merchant caravans, no one takes their trade elsewhere. Rhum is the trade center for the region, and everybody is coming here.

Step 8 - Government

The citizens elect a mayor and various other factions elect other council members, including a couple for the military, a Mage's Guild rep and several others. There are two major political parties in the town: the Merchants and the Military. While rivals, they don't hate each other, so election insults are forgotten quickly.

The Council makes laws, but the churches and the guilds have a heavy say in how things run in the city. Not to say the Council is weak, but they need to work with the other factions to make certain that they accomplish what they want. Things are working reasonably well currently, so the government is pretty popular. The current mayor is a war hero and well thought of.

Step 9 - Military Might

While Rhum maintains a solid military presence throughout its region, it is the militia that has her enemies scared. Rhum is the home of various mercenaries, sell-swords, and other "adventurers". When the city has come into danger, these folks break out their old, working armor and respond like the guerilla force from hell.

In addition to the army there is a strong city guard force as well. These guys are backed up by some heavy hitting types as well. They have to be - With all those adventuring types in town, someone needs to be able to handle berserkers and battle mages when they get out of hand.

Step 10 - Magic

Rhum is a heavily magiced town. There is a Mage's Guild willing to teach just about anyone (who can afford the tuition). There is also a college that specializes in the bardic spell singers. Don't forget that there are several magic shops selling both enchantments and those wonderful products of alchemy. So - how much - a lot - much higher than would be expected in a 40K person town. What kinds - well all of them. Did we forget to mention that the main temple runs a hospital filled with healers? How accessible - easily accessible, of course for a price, but money talks.

Step 11 - Mapping

The new city is surrounded by a sturdy wall. If anything, the wall is too strong and has resulted in traffic jams at the gates. It's a clean rectangle. The wealthier neighborhoods are in the northwest corner, while the poor slums are southeast.

Step 12 - History

Rhum has always been seen as a wilderness town. The fur trade started it, and the adventurers have brought riches to it. Most of the inhabitants like this rough and tumble image, and they don't want to become too soft. They are a hearty people. They endure difficult winters, often barely noticing. They have a very strong work ethic, but they believe in the "work hard/play hard" style of life.

Beer is part of the culture too. Most people have a friend or family member who works at one of the breweries, and the beer rivalries can be fiercer than the political ones.

Example #4 The City of Brinston

Step 1 - Reason for Existing

Brinston is located at the end of a major river, on the delta out into the sea. Here it is a major sea port, a major trade center, a major river port (and transfer from river craft to sea craft), as well as being the regional power, etc etc. This is as big as the humans get on Fletnern.

Step 2 - Terrain and Climate

The climate is temperate, but warm. The winters aren't too bad as the ocean keeps things from getting too cold, but the winds can be fierce. The rainfall is mixed, in that they get quite a bit of rain in the spring, but can have long dry summers. When they do get rain, it is often too much.

The terrain is hilly, but all that rain leads to a lot of rivers and streams, especially the ones that feed the major river. Therefore even when the rains are bad, the flooding is kept to a minimum as there are many places for the run off to go. The various waterways also make irrigation in the dry season reasonably easy.

Step 3 - Size

Brinston is the largest human city in the world, running around 800,000 people. The neighborhoods are a mixed bag. The poor neighborhoods are down by the river front ("The Banks"). Calling these anything more than a shanty town would be polite. The city itself is on a cliff above the river. Here middle-class and upper-class neighborhoods are much better than the fishing shanties, but still there is a difference. Many of the middle-class neighborhoods operate somewhat like small towns, while the upper-class areas host major architecture and estates.

Step 4 - Bread and Water

The water comes from the river and from a fairly massive sewer system. With the city on a bluff, normal wells have a difficult time reaching the water table (a water table that can become fouled by various sea related issues). While there are some wells that use windmill powered pumps to bring the water up to the cisterns and fountains (on the east side of the city), most of the city is provided water from some small tributaries north of the city that have been diverted into a piping system. This piping delivers water to various cisterns, fountains and in rare cases, directly into the homes of some nobles. Water can also be had from water vendors who fill their wagons with barrels at the river (east of the city, before the city's pollution fouls the water) and then deliver it to homes and customers. Seems like a lot of trouble, but with a city of 800K, getting enough water in is a logistic problem.

As for food, the people of Brinston, especially the wealthy, eat incredibly well. Food is an art form and presentation is equally as important as taste. The river and sea provide a wealth of fish, the city's primary meat source. In an odd turn-around, sea going fish is considered the best, followed by river fish. The poor people eat the shelled "fish" (everything including clams, crabs, lobsters, etc.), which the wealthy see as some sort of ocean vermin. Another major protein source is eggs. The farms in the region produce a huge number of eggs, eaten in countless

ways. In another odd cultural issue, the eggs are eaten, but the chickens are not seen as fine dining.

The only grain seen as acceptable to the people of Brinston is wheat. Various different types of wheat are available, and many recipes call for a mixing of the flours, but nothing other than wheat will do.

As the area closest to the city is not good for farming (soil too thin, exposed to sea, etc), most of the farming is done east of the city. This is one of the reasons that milk is nearly unknown within the city walls - the dairy cows are simply too far away. Cheeses however are hugely popular, so popular that every fashionable dinner will have at least one cheese course. The types of cheeses vary, and this is the one form of food where the snobs of Brinston will accept other cultures' product. Cheeses from around the world are available in Brinston.

Brinston is the wine capital of the world. The hilly region north of the city is perfect for the growing of grapes, and the noble estates have vast vineyards and impressive wineries. Grapes are seldom eaten as a fruit, but various grape and raisin dishes are common. (Wild grapes are rampant in the region as well, making some form of this fruit available to even the poorest classes.)

When it comes to vegetables, variety is again at the forefront. With each chef looking to set his creations apart, they are willing to try nearly anything. Lettuces, both in the dishes and as garnishes are very popular. When it comes to the volume of vegetables consumed, the poor and middle-classes are most likely to be eating carrots, turnips, celery and mushrooms. There are full mushroom farms near Brinston, a trait thought to have been copied from the elves.

Spices come locally from a massive assortment of herbs and from the trade with foreign ports. Onions are the most common flavoring, but as we've stressed, these chefs are obsessed with finding new ways to make themselves known.

Everyone drinks wine. Infants begin drinking wine before they are fully weaned. Anyone with more than four square feet of dirt has a grape vine and will try his hand at the country's obsession. The huge vineyards are able to sort out the best quality stuff, and the cheap stuff is often "dumped" on the markets, just to get rid of it.

Step 5 - Shelters

The main building block of Brinston is limestone. The city sits on a bluff composed of chalk (and flint and dolomite), but there are massive limestone quarries on the other (south) side of the river. Whether as blocks of stone or as a major ingredient in concrete and cement, limestone is unquestionably the building block of choice in Brinston. Of course the city is on the edges of the Slyvanian Forest, so the poor can often find a patch of woods that is not being monitored and harvest some timber for themselves. Wooden buildings exist, but typically only in the cheaper neighborhoods. It is banned in some neighborhoods, typically under the claim that it is a fire risk.

Just as cuisine is seen as art, so is architecture. The city of Brinston is filled with beautiful buildings, statuary, fountains, and works of art dotted throughout. Neighborhoods will often have carved stone entrances or at least decorative pillars. The streets are typically gravel, either fine limestone or river pebbles. Only the streets that are expected to be mainly vehicle traffic and not pedestrian traffic would be paved, again, with gravel, but likely set in some form of cement.

The water comes in via pipes underground, and it goes out in the same way. Sewage pipes carry the city's waste to the western edge of the town, where it flows into the ocean (hidden from view by some trees). The sewer lines are not actually pipes, but instead underground canals with narrow walkways next to them. The workers are adept in monitoring both the drinking water and the sewage and keeping them from ever intersecting. (Here they use closed tops pipes, but they keep them as short as is possible.)

Heating is most often handled using charcoal within the city. The fishermen often have to scrounge for wood themselves, but obviously this is not of great use within the city.

Step 6 - Natural Resources

Mineral wise, the region has vast limestone deposits that are tapped for building. There is also chalk and flint that is used, but not in the abundance of the limestone. The region is poor in metal deposits. The massive forest north of the city is a lucrative resource as well. The wood and other flora-based products are used by most levels of the city's social structure. As previously mentioned, grape vines grow everywhere they are not tirelessly hunted. The forests do not provide abundant game. This is most likely because they have been so heavily hunted over centuries, that they simply have been eaten or moved off to other regions. The opposite is true of the fishing. Both the river and the sea provide enormous amounts of fish for the city.

The top industries in the city are wine making and glass. At least these are the two main exports. One of the biggest industries in the city is entertainment. All manner of excitement can be found with some massive arenas for sports (typically gladiatorial), theaters, opera houses, symphony halls, as well as the more common dance halls, taverns, and street performers.

Step 7 - Markets and Stores

Brinston is the biggest trade port in the world and as such has markets spread throughout the city. The biggest is the Fishwive's Market located at the top of the cliff/bluff where the poor fishermen's neighborhoods meet the working class neighborhoods. There are also stores, owned by merchants and by craftsmen, nearly everywhere. Everything is for sale here, no matter where it may have come from. The wealthy have disposable income so vast that they purchase anything on a whim and pay whatever prices the markets desire.

Step 8 - Government

The government of Brinston can best be described as fractured. The Prince Governor serves mainly at the whim of the more powerful noble houses. Should he not make them happy, he would likely find himself out of office. That is unless he could overwhelmingly win the support of the peasants or the military. In that case, the nobles would be nervous about removing him and angering his friends. The current Governor is Jasper, a low born noble who has the backing of the military. A former military hero, he has the support of the masses, but this support has been waning. He has attempted to boost it by hiring droves of governmental workers, but they having been given so many hand outs, they are thinking along the lines of "what have you done for me lately".

So the noble houses are looking to make a change. By tradition, the noble house will avoid doing business with anyone without a noble pedigree. This "old boys'" network allows them to keep the "riff-raff" out and dominate trade within the city. So wealth is forever within the grasp of the nobles, and no commoner, no matter how brilliant, will be able to rival them.

But since the noble houses do not get along, factions arise. This chaos has been the normal state of affairs within Brinston for hundreds of years, weakening the government and irritating most of the civilians.

Step 9 - Military Might

Brinston has the strongest navy in the world. Their warships are bigger and more powerful than those of any other nation, and they field a navy about twice the size of their nearest competition. The navy's purpose is to hunt down and eliminate any pirates who might show themselves. With piracy actively supported by corrupt officials to the south, the Brinston Navy must be ever vigilant.

Their land forces are no where near as impressive, though many people forget this. The city has a massive wall protecting most of it. Scouts, lookouts and informants would warn them if anything were to approach. The artillery within the city is notorious. So the fact that their cavalry is at best lackluster doesn't seem to matter. Same for the infantry. Should an army arrive, the archers and artillerists would be the only forces engaged (assuming the wall holds). It is a common problem during peacetime, but the land based forces are simply not ready to fight.

Step 10 - Magic

Brinston is brimming with magic, at least amongst the higher classes. The city hosts three magical universities. As mages are seen as being more intelligent than everyone else, most ambitious middle management types attend one of these universities in an effort to learn some tiny amount of magic, declare themselves a mage and then rise within the hierarchy of one of the merchant houses.

All styles of magic are therefore available within the city. While the manufacture of magical items and alchemicals are not a big business in Brinston, such items are imported from the island nation of Rimmim. As to the availability of magic, it can all be had, but for a very high price. Thus the poorer classes likely have no knowledge or experience with it, despite it being seemingly so common.

Step 11 - Mapping

The city is on the west coast of the continent. The river forms the southern edge of the city. Following the river east, it eventually turns north.

As previously mentioned, the wheat fields are to the east of the city, but always on the north side of the river. The south side of the river is dominated by the limestone quarries. Far to the south of the quarries rise the South Pot Mountains. The vineyards stretch north of the city through the rolling hills. A little more detail on these: The wheat farms are by and large family-owned and therefore not enormous. They sell their wheat to the various millers (using primarily water powered grist mills), who in turn sell it to the river barge merchants on their way to the city. The vineyards are the estates of the nobles, and therefore enormous and frequently protected by at least a low wall.

Step 12 - History

Brinston is an old city that has prospered here for some time. They are the apex culture. Other cultures envy and imitate them. There is incredible wealth in the city, and yet the fishermen that feed the city live in shacks on the floodplain. With all their wealth and success, they have started on their down slide towards decadence and eventually into a full out decline into ruination. What will destroy the culture? No one knows. In fact the powers that be deny the possibility, expecting their successes to continue on indefinitely. Whatever it will be, it will likely find its spark in greed and jealousy.

As a game master, this was a good review of two of our cities. Yeah - we think they have worked fairly well. Most of this had already been documented, and very little needed to be added. But a couple of things came to mind:

- Does Rhum have enough markets? Should there be additional farmers' markets or just the one big one? Should there be a fur auction or do the trappers simply rely on certain buyers?
- What type of rock does Brinston sit on? What does the cliff face look like? How do they handle water? Before thinking it through, there were wells mapped into the city, but this expansion of the sewer system seems a far smarter way of doing things.

Urban Development Template

Community Name: Example #1 Easy Grassland

1. Reason for Existing
As an example of what an easy grassland town would be like

2. Terrain and Climate

General Climate: Temperate	Rainfall is: Good enough - "ample"
General Terrain: Grassland with minor river	Ramifications: possible tornados - little or no flooding

3. Size

☐ Farming Community (<100) ☐ Village (100-500) ☒ Town (1,000-10,000) ☐ City (>20,000)
1,500 Estimated Population
More Chaotic or more organized plan? mid-range - agriculture surrounds edges

4. Bread and Water

The water comes from: river, streams, wells	and is retained in: rain barrels, etc

Main Source of:
Protein: dairy cattle - eat mutton with some pork
Grain: wheat - main food source
Fillers Squashes (variety)
Veggies/Fruit pears
Spices: horseradish

5. Shelters

Main building blocks: brick	Building techniques: brick barns and silos
Heating fuels: coal/coke	Special circumstances: everyone owns brick kilns

Streets: gravel

6. Natural Resources
Minerals: clay, coal/coke
Flora: wheat
Fauna: N/A
Industry: bricks, ceramics, coke, wheat flour

7. Markets and Stores

☐ Markets ☐ Stores ☒ or a mix of both Mainly markets
Citizens level of self-sufficiency: high - craftsmen have gardens, farmers make bricks
Travel to: king's capital along trade road

8. Government	Type of Government: feudal - monarch
Strength of Government: moderate but absentee	Popularity of Government: moderate

9. Military Might
army soldiers for road. fortified tower with knight/lord. constable and deputies

10. Magic

How much? sparse
What kinds? healer
How accessible? not very - only one healer, so less accessible

11. Mapping: Draw on back of page

12. Culture: Notes on history, religion, and other ideas:
rural. worship harvest gods. problems are most often weather related
ancient battlefield beneath wheat fields - military items infrequently discovered

Urban Development Template

Community Name: #2 Mesa Village

1. Reason for Existing
To see if we can do a more difficult example

2. Terrain and Climate

General Climate: hot & sunny	Rainfall is: low
General Terrain: Badlands - cliffs - poor soil	Ramifications: Desert environment

3. Size

☐ Farming Community (<100) ☒ Village (100-500) ☐ Town (1,000-10,000) ☐ City (>20,000)
200 Estimated Population
More Chaotic or more organized plan? chaotic

4. Bread and Water

The water comes from: stream in valley	and is retained in: stream - transported in clay jugs

Main Source of:
Protein: beef cattle - small fish
Grain: rice
Fillers N/A
Veggies/Fruit oranges and grapes (raisins)
Spices: N/A

5. Shelters

Main building blocks: mesa	Building techniques: cavern dwellers w/ tunnels
Heating fuels: no need	Special circumstances:

Streets: interconnecting tunnels

6. Natural Resources
Minerals: pan for gold
Flora: reeds for ropes
Fauna: minimal
Industry: N/A

7. Markets and Stores

☒ Markets ☐ Stores ☐ or a mix of both
Citizens level of self-sufficiency: low - king controls market - all specialized
Travel to: this is their capital - isolated

8. Government	Type of Government: monarchy
Strength of Government: very high	Popularity of Government: high

9. Military Might
they fly - bowmen - mesa is highly defensive

10. Magic

How much? none
What kinds? none - maybe air elementalists
How accessible? none

11. Mapping: Draw on back of page

12. Culture: Notes on history, religion, and other ideas:
agricultural gods for orchards and herds
king is descended from one of the gods
isolated - fled here from former mountain top homes. distrust strangers

Urban Development Template

Community Name: Example #3 Rhum

1. Reason for Existing
Cross roads - fur trade

2. Terrain and Climate

General Climate: temperate - chilly	Rainfall is: Good
General Terrain: Low hills - city on plain - forested	Ramifications: Shorter growing season

3. Size

☐ Farming Community (<100) ☐ Village (100-500) ☐ Town (1,000-10,000) ☒ City (>20,000)
40,000 Estimated Population
More Chaotic or more organized plan? newer - organized

4. Bread and Water

The water comes from: wells	and is retained in: buckets/barrels

Main Source of:
Protein: poultry is main, plus pork, beef, chevon, game
Grain: rye (bread) and barley(beer)
Fillers various
Veggies/Fruit apples
Spices: import cinnamon, local is sugar beets

5. Shelters

Main building blocks: wood, some brick	Building techniques: new location/rebuild
Heating fuels: wood and charcoal	Special circumstances: rebuild

Streets: mixed

6. Natural Resources
Minerals: ceramics clay
Flora: wood: soft, hard, apple
Fauna: game for food and fur
Industry: ceramics and beer

7. Markets and Stores

☐ Markets ☐ Stores ☒ or a mix of both
Citizens level of self-sufficiency: minimal - cash crops
Travel to: here - trade center

8. Government	Type of Government: Mayor - City Council
Strength of Government: decently high	Popularity of Government: high

9. Military Might
strong army, strong city guard, unbelievably strong militia

10. Magic

How much? lots
What kinds? Mages' Guild, Enchanters' Guild, Spell Singer College, Healer Hospital
How accessible? very - especially healing

11. Mapping: Draw on back of page

12. Culture: Notes on history, religion, and other ideas:
started from fur trade, grew to trade center/crossroads
rough and rugged
beer and breweries

Urban Development Template

Community Name: #4 Brinston

1. Reason for Existing

Brinston is a huge sea port at the end of a river and serves as the trade center for this entire portion of the continent. It is a capital and one of the largest cities in the world.

2. Terrain and Climate

General Climate: Temperate/Warm	Rainfall is: Good but seasonal
General Terrain: Hilly, but with lots of rivers and therefore valleys.	Ramifications: Adequate rivers and creeks for irrigation

3. Size

☐ Farming Community (<100) ☐ Village (100-500) ☐ Town (1,000-10,000) ☒ City (>20,000)

800,000 Estimated Population

More Chaotic or more organized plan? Mix by neighborhoods

4. Bread and Water

The water comes from: river and wells	and is retained in: barrels filled at source

Main Source of:

Protein: fish and eggs

Grain: wheat

Fillers cheeses, turnips, mushrooms

Veggies/Fruit grapes, celery, carrots, lots of onions

Spices: huge variety starting with local herbs and expanding to everything allowed

5. Shelters

Main building blocks: Limestone	Building techniques: lots of concrete and cement
Heating fuels: Charcoal	Special circumstances: differences between classes

Streets: Gravel

6. Natural Resources

Minerals: limestone, chalk, flint

Flora: massive woods, grapes

Fauna: land based gone; fish abundant

Industry: wine and glass

7. Markets and Stores

☐ Markets ☐ Stores ☒ or a mix of both

Citizens level of self-sufficiency: minimal - everyone specialized

Travel to: this is it! biggest trade port

8. Government	Type of Government: chaotic noble structure
Strength of Government: fractured	Popularity of Government: many factions competing

9. Military Might

Most powerful navy in the world, relatively weak on land

10. Magic

How much? imported items; three universities

What kinds? all kinds

How accessible? for the right price VERY available, but price restricts

11. Mapping: Draw on back of page

12. Culture: Notes on history, religion, and other ideas:

Older culture - been here a while

Seen as the apex culture - incredible wealth - on downslide towards decadence and eventually decline to ruin

Urban Development Template

Community Name: _____

1. Reason for Existing

2. Terrain and Climate

General Climate:	Rainfall is:
General Terrain:	Ramifications:

3. Size

☐ Farming Community (<100) ☐ Village (100-500) ☐ Town (1,000-10,000) ☐ City (>20,000)

_____ Estimated Population

More Chaotic or more organized plan?

4. Bread and Water

The water comes from:	and is retained in:

Main Source of:

Protein: _____

Grain: _____

Fillers _____

Veggies/Fruit _____

Spices: _____

5. Shelters

Main building blocks:	Building techniques:
Heating fuels:	Special circumstances:
Streets:	

6. Natural Resources

Minerals: _____

Flora: _____

Fauna: _____

Industry: _____

7. Markets and Stores

☐ Markets ☐ Stores ☐ or a mix of both

Citizens level of self-sufficiency: _____

Travel to: _____

8. Government	Type of Government:
Strength of Government:	Popularity of Government:

9. Military Might

10. Magic

How much?

What kinds?

How accessible?

11. Mapping: Draw on back of page

12. Culture: Notes on history, religion, and other ideas:

CHARTS

Classification	
Farming Community	30-100
Village	100-500
Town	1,000-10,000
City	>25,000

Regional Acreage		
Number of city dwellers x 3	=	City Farm Acres
Farmland Acres ÷ 15	=	# Farm Families
# Farm Families x 8	=	# Farmers
# Farmers x 2	=	Farmland Acres
Both Farmland Acres added	=	Gross Farmland
Gross Farmland x 1.5 (for fallow)	=	Total Farmland

Acres for Food	
Farmer	2 acres
City Dweller	3 acres
Knight/Lord	4.5 acres
Slave	1.75 acres

Taxes		
	Self-Suff.	Cash Crop
Government	20%	20%
Church	5%	5%
Finisher	6%	16%
Merchant	4%	20%
Total	35%	61%

Services from Taxes	
Government/Military	**Tax 20%**
<50 Families	no local representative roaming sheriff and tax collector
50-80 Families	local sheriff
80-125 Families	sheriff and deputy
>125 Families	10% of population
Religious	**Tax 5%**
<20 Families	no local representative traveling preacher
20-40 Families	local preacher - no temple
40-70 Families	local preacher with temple
70-100 Families	preacher and asst. with temple
+30 Families	+1 clergy
Finisher-Self Sufficient	**Tax 6%**
<35 Families	no local presence must travel to finisher(s)
40-75 Families	one miller or other finisher
75-150 Families	two millers or other finishers
+75 Families	+1 finisher
Finisher-Cash Crop	**Tax 16%**
<15 Families	no local presence must travel to finisher(s)
15-30 Families	one miller or other finisher
30-60 Families	two millers or other finishers
+30 Families	+1 finisher
Merchant-Self-Suff.	**Tax 4%**
<25 Families	no local presence traveling peddlers visit infrequently
25-60 Families	single store (dry goods)
60-100 Families	two non-competing stores
>100 Families	town with trade/market
Merchant-Cash Crop	**Tax 20%**
<5 Families	no local presence traveling peddlers visit frequently
5-12 Families	single store (dry goods)
12-20 Families	two non-competing stores
+20 Families	+1 store
>100 Families	town with trade/market

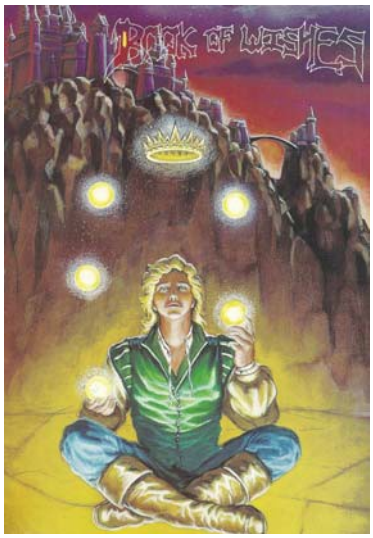
I Want You !!

to play

LEGENDQUEST

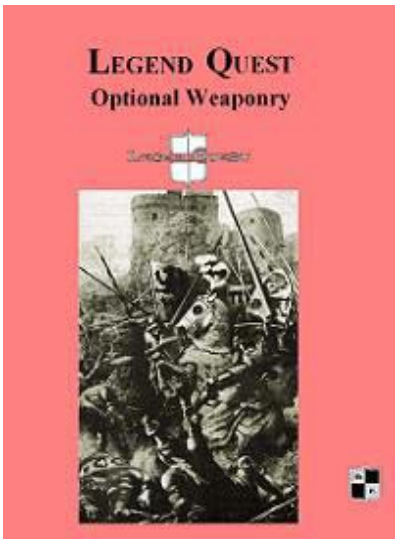
LEGEND QUEST Rule Book
Gold Edition

The only LEGEND QUEST rule book you will ever need. Includes rules for combat, characters, magic, monsters and game mastering.



Book of Wishes

When you just need more magic... Includes additional spells for established styles of magic as well as new types of spell casters and new magical items.



LEGEND QUEST
Optional Rules - Weapons

A more detailed look at weapons within the LEGEND QUEST game, including some optional rules to make things more interesting.

Board Enterprises

can be reached at

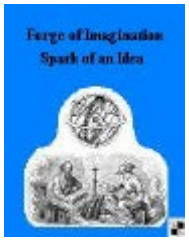
www.boardenterprises.com

Please stop by or email us at

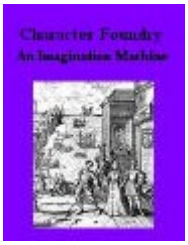
info@boardenterprises.com

Also look for:

Grain Into Gold - a fully developed economy for any fantasy role-playing game, including why things cost what they do and a price list of over 500 items



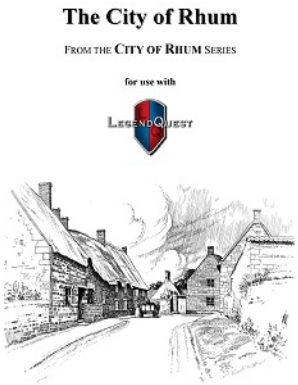
Forge of Imagination - Spark of an Idea - the original imagination firing machine for game masters contains approximately 300 fleshed out ideas and "sparks" focused on adventures and campaigns.



Character Foundry - following in the footsteps of the Forge of Imagination, here are dozens of fully formed NPCs, random charts to generate more, and all manner of ideas on how to easily develop your own.

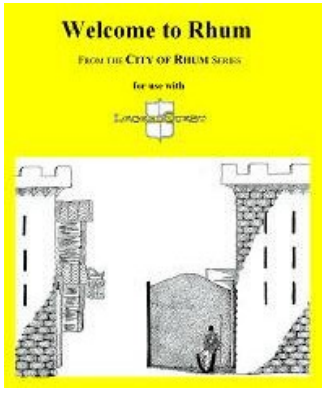
The city of

RHUM

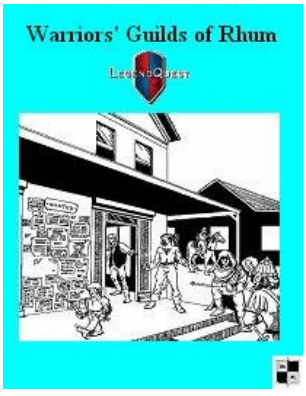


So here it is - **THE CITY OF RHUM**! So this is how you start. We're going to explain the culture and setting of Rhum. Unlike our other city supplements where individual locations are detailed, this supplement will give a broader overview with far less detailing of specific locations. Of course to do that, we need to detail some of the more important people, but buildings and prices are not the primary focus of this book.

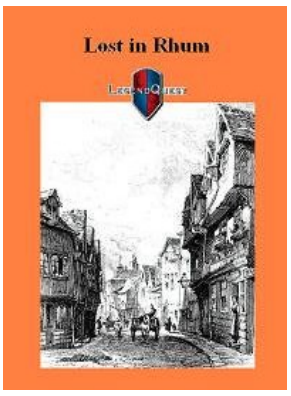
Each supplement in the Rhum series details a particular neighborhood giving very detailed descriptions of some of the shops and more general descriptions of others. Each of these books is packed with **50+** locations, including the people and the products to be found there.



Welcome to Rhum
the North Gate district of the city, catering to travelers of all kinds



Warrior Guilds of Rhum
a close look at the Soldiers' Guild and the Adventurers' Guild of Rhum and the neighborhoods they inhabit



Lost in Rhum
in the shadows, off the main streets, you will find both entertainment and danger, lost in a much darker Rhum

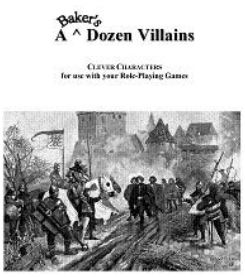
The Quickie Guide to the City of Rhum - a free introduction to the city of Rhum supplements, from a Locality perspective

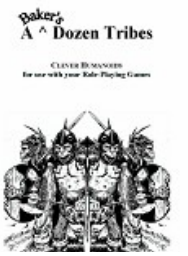
Dozens and Dozens of Dozens

Baker's Dozen

Each of the Board Enterprises' Baker's Dozen Supplements will give thirteen immediately usable characters, locations or items that you can use without wasting time on rules changes, etc. Not only should these individual entries be a strong addition to your world, but they will help you by sparking more ideas for future adventures, characters and even campaigns.

A Baker's Dozen Villains contains 13 unique and original villains to spice up your missions. For when you want an intelligent enemy to challenge your players.

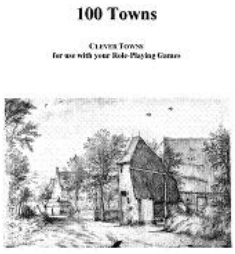




A Baker's Dozen Tribes contains 13 humanoid tribes running the gambit of stone age to high sorcery. Don't let your players know what's coming - hit them with a new kind of "easy" monster that they won't soon forget.

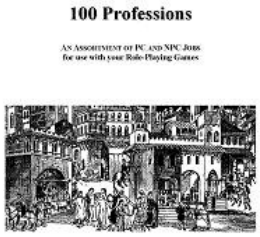
100s

Don't think that these are simple one-page d100 charts. These are full supplements that describe 100 different items or locations that you can drop right into your world. No, they aren't as detailed as the Baker's Dozen supplements, but that's not what they're for. For quick items needed in the heat of a playing session - this is just what the GM ordered!.



100 Towns contains 100 different towns from farming communities up to super sized cities. Each has a different way of doing things and offers a different "feel" to the players when they encounter it.

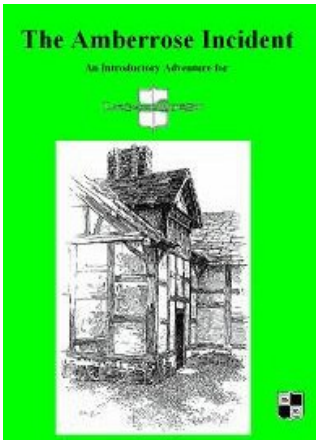
100 Bar Drinks contains 100 different alcoholic drinks. From beers and wines to the more exotic spirits and liqueurs, and even into some magical drinks, this supplement will have your players happy to return home again! Well, at least their characters will be happy.



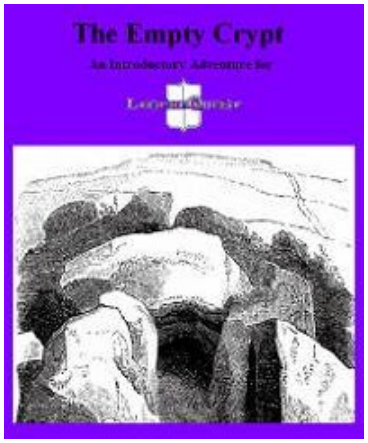
100 Professions lists out one-hundred part time jobs specifically chosen for adventurers at home between missions. Earn money to cover your room and board or come up with extra for your equipment. Or just keep your hand in and meet more contacts.

and don't forget our other products:

Adventures

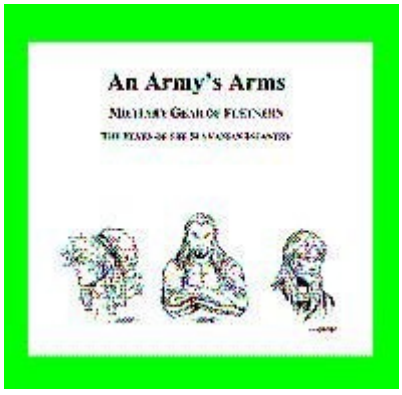


The Amberrose Incident

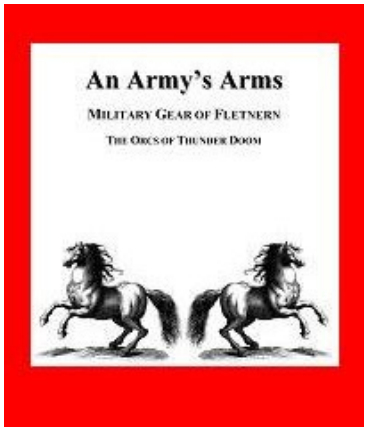


The Empty Crypt

An Army's Arms



The Slyvanian Infantry



Thunder Doom