# Urban Developments

## A Guide to Cities and Towns

## A Simple and Sane Supplement

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## A GUIDE TO CITIES AND TOWNS

## 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.