

100 Towns

CLEVER TOWNS
for use with your Role-Playing Games



100 Towns

Introduction

Whether it's writer's block or lack of time, game masters need help coming up with ideas, or more to the point, they need help coming up with the spark of an idea. Most game masters (GMs) can turn a spark into what they need, but it is the spark or the starting point that can be tough.

This supplement is intended to do just that, supply you with the spark(s) to get you up and going. This book is not intended to rewrite your whole world; but only intended to give you a starting point that you can build on or fill a gap that you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

The Categories

We have broken down the communities very generally by size. The smallest is a hamlet. Next largest is the village, then town and eventually a city. Here is a little more detail about what we mean:

The smallest setting is a hamlet or 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. Just 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. It is in the town that enough farmers are producing enough food that a percentage of the population no longer needs to farm for themselves, but can instead practice another trade. Where we were talking about hundreds of people in a village, we're talking about thousands in a town.

If you snuck a peek at the chart, you probably saw "hybrid". A hybrid is simply a village that has not

grown large enough to be a town or a town with a very low population. They are somewhere between villages and towns, likely with some aspects of both.

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.

General Comments

First off, this is a generic supplement and therefore has to cover multiple game rules. Because of that, we know that a lot of times, what we're suggesting will conflict with either your game rules or your campaign world. It could be as simple as all ores in your world are nomadic or your game system doesn't allow for elves. We tried to be general about everything listed in here, without pushing towards or away from any gaming system. With very minor modifications, we hope you can easily rectify any glitches.

The Chart

Sequence or "**Seq.**" - completely unimportant but if you wanted to roll for a random community, this should work nicely with a d100. Communities are sorted by population.

Size - The general size category that the community falls into: hamlet, village, hybrid, town or city.

Population - A rough estimate of the population of the community. This is by number of inhabitants.

Race - The type of people that inhabit the community. Most communities are considered "human", but this is just a very generic way of saying "anybody". Mixed communities will not have one dominant race, but might lean heavily towards one or two.

Summary - This is either the name of the community or a name for the community. Some are intended to be cute, so don't take them too seriously.

Description - This will be a short series of notes describing the community and what goes on there. The goal is not to be exhaustive, but instead to give you a little direction, so you understand what we're up to, and you can take it forward on your own.