

5 STEP CITY BUILDER QUICK GUIDE



THE DUNGEON COACH

Lowering the DC in your game with a supplement
for the world's greatest roleplaying game



5 STEP CITY BUILDER QUICK GUIDE

by The Dungeon Coach

CHECK OUT THIS VIDEO WHERE I SHOW YOU HOW I USE THESE THIS TEMPLATE AT MY TABLE! [HTTPS://YOUTU.BE/N_0XAI-VVCM](https://youtu.be/N_0XAI-VVCM)

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RESOURCES FOR DUNGEON MASTERS

YouTube - [The Dungeon Coach YouTube Channel](#) I create weekly videos every Saturday to help make your games more creative and more fun!

DM's Guild - Check out [the other content I've published](#). I will keep making more and more of my documents available online from my large list of homebrew content!

SUPPORT MY WORK

Patreon - If you like the stuff I have here as digital resources and want ALL of those and MORE, think about supporting me over on [Patreon!](#)

I have many resources and more involvement with what I do over on my YouTube Channel too! Including Multiple Reward Tiers and a GREAT Community!

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5 STEP CITY BUILDER QUICK GUIDE

Building any kind of civilization in Dungeons and dragons can be intimidating and take a LOT of time. Well, I'm here to tell you that it doesn't have to be that way! I have a 5 step DM prep system to QUICKLY Create a village, town, or even an entire city in less than 5 minutes! Ready? Let's roll it!

STEP 1 - SIZE

HOW BIG IS THIS PLACE?

If you have a hamlet, there might not even be an Inn, but if you have a kingdom there could be dozens! The size of your city will dictate the amount as well as the types of things that your players can find there.

SETTLEMENT SIZES

Type	Size
Hamlet	1 - 100
Village	101 - 1,000
Town	1,001 - 10,000
City	10,001 - 100,000
Kingdom	100,001 +

STEP 2 - TRADE

WHAT GETS MADE HERE?

This is the **most important step**. The thing that this settlement is known for is probably the reason for it existing at all, and would have a very strong influence on the types of people and businesses that are found there.

This is the flavor and the overall "theme" of the town and is what sets this town apart from any other town your players have been to. This ONE choice can give you SO much insight into your city and really flesh it out FAST!

Pick the types of trades you think would be found in your settlement and then, if there are enough of them, organize them together into different districts.

TRADES

- Blacksmith
- Leatherworker
- Skinner / Taxidermy
- Carpenter / Woodworker
- Potter / glassblower/ jeweler
- Tailor
- Cobbler / shoemaker
- Stable hand
- Alchemist
- Barber
- Fisherman
- Farmer
- Miner
- Distiller / Brewer

DISTRICTS

- Trade
- Craftsmen
- Market / Restaurant / Food
- Entertainment/ Music/ Arts
- Guilds (thieves, fighters, mages, professions)
- Inns / Taverns
- Residential
- Government
- Security / Guards
- Religion
- Hospice / Medical Ward
- Sewer / Sanitation
- Parks / Zoo
- Lords Keep / Nobility
- Education/ Schools/ Library
- Cemetery
- Farm
- Fighting/ Coliseum/ Sport
- Jail
- Docks/ Ships / Fishing
- Masonry / Buildings
- Tinkers (Locksmiths, gadgets, gears etc.)
- Magic Shops w/ a twist



STEP 3 – ADD DETAIL

WHAT SUPPORTING INDUSTRIES EXIST?

Now that you know the main export for the city, think about what else needs to exist to support that. If your settlement's main export is 'farming' (grain, livestock, lumber etc.), they will likely need a blacksmith to make horseshoes and farming implements. They will probably need a tailor and a carpenter as well.

Depending on the size of the town, these might be all the same person, or might be split up amongst a few individuals. If the town is very large, there may be multiple people providing the same services.

The main theme of your city should influence and flavor everything else that can be found here.

STEP 4 – DEFENSES

HOW IS THIS PLACE PROTECTED?

This is a very simple one, but make sure to still link in the theme of your settlement. How much military presence is there? What is one unique thing about the defenses of your city that make it unique? What does your settlement need to be protected from?

Pick a few items from the list below and add or adjust them to fit the feel of the town you are looking for.

DEFENSE COMPONENTS

None

Walls (wooden, stone, metal)

Towers

Moat

Natural Elements (Cliffs, Water, Mountain Pass etc.)

Military Garrison (soldiers permanently stationed here)

City Sponsored Local Protection Force

Merchant or Guild Run Local Protection Force

Magical Protections

Creatures (Wild or Trained)

STEP 5 – POPULATION

WHO LIVES HERE?

The LAST step here can be the MOST intimidating. You have created a city, but now you have to fill the WHOLE THING with NPC's!

BUT this DM Prep Tip is one of my BEST ones for saving time and stress at not only CREATING the city but actually running it in-game. Here's what I do!

1. Create a Pool of NPC's that you can pull from to insert into anywhere in the city that your players need to go. Don't assign these NPC's to a building or profession yet, keep them free and flexible.
2. Wherever the party goes, pick an NPC from the blank slate that you created and drop them into this building as the main NPC they meet there.
3. That's it.

You can use this [NPC Creation Template](#) to help you make interesting and fun NPCs for your players to interact with. Simple as that!

(<https://www.dmsguild.com/product/317982/PC-and-NPC-Creation-Tables>)

TIP: LET THE PLAYER'S IMAGINATIONS DO SOME WORK FOR YOU!

You can describe the city, shop, street, castle etc. as a busy place, full of people, but your players will only have time to interact with a few of them. Let your player's imaginations fill in the gaps, you don't need to have it all planned out in detail. As they spend more time in a certain place, you can go back and fill in additional details as needed, but you can do that later!

WELCOME TO THE DUNGEON COACH!

I'm here to help lower "The DC" of your Dungeons and Dragons game! I make quick and efficient D&D videos to make your games more creative and fun! I try and get DM's and Players to "Think outside that box" and if you like what you see here, Check me out on YouTube at <https://www.youtube.com/thedungeoncoach!> Stay up to date on my weekly videos, I post every Saturday at Noon.

I love helping/ brainstorming ideas, offering my own insight, and coming up with creative solutions to classic problems. I want to enhance your game and get it to the right "feel" of what you and your group are looking for. I've just started and have a lot of room to grow and I am excited to go on this journey with you all.

