



BUILDING A CITY

A Web Enhancement for the
DUNGEON MASTER's Guide v.3.5"

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If you plan to run an extended adventure—or even a whole campaign—in an urban environment, it's important to put some time and effort into describing the details of your city. Chapter 5 of the *DUNGEON MASTER's Guide* for D&D v.3.5 provides a basic framework for describing some key features of a city, such as its power centers, assets, and highest-level nonplayer characters. This web enhancement expands that basic system into one that is more complex, but well worth the extra work in terms of the payoff for running a city-based campaign.

The basic unit of this city construction system is the district. A district is roughly equivalent to a modern city block or a small neighborhood. On average, a district represents about 500 people, though some districts (such as tenements) have a higher population density than others (such as noble estates). Because a district is so large, this system is unsuitable for use with smaller settlements. A district has its own population number, gp limit, assets, important NPCs, and character, or "feel."

It's much easier for both the Dungeon Master and the players to think about a metropolis made up of eighty districts than to contemplate a teeming population of 39,761 individuals. The city structure becomes even easier to deal with if you assume that wards or neighborhoods are just clusters of identical districts. Thus, a metropolis might have a dozen wards: waterfront, noble's villas, shantytowns, merchant's quarter, temple quarter, and so on.

As a starting point, use twenty districts for a small city, forty for a large city, and eighty for a metropolis. If you need to, you can always add more districts, but the total population number you get by doing that may bump your city up a size category. Types of districts are given on Table 1–1: District Types.

DISTRICT DESCRIPTIONS

Each district's description includes the following key information.

Buildings: This entry details what sorts of buildings might be found in the district. See Example Buildings sidebar for businesses common to certain building types.

First Impression: This entry consists of a sentence or two that describes the flavor or feel of the district—that is, what sorts of sights, sounds, and smells characters are likely to notice while casually passing through it.

Social Class: This entry denotes the social class of the residents (upper, middle, or lower).

TABLE 1-1: DISTRICT TYPES
Low Population

District Type	Total																
	Pop.	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Adp	Ari	Com	Exp	War
Civic district	350	—	3	3	—	8	—	1	—	8	2	3	2	10	232	30	48
Civic district, ruined	350	—	2	4	—	8	—	—	—	8	2	4	4	4	249	25	40
Elf neighborhood	350	—	2	2	2	8	—	—	2	7	1	4	2	4	241	30	45
Embassy district	350	—	3	4	—	9	1	1	1	9	2	4	2	50	230	14	20
Finance district	350	—	2	3	—	5	—	1	—	10	2	3	—	10	249	50	15
Fine shops	350	—	—	—	—	6	—	—	—	12	4	6	3	6	243	50	20
Lord's keep	350	—	3	5	—	20	—	—	—	—	—	—	—	20	197	30	75
Lord's keep, vacant	350	—	3	3	—	10	—	—	—	8	—	—	—	4	257	25	40
Magic district	350	—	4	5	2	6	—	—	—	7	6	8	8	6	208	35	55
Noble estates	350	—	3	—	—	17	—	3	—	5	—	—	—	40	207	30	45
Park district	350	—	2	3	2	6	1	1	2	7	1	3	4	5	258	25	30
University	350	—	5	6	1	6	2	1	—	6	3	6	5	10	239	30	30
Wealthy residential	350	—	2	3	—	8	—	1	—	7	2	4	2	15	226	30	50

Average Population

District Type	Total																
	Pop.	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Adp	Ari	Com	Exp	War
Average residential	450	1	3	4	1	9	1	1	1	9	2	4	4	4	341	25	40
Dwarf neighborhood	450	3	1	4	—	18	—	1	—	7	1	1	2	4	318	30	60
Garrison	450	1	2	4	—	14	1	2	1	6	2	3	1	8	230	25	150
Gnome neighborhood	450	—	2	3	1	10	—	—	1	10	2	6	4	2	344	25	40
Guildhall district	450	—	3	—	—	6	—	—	—	12	2	3	—	5	329	50	40
Guildhall district, former	450	—	5	—	—	12	—	—	—	12	2	3	—	2	324	50	40
Halfling encampment	450	—	2	4	1	12	—	—	1	16	2	1	4	2	340	25	40
Marketplace	450	1	4	3	—	9	1	1	1	12	1	3	6	—	338	30	40
Professionals	450	—	2	3	1	8	—	1	—	11	3	7	5	6	323	50	30
Shops	450	—	3	5	1	9	1	—	—	11	2	4	5	—	359	35	15
Temple district	450	—	3	16	5	9	4	3	2	5	3	5	10	5	290	35	55

High Population

District Type	Total																
	Pop.	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Adp	Ari	Com	Exp	War
Adventurer's quarter	550	5	9	12	5	25	2	2	3	25	4	8	10	2	338	40	60
Anglers' wharf	550	—	—	2	—	8	—	—	—	8	—	—	6	—	490	16	20
Apartment homes	550	2	3	4	1	11	1	1	1	13	2	5	5	—	446	20	35
Caravan district	550	4	5	3	1	12	2	—	2	15	3	5	4	4	405	25	60
Goblinoid ghetto	550	5	—	3	—	10	—	—	—	8	—	—	4	—	425	15	80
Inn district	550	2	8	3	1	9	1	1	2	16	2	6	5	5	439	30	20
Red light district	550	4	8	2	—	9	—	—	—	16	2	3	5	—	426	25	50
Shantytown	550	—	—	—	—	—	—	—	—	4	—	—	2	—	542	—	2
Slave quarter	550	2	—	—	—	12	—	—	—	8	—	—	—	—	483	25	20
Slum	550	2	1	1	—	8	—	—	—	12	1	—	8	—	480	5	32
Tannery district	550	2	2	1	1	10	—	—	—	15	2	1	6	—	455	25	30
Tavern district	550	2	8	3	—	9	—	—	1	16	2	3	4	—	437	25	40
Tenement district	550	3	3	4	1	11	—	—	1	16	2	3	5	—	471	10	20
Theater district	550	—	7	—	—	12	—	—	—	15	—	—	4	—	442	30	40
Undercity	550	4	2	5	—	16	1	—	1	24	3	6	8	2	403	25	50
Warehouse district	550	—	2	—	—	12	—	—	—	24	—	—	5	—	437	20	50
Waterfront district	550	2	5	3	1	12	1	1	—	16	1	2	5	—	436	25	40

Special

District Type	Total																
	Pop.	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Adp	Ari	Com	Exp	War
Remnant neighborhood	45	—	—	2	—	4	—	—	—	4	—	1	—	—	15	4	15
Immigrant enclave	70	—	—	7	—	6	—	—	1	2	—	20	—	—	15	4	15
Necropolis	100	—	—	5	—	5	1	—	—	5	1	2	2	—	66	8	5
Boat town	350	—	—	1	1	8	—	—	—	8	—	—	4	—	314	8	6
Coliseum/Arena	350	4	3	2	—	24	2	—	2	8	2	1	4	—	208	10	80
Prison district	350	3	1	1	—	18	—	—	—	12	—	—	4	—	216	15	80

District Type: Some districts, such as a waterfront or shop district, represent neighborhoods that have many similar types of buildings. Others, such as a lord's keep or a garrison, may feature single buildings or complexes that occupy an entire district and house large numbers of residents and staff.

Total Pop.: This figure represents the total population of the district. The remaining columns (Bbn, Brd, Clr, and so forth) show how many single-class characters of each character class (both PC and NPC classes) dwell in the district. Temple districts have many clerics, obviously, while most aristocrats are found in upper-class districts.

LOW POPULATION DISTRICTS

The districts with the lowest populations tend to be upper or middle class. They often feature fine landscaping and ornate buildings.

Civic District

The day-to-day business of governing the city is carried out from the offices in this district, which is usually dominated by one massive government building.

Buildings: Council hall, bureaucratic offices, monument/memorial, guardpost, temple (Heironeous, Pelor, or St. Cuthbert), upscale lodging (4), upscale food (6), exotic trades (10), upscale trades (15), average trades (15), upscale services (15).

First Impression: Robed bureaucrats scurry from appointment to appointment, and nobles travel with their retinues. The main building is a stately structure with plenty of statuary and inscriptions.

Social Class: Upper class.

BUILD A CITY IN 5 MINUTES

Many PCs use cities simply as bases of operations for adventuring. They may visit their home city briefly between adventures, or occasionally even during an extended mission. Accordingly, they rarely see more than a few locations—their favorite inn, the magic-item dealers on Tentacle Street, and Lord Rhial's citadel, for example.

If you're pressed for time, it's a good idea to pick a few districts you like and assume that the rest of the city is a mix of residential and commercial districts.

Here are the steps for building a city in about 5 minutes.

- Jot down what makes the city special in a sentence or two. For example, Sumberton is a rainy city where the trade guilds are at war with the

Civic District, Ruined

This district is like the one above, except that the rulers of the city have abandoned the massive structure that once dominated the area.

Buildings: Council hall (vacant), bureaucratic offices (possibly vacant), monument/memorial, guardpost, temple (Heironeous, Pelor, or St. Cuthbert), upscale lodging (4), upscale food (6), exotic trades (10), upscale trades (15), average trades (15), upscale services (15).

First Impression: The crumbling edifice that dominates the streetscape once housed the power center in this city. The surrounding businesses have also fallen on hard times.

Social Class: Middle class.

Elf Neighborhood

This district, found only in cities dominated by nonelf races, is where many elves choose to live.

Buildings: Temple (Corellon Larethian), druidic site, upscale lodging, upscale food (4), exotic trades (3), upscale trades (15), upscale services (5), upscale residences (30).

First Impression: The neighborhood has more than its share of trees, bushes, and flowers. Even the more modest homes feature flowering windowboxes.

Social Class: Upper class.


Embassy District

Usually found only in a capital city, an embassy district houses ambassadors, diplomats, and their staffs.

Buildings: Embassies (7), diplomatic residences (15), upscale lodging (9), upscale food (12), exotic trades (5), upscale trades (10), upscale residences (10).

military commander in charge of the toll roads. Forghul is a metropolis where rival thanes from surrounding provinces engage in intrigues, uniting only when giants attack from the north.

- Decide which places your characters are likely to visit. Inns, magic shops, guilds, libraries, temples, and government buildings are all logical choices.
- Decide which districts feature those important places and sketch out an intersection or two, placing buildings according to the guidelines below.
- Sketch an overall map of the city by drawing the walls that surround it, placing the important districts, and then dividing the rest of the city into a dozen or so wards. Give each ward a name, such as "Merchant's Quarter," or "Temple Ward."



First Impression: Fancy buildings in wildly clashing architectural styles dominate the street, each trying to outdo the other in ostentatiousness. Most such buildings feature coats of arms and flags identifying the nations they represent.

Social Class: Upper class.

Finance District

Banks and merchant-houses tend to congregate here because much of their business is with each other.

Buildings: Banks (2), moneychangers (7), temple (Fharlanghn, upscale food (10), exotic trades (5), upscale trades (25), upscale residences (20).

First Impression: The city watch is augmented by private guards, making this a particularly well-protected district, day or night.

Social Class: Upper class.

Fine Shops

Shopping districts such as this one often feature storefronts of interest to adventurers. The city's best armorers, weaponsmiths, sages, and magic-dealers offer their services here.

Buildings: Upscale lodging (4), upscale food (6), exotic trades (10), upscale trades (30), upscale residences (20).

First Impression: The hubbub of commerce is omnipresent here, but the high prices discourage the crowds found in less tony shopping districts.

Social Class: Upper class.

Lord's Keep

A fortress, usually the castle where the city's ruler lives, dominates this district.

Buildings: Manor house, servants' quarters (2), garrison post, chapel (Kord, Heironeous, or St. Cuthbert), average trades (15).

First Impression: Pennants in the city's colors flutter over the castle, and guards eye the street from their watchtowers above. Soldiers drill in the courtyard beyond the open drawbridge.

Social Class: Upper class.

Lord's Keep, Vacant

This district is similar to the one above, except that no one is living in the fortress. Perhaps the lord is on a crusade, or maybe a more mysterious fate has befallen the city's ruler.

Buildings: Manor house, servants' quarters (2), garrison post, chapel (Heironeous, Kord, or St. Cuthbert), average trades (15).

First Impression: This once-proud castle is beginning to show signs of neglect, though it is still an imposing fortress.

Social Class: Middle class.

Magic District

Many cities segregate users of magic into their own ward to protect the rest of the city from errant spellcasting. Such an arrangement also helps the rulers and constabulary keep an eye on some of the city's most powerful residents.

Buildings: Magic item dealers (2), spellcasters for hire (6), temple (Boccob), shrine, upscale food (5), exotic trades (10), upscale trades (15), upscale services (10), upscale residences (20).

First Impression: *Continual flames* illuminate the streets, and entertaining, artistic illusions decorate some of the buildings. The berobed citizens frequently display flashy magic—typically glamers. Useful magic items abound.

Social Class: Upper class.

Noble Estates

The wealthy, highborn residents of the city live in splendor in the manors of this district.

Buildings: Estates (30).

First Impression: This district is quieter and cleaner than the rest of the city. Servants scurry about on their errands, and nobles travel by carriage to call on their genteel counterparts.

Social Class: Upper class.

Park District

For those who love the outdoors, this district provides a respite from the hustle and bustle of the city.

Buildings: Parks (1 large or 3 small), temple (Corellon Larethian, Ehlonna, or Obad-Hai), druidic site, upscale taverns (5), exotic trades (5), upscale trades (8), upscale services (17), upscale residences (30).


First Impression: Clusters of trees, landscaped flowerbeds, and lawns of trimmed grass dominate the landscape. The air smells fresher here than it does elsewhere in the city.

Social Class: Upper class.

University

The colleges in this district teach everything from Knowledge and Profession skills to the secrets of divine and arcane magic. Adventurers can find esoteric lore and answers to obscure riddles here.

Buildings: University buildings, including instruction and faculty offices (4), library, temple



(Boccob or Pelor), shrine, upscale lodging (5), upscale food (8), upscale literary trades (booksellers, stationers, mapsellers, sealmakers, and the like) (10), upscale literary services (scribe, sage, translator, cartographer, and the like) (10), dormitories (5), upscale residences (25).

First Impression: Young, well-dressed students carrying armfuls of scrolls and books hustle to their classes. Others sit or stand in circles, discussing the day's lessons.

Social Class: Upper class.

Wealthy Residential

These residences belong to successful merchants and high-level bureaucrats in political or religious organizations.

Buildings: Upscale residences (60), average residences (10).

First Impression: Well-appointed buildings line the quiet streets of this district. Servants or guards are posted at many of the front doors.

Social Class: Upper class.

AVERAGE POPULATION DISTRICTS

These districts are where the middle class and merchants live and work.

Average Residential

Shopkeepers, artisans, and other skilled workers dwell in these modest homes.

Buildings: Upscale residences (10), average residences (70), poor residences (10).

First Impression: Children play in the streets of this district, and the younger ones are often chased by older siblings. Neat rows of houses line the thoroughfares.

Social Class: Middle class.

Dwarf Neighborhood

Because clan and family are important to dwarven culture, many dwarves who live in cities dominated by other races tend to congregate in their own neighborhoods.

Buildings: Temple (Moradin), average lodging (2), upscale food, average food (9), poor food (2), exotic trades (2), upscale trades (7), average trades (15), poor trades (6), upscale services (5), average services (10), poor services (5), upscale residences (5), average residences (45).

First Impression: All the structures in this neighborhood are slightly smaller than normal because they're sized for dwarves. Stonework, much of it finely carved, dominates the architecture.

Social Class: Middle class.

Garrison

This district is essentially a military encampment. The soldiers who dwell here are charged with guarding the city and the surrounding countryside.

Buildings: Garrison building, temple (Heironous, Kord, or St. Cuthbert), average lodging (4), poor lodging, upscale food (2), average food (4), poor food (3), upscale trades (4), average trades (8), poor trades (2), average services (10), average residences (40), poor residences (10).

First Impression: Some soldiers march to and fro in groups, while others stand at attention, and still others drill for combat. Shouted commands and marching songs fill the air.

Social Class: Middle class.

Gnome Neighborhood

Gnomes find comfort in buildings sized for them, so this district features architecture that humans and other Medium races would find cramped.

Buildings: Temple (Garl Glittergold), upscale lodging (1), average lodging (4), upscale food (3), average food (5), exotic trades (2), upscale trades (4), average trades (6), poor trades (3), upscale services (4), average services (6), average residences (50).

First Impression: This neighborhood looks like any average residential area, but on a smaller scale.

Social Class: Middle class.

Guildhall District

This district is home to organizations of skilled workers, such as the mason's guild, the cobbler's guild, and the jeweler's guild. Depending on the city, more exotic guilds devoted to sages, wizards, or mercenaries may also have facilities here. Illicit guilds may exist for thieves and assassins, but these rarely have publicly known guildhalls.

Buildings: Guild halls (3), average lodging (5), average food (10), upscale trades (5), average trades (15), poor trades (4), upscale services (5), average services (10), poor services (3), average residences (30).

First Impression: Each of the massive guildhalls in this district is emblazoned with a symbol representative of its craft, such as a massive hammer and anvil for the blacksmith's guild, and a welcoming sign in every known tongue for the Scribe's Union.

Social Class: Middle class.

Guildhall District, Former

For some reason, the guilds have moved out of this district, but commercial interests still dominate its streets.

Buildings: Vacant guild halls (3), average lodging (5), average food (10), upscale trades (5), average trades (15), poor trades (4), upscale services (5), average services (10), poor services (3), average residences (30).

First Impression: The guildhalls are boarded up or in disrepair, but the shops and businesses that surround them still thrive in the hustle and bustle of commerce.

Social Class: Middle class.

Halfling Encampment

Halflings tend to be more nomadic than most other races. Even when a group of them settles in a city, their neighborhood looks more like a camp than a proper district.

Buildings: Council hall, temple (Yondalla), shrine, average lodging (4), average food (8), average trades (15), average services (10), average residences (50).

First Impression: This neighborhood looks like it could vanish tomorrow, leaving behind nothing but half-constructed buildings, smoldering campfires, and vacant building foundations.

Social Class: Middle class.

Marketplace

Most of the residents from surrounding districts come to this bazaar to buy everything from necessities (such as clothing) to small luxuries (such as spices).

Buildings: Open-air market, temple (Fharlanghn), average lodging (2), average food (12), exotic trades (3), upscale trades (12), average trades (35), poor trades (10), upscale services (5), average services (15), poor services (5).

First Impression: This district is awash in colorful signs and tents. The shouts of barkers rise above the noise of shoppers, and a dozen scents—everything from sweet perfumes to sizzling meats—fill the air.

Social Class: Middle class.

Professionals

This district is home to a variety of specialists the PCs might want to hire or consult.

Buildings: Temple (any), shrine, average lodging (3), upscale food (3), average food (7), exotic trades (2), upscale trades (3), average trades (10), upscale services (10), average services (20), upscale residences (10), average residences (20).

First Impression: This district features row upon row of quiet shops and offices. Their signs advertise everything from translation services to wilderness guides to architectural design.

Social Class: Middle class.

Shops

A few businesses in this district cater to the well-to-do, but most serve the city's middle and lower classes. Such a district is more common in a smaller city that doesn't have multiple shopping districts.

Buildings: Temple (any), shrine, average lodging (3), average food (10), exotic trades (3), upscale trades (12), average trades (35), poor trades (10), upscale services (3), average services (10), poor services (2).

First Impression: Well-guarded nobles saunter from shop to shop, seemingly oblivious to the more ordinary citizens who rush by with their arms full of packages.

Social Class: Middle class.

Temple District

The center of the city's religious life, the temple district is where established faiths vie for worshipers. PCs can often find healing and other clerical magic here.

Buildings: Temples/shrines (any 6), upscale lodging (1), average lodging (3), upscale food (3), average food (7), exotic trades (5), upscale trades (5), average trades (10), upscale services (10), average services (25), upscale residences (5), average residences (20).

First Impression: Each temple's architecture reflects the faith of its builders. Periodically, the doors of a temple open, and a throng of worshipers spills out into the street.

Social Class: Middle class.


HIGH POPULATION DISTRICTS

These districts cater to the lower classes and to transients, such as adventurers. Prices are generally lower in these areas.

Adventurer's Quarter

This district has a little bit of everything, but it's generally a pretty seedy place. No "respectable" resident would think of coming here.

Buildings: Temples (Olidammara and any 3 others), average lodging (5), poor lodging (10), average food (5), poor food (15), average trades (6), poor trades (15), average services (5), poor services (15), average residences (5), poor residences (20).



First Impression: This district is noticeably more diverse than the surrounding neighborhoods. Various humanoids wearing a wide variety of garb rub shoulders and chat in the streets. The buildings look somewhat rundown, but most are quite serviceable.

Social Class: Lower class.

Anglers' Wharf

Those who fish for a living have a district of their own, if for no other reason than to keep the stench away from the rest of the city.

Buildings: Shrine (Obad-Hai or Pelor), poor lodging (5), poor food (10), average trades (2), poor trades (12), average services (3), poor services (7), poor residences (60).

First Impression: The smell of fish hangs heavily in the air here, mingled with the tang of saltwater and sea air. Rough-looking sailors lurch from ship to pier to tavern.

Social Class: Lower class.

Apartment Homes

This unremarkable district consists of nothing but unremarkable residences. Thus, it is an excellent hiding place for those who are skilled at blending in.

Buildings: Average residences (10), poor residences (55).

First Impression: Rows of apartment buildings rise like the walls of a canyon on both sides of the street. Day laborers and craftspeople scurry to and from work, while the district's more indolent residents relax on the building steps.

Social Class: Lower class.

Caravan District

Districts such as this one are common in cities that rely on overland caravans rather than sea transport for their imports and exports. Merchants and other foreigners are welcomed here but usually discouraged from spending time in the rest of the city.

Buildings: Temple (Fharlanghn), average lodging (5), poor lodging (15), average food (10), poor food (30), average trades (9), poor trades (15), average services (9), poor services (15).

First Impression: This district has fewer buildings than most, but animal pens, stables, and circles of trade wagons squat on many vacant lots. The air is thick with campfire smoke, and a dozen different languages can be heard.

Social Class: Lower class.

Goblinoid Ghetto

If a city allows goblinoid residents at all, its other inhabitants usually prefer to keep them at arm's length. The goblinoids who live here eke out a squalid existence, taking on jobs that no other city resident will accept.

Buildings: Temple (Gruumsh or Maglubiyet), poor lodging (1), poor food (8), poor trades (20), poor services (10), poor residences (60).

First Impression: Goblins, hobgoblins, and orcs move among the ramshackle buildings that line the streets. The ghetto bustles with business—both legal and illegal—despite the obvious poverty of its residents.

Social Class: Lower class.

Inn District

Inns are scattered across most cities, but sometimes a cluster of them dominates a neighborhood. Such a district tends to be rundown simply because it has few permanent residents to care about its upkeep, and the transients who stay there spend most of their time in other districts.

Buildings: Temples (any 2), average lodging (8), poor lodging (25), average food (5), poor food (20), average trades (5), poor trades (15), average services (5), poor services (15).

First Impression: Music and laughter wafts from the open doors of half a dozen inns and commonhouses. Each offers the promise of food, drink, dancing, or perhaps even more exotic diversions.

Social Class: Lower class.

Red-Light District

Notorious for the prostitution, narcotics, and other black-market businesses that thrive here, a red-light district tends to attract adventurers like flies.

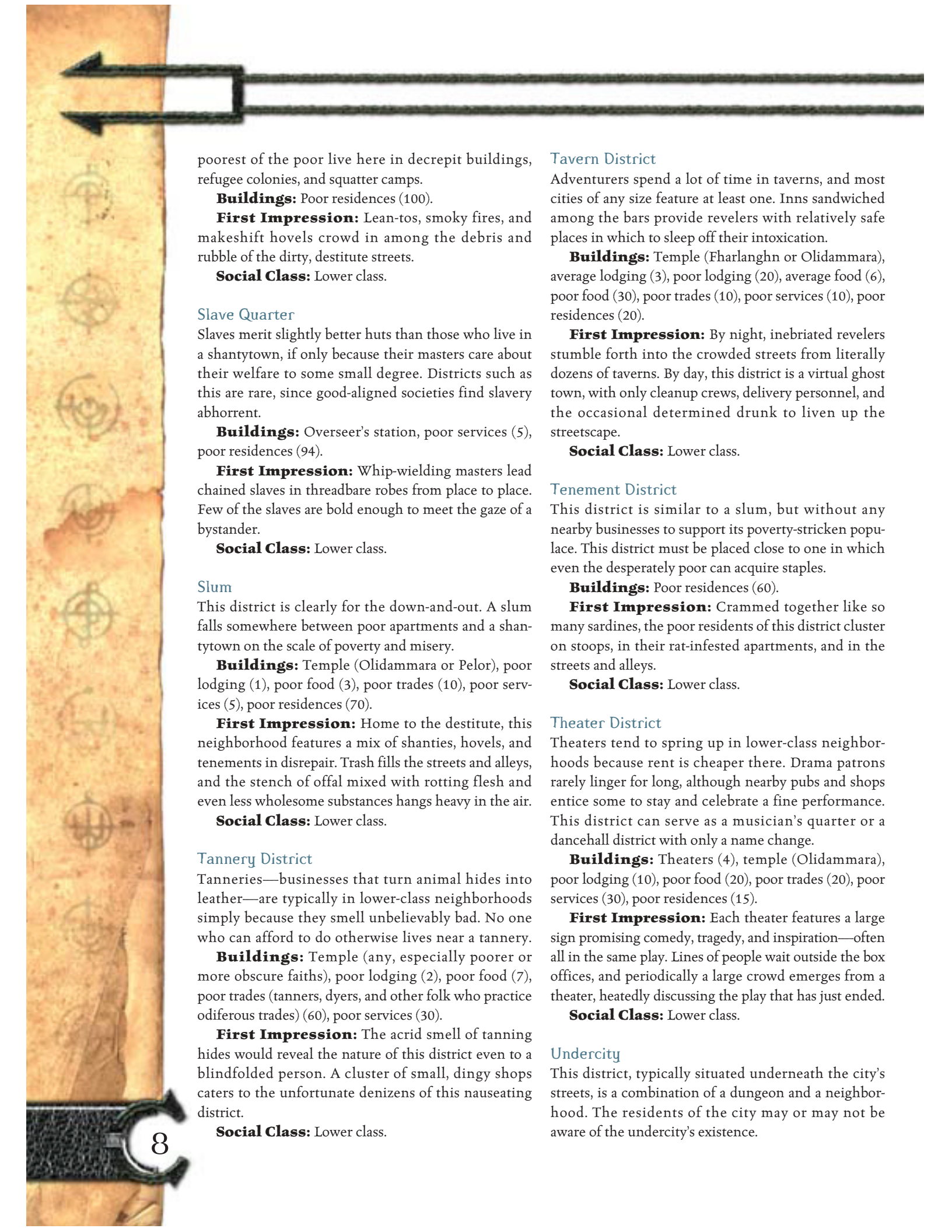
Buildings: Temple (Olidammara), average lodging (2), poor lodging (17), average food (5), poor food (20), poor trades (20), poor services (gambling halls, houses of ill repute, pawnshops, and the like) (35).

First Impression: A visitor can hardly walk 30 feet in this rundown district without being propositioned for something illegal. Some passersby scurry furtively past, while others beckon visitors toward some illicit pleasure.

Social Class: Lower class.

Shantytown

Many of the structures in this district seem to be in imminent danger of collapsing on their residents. The



poorest of the poor live here in decrepit buildings, refugee colonies, and squatter camps.

Buildings: Poor residences (100).

First Impression: Lean-tos, smoky fires, and makeshift hovels crowd in among the debris and rubble of the dirty, destitute streets.

Social Class: Lower class.

Slave Quarter

Slaves merit slightly better huts than those who live in a shantytown, if only because their masters care about their welfare to some small degree. Districts such as this are rare, since good-aligned societies find slavery abhorrent.

Buildings: Overseer's station, poor services (5), poor residences (94).

First Impression: Whip-wielding masters lead chained slaves in threadbare robes from place to place. Few of the slaves are bold enough to meet the gaze of a bystander.

Social Class: Lower class.

Slum

This district is clearly for the down-and-out. A slum falls somewhere between poor apartments and a shantytown on the scale of poverty and misery.

Buildings: Temple (Olidammara or Pelor), poor lodging (1), poor food (3), poor trades (10), poor services (5), poor residences (70).

First Impression: Home to the destitute, this neighborhood features a mix of shanties, hovels, and tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting flesh and even less wholesome substances hangs heavy in the air.

Social Class: Lower class.

Tannery District

Tanneries—businesses that turn animal hides into leather—are typically in lower-class neighborhoods simply because they smell unbelievably bad. No one who can afford to do otherwise lives near a tannery.

Buildings: Temple (any, especially poorer or more obscure faiths), poor lodging (2), poor food (7), poor trades (tanners, dyers, and other folk who practice odiferous trades) (60), poor services (30).

First Impression: The acrid smell of tanning hides would reveal the nature of this district even to a blindfolded person. A cluster of small, dingy shops caters to the unfortunate denizens of this nauseating district.

Social Class: Lower class.

Tavern District

Adventurers spend a lot of time in taverns, and most cities of any size feature at least one. Inns sandwiched among the bars provide revelers with relatively safe places in which to sleep off their intoxication.

Buildings: Temple (Fharlanghn or Olidammara), average lodging (3), poor lodging (20), average food (6), poor food (30), poor trades (10), poor services (10), poor residences (20).

First Impression: By night, inebriated revelers stumble forth into the crowded streets from literally dozens of taverns. By day, this district is a virtual ghost town, with only cleanup crews, delivery personnel, and the occasional determined drunk to liven up the streetscape.

Social Class: Lower class.

Tenement District

This district is similar to a slum, but without any nearby businesses to support its poverty-stricken populace. This district must be placed close to one in which even the desperately poor can acquire staples.

Buildings: Poor residences (60).

First Impression: Crammed together like so many sardines, the poor residents of this district cluster on stoops, in their rat-infested apartments, and in the streets and alleys.

Social Class: Lower class.

Theater District

Theaters tend to spring up in lower-class neighborhoods because rent is cheaper there. Drama patrons rarely linger for long, although nearby pubs and shops entice some to stay and celebrate a fine performance. This district can serve as a musician's quarter or a dancehall district with only a name change.


Buildings: Theaters (4), temple (Olidammara), poor lodging (10), poor food (20), poor trades (20), poor services (30), poor residences (15).

First Impression: Each theater features a large sign promising comedy, tragedy, and inspiration—often all in the same play. Lines of people wait outside the box offices, and periodically a large crowd emerges from a theater, heatedly discussing the play that has just ended.

Social Class: Lower class.

Undercity

This district, typically situated underneath the city's streets, is a combination of a dungeon and a neighborhood. The residents of the city may or may not be aware of the undercity's existence.



Buildings: Dungeons of at least 10 rooms (8), temples (any 2 evil deities), poor lodging (5), poor food (10), average trades (5), poor trades (15), average services (5), poor services (20), poor residences (30).

First Impression: The air belowground is dank, and the darkness is oppressive. It's eerily quiet most of the time, but the silence is punctured occasionally by a scream or the clash of battle.

Social Class: Lower class.

Warehouse District

Adventurers who have business with shipping concerns—or just larcenous intent—may find their way into this district.

Buildings: Warehouses (30), poor trades (5), poor services (10), poor residences (55).

First Impression: The massive warehouses that give this district its name dominate the landscape. The streets are devoid of life except for the occasional delivery wagon and the guards who stand watch at some warehouse doors.

Social Class: Lower class.

Waterfront District

Visitors who arrive by ship often get their first taste of a city in the waterfront district. Adventurers typically feel right at home in this rough-and-tumble place.

Buildings: Other (5), temple (Obad-Hai or Olidammara), poor lodging (5), poor food (9), poor trades (25), poor services (35), poor residences (20).

First Impression: Most of the traffic here consists of sailors in search of liquor or entertainment. Bars, flophouses, and small shops—many of which don't bother to advertise the nature of their business—line the street.

Social Class: Lower class.

SPECIAL DISTRICTS

Certain districts are special simply because their population numbers are different (generally lower) than the norm for their social class. For example, a necropolis may be an important part of a city, but it just can't hold more than 100 living residents. Likewise, an immigrant enclave rarely houses more than 1% of the city's total population.

Remnant Neighborhood

This district is the last vestige of an older culture that has been largely supplanted by the city's current residents.

Buildings: Temple (any 1, especially to an unusual deity), upscale trade, upscale residences (5), vacant buildings (3).

First Impression: The architecture here looks out of place, as do some of the residents. They eye visitors strangely, evidently regarding them as interlopers on their turf.

Social Class: Middle Class

Immigrant Enclave

This district houses well-heeled representatives of another culture, such as wizards from a far-off land or planetouched pioneers from another dimension.

Buildings: Temple (any 1, especially to an unusual deity), magic item dealer, upscale trades (2), exotic trade, upscale residences (5).

First Impression: This district doesn't even feel like it's part of the same city. The architecture of the buildings is dramatically different than in other districts, and the residents' garb marks them as a minority elsewhere in the city. Here, however, they fit right in.

Social Class: Upper class.

Necropolis

This massive graveyard has few or no residents other than the undead creatures that may lurk among the tombstones and crypts.

Buildings: Mortuaries (2), mausoleums (16), temple (Nerull or Wee Jas), shrine.

First Impression: This district is quiet and orderly. Rows of tombstones and crypts stand silent guard over the dead.

Social Class: Lower class.

Boat Town

This district is completely afloat. The residents live in houseboats and do their shopping at other boats. Even longtime residents of a boat town must relearn their way around the neighborhood if they leave for a time, since it constantly rearranges itself.

Buildings: Temple (Fharlanghn), average lodging (1), poor food (3), poor trades (10), poor services (10), poor residences (45).

First Impression: Boats of every size and shape bob on the water, connected by a baffling web of piers, gangplanks, and rope bridges.

Social Class: Lower class.

Coliseum/Arena District

A massive arena dominates this neighborhood. Its existence leaves little space for actual residents.

Buildings: Coliseum/arena/hippodrome, associated buildings (gladiators' barracks, stables, and the like) (3), temple (Heironeous, Kord, or Olidammara),

average lodging (5), average food (15), exotic trades (2), average trades (13), poor trades (5), average services (10), average residences (15).

First Impression: A crowd waits to be let into the coliseum for the day's events. Buskers hawk their wares, and periodically a chant or cheer emerges from particularly devoted fans in the crowd.

Social Class: Middle class.

Prison District

An immense, forbidding-looking fortress dominates this district. Because inmates are typically kept in small cells, a prison district often has a very high population.

Buildings: Prison building, guards' barracks.

First Impression: Guards are everywhere in this district. Most are standing watch, but occasionally

a small group of them escort a chained inmate to or from the massive prison walls.

Social Class: Lower class.

SOCIAL CLASS AND NEIGHBORHOODS

Most cities are made up primarily of lower-class districts, simply because they have more lower-class residents than any other sort. An average small city (twenty districts) has two upper-class districts, six middle-class districts, and twelve lower-class districts. In larger cities, the upper class grows while the lower class shrinks in proportion. A typical large city (forty districts) has six upper-class, twelve middle-class, and twenty-two lower-class

EXAMPLE BUILDINGS

The following businesspeople and organizations occupy the various building types noted in the descriptions above.

Trades, Exotic: Alchemist, art dealer, calligrapher, costumer, imported goods dealer, magic armor dealer, magic item dealer (general), magic weapon dealer, pet merchant, potion dealer, rare wood merchant, scroll merchant, soap maker, spice merchant, trapmaker, wand merchant.

Trades, Upscale: Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker, jeweler, mapseller, papermaker, perfumer, pewterer, sculptor, sealmaker, silversmith, slave trader, toymaker, trinkets purveyor, vintner, wiresmith. Also found here are average trades performed at fine quality and increased cost (masterwork).

Trades, Average: Armorer, baker, bazaar merchant, blacksmith, bonecarver, bowyer, brewer, butcher, carpenter, carpet maker, cartwright, chandler, cheesemaker, cobbler, cooper, coppersmith, dairy merchant, fletcher, florist, furniture maker, furrier, grocer, haberdasher, hardware seller, herbalist, joiner, lampmaker, locksmith, mason, merchant, music dealer, outfitter, potter, provisioner, religious items dealer, roofer, ropemaker, saddler, sailmaker, seamstress, shipwright, stonecutter, tailor, tapestry maker, taxidermist, thatcher, tilemaker, tinker, weaponsmith, weaver, wheelwright, whipmaker, wigmaker, woodworker. Also

found here are poor trades performed at fine quality and increased cost (masterwork), and upscale trades at lower quality and lower cost (80% of normal).

Trades, Poor: Bait & tackle dealer, basketweaver, brickmaker, broom maker, candlemaker, charcoal burner, dyer, firewood seller, fishmonger, fuller, leatherworker, livestock handler, lumberer, miller, netmaker, tanner. Also found here are average trades performed at lower quality and lower cost (80% of normal).

Services, Upscale: Animal trainer, apothecary, architect, assassin, banker, barrister, bounty hunter, cartographer, dentist, engraver, illuminator, kennel master, masseur, mewskeeper, moneychanger, sage, scribe, spellcaster for hire, tutor.

Services, Average: Auctioneer, barber, bookkeeper, brothel owner, clerk, engineer, fortuneteller, freight shipper, guide, healer, horse trainer, interpreter, laundress, messenger, minstrel, navigator, painter, physician, public bath owner, sharpener, stable owner, tattooer, undertaker, veterinarian.

Services, Poor: Acrobat, actor, boater, buffoon, building painter, burglar, carter, fence, gambling hall owner, juggler, laborer, limner, linkboy, moneylender, nursemaid, pawnshop, porter, ship painter, teamster, warehouse owner.

Lodging: Almshouse, boarding house, hostel, inn.

Food: Club, eatery, restaurant, tavern.

Temples and Shrines: Any deity, or sometimes a group of allied or related deities. Most cities in civilized lands have few obvious temples to evil deities, but exceptions do exist.

districts, while an average metropolis (eighty districts) has fourteen lower-class, twenty-four middle-class, and forty-two upper-class districts.

One way to distinguish your city from others of similar size is to adjust how many districts of each social class are present. A particularly wealthy city might have more upper- and middle-class districts and fewer lower-class districts than normal, while a poor city would have the opposite ratio. A city heavily engaged in trade would have a larger middle class (and more middle-class districts) than one that is mostly isolated and self-sufficient.

Generally, districts appear adjacent to others of the same social class, forming neighborhoods that share a single social class. In some cases, a neighborhood may include one or two districts whose social class is one step higher or lower than that of the other districts nearby. A neighborhood typically consists of five to eight districts, and its total population ranges from 1,750 to 4,400. It is rare, but not unknown, for upper-class and lower-class districts or neighborhoods to appear side by side. When such a situation does occur, some geographical or artificial feature, such as a small cliff, a river, or a wall, usually separates them from each other.

COMMUNITY WEALTH

As a rule, the most expensive items are available only in upper-class districts of a city. Districts with lower social

classes have lower gp limits, as shown on Table 1–2: GP Limit By Social Class.

TABLE 1–2: GP LIMIT BY SOCIAL CLASS

Social Class	GP Limit in		
	Small City	Large City	Metropolis
Upper	15,000	40,000	100,000
Middle	6,000	16,000	40,000
Lower	1,500	4,000	10,000

Items priced below a city's gp limit are usually available immediately, though in some cases a would-be purchaser might have to wait as much as a week to get a particularly unusual item. Often, some of the more expensive items available in a given city also require waiting periods.

ABOUT THE AUTHORS

David Noonan, a game designer at Wizards of the Coast, Inc. was one of the developers of the revised *DUNGEON MASTER's Guide*. His other work includes *Manual of the Planes*, *Stronghold Builder's Guidebook*, and the forthcoming *Unearthed Arcana*.

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