ANCIENT CITIES 1

WOODS

PLANTATION

PASTURE

EASTERN ROAD

RIVER

CANAL

WOODS

WESTERN ROAD

PLANTATION

WOODS

PLANTATION

PASTURE

PLANTATION

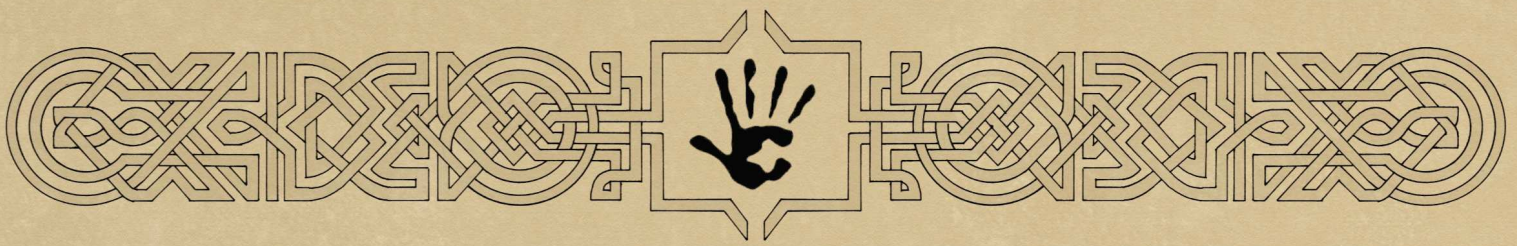SOUTHERN ROAD

ANCIENT CITIES 1

INTRODUCTION

Ancient cities is an aid to help GM's creative process or it can be used as a part of any RPG product where detailed city maps are needed. If you are a GM then you may find useful the features witch were planned to save you hours while you set up a town where your latest adventure takes place. It can also be a great help if you haven't prepared properly for the next meeting and need a place where your players can wander and fill up their supplies and souls. A naked map is included for those who would like to decide on their own which district is which where lives the poor and so on. Hope you enjoy your stay in Ancient cities first edition!

SIGNAL CODE

BUILDING MAP

1. BARRACK
2. PREFECT'S GARDEN
3. PREFECT'S RESIDENCE
4. SERVANTS AND SUPPLIES
5. TEMPLE
6. TAVERN
7. STABLE
8. DOCK
9. LIBRARY
10. MARKETPLACE
11. CEMETERY

■ WATCHTOWER

■ WELL

■ STATUE

■ CITY GATE

DISTRICT MAP

■ CITY GUARD ESTABLISHMENT

■ PREFECT'S RESIDENCE

■ SERVANTS AND SUPPLIES

■ FARMERS DISTRICT

■ RICH DISTRICT

■ SACRED GROUNDS

■ MERCHANTS AND CRAFTSMEN
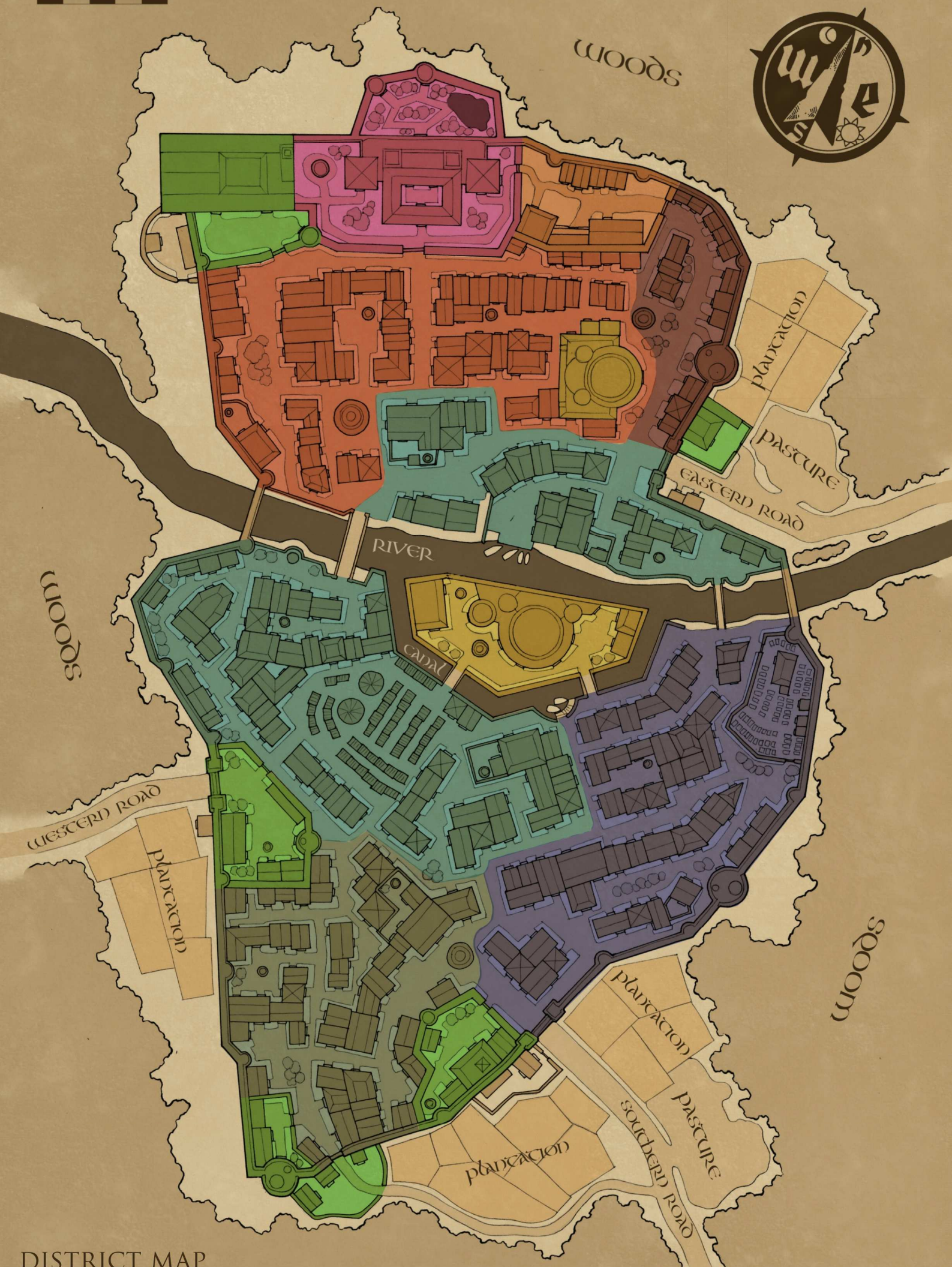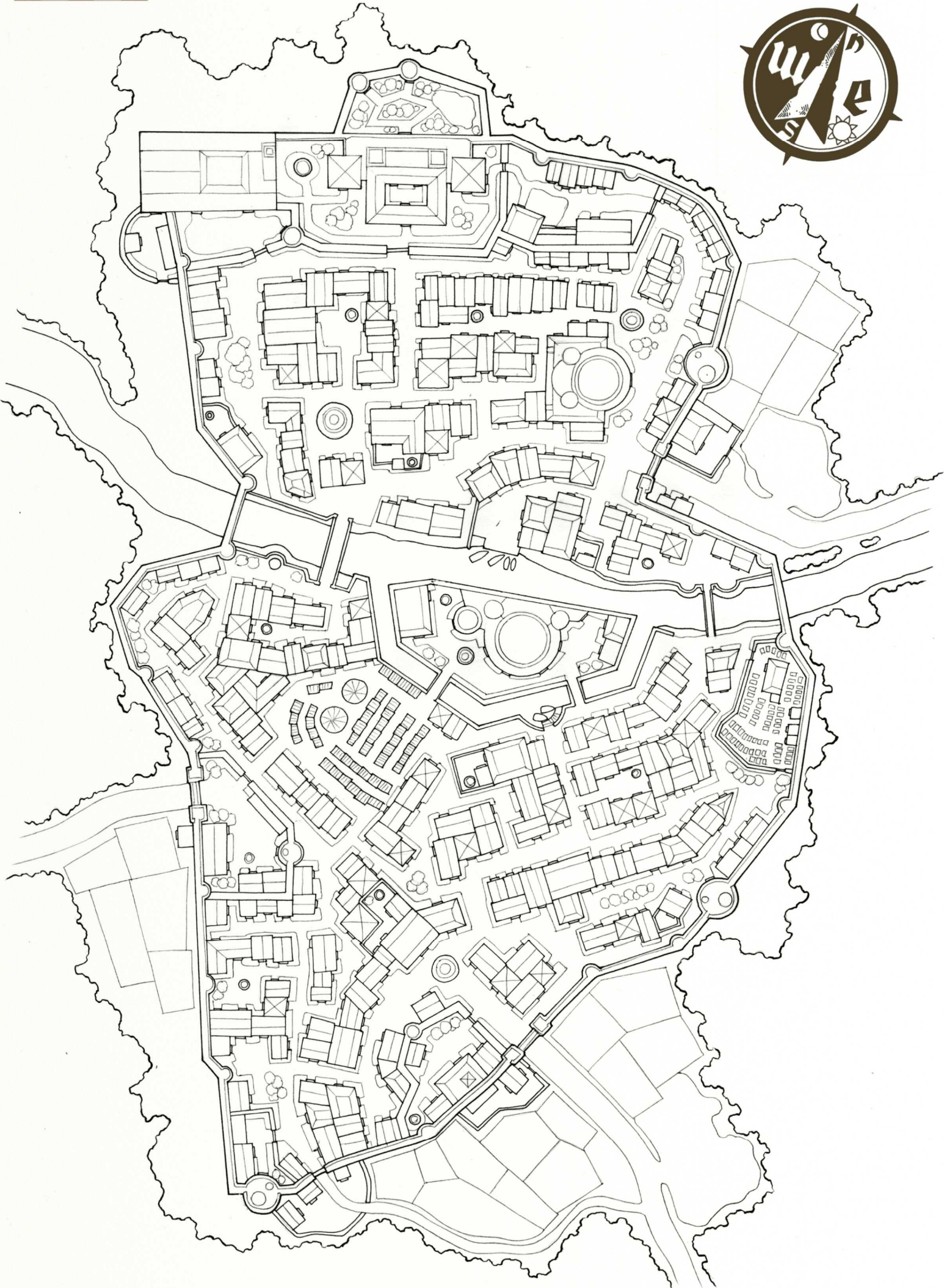
■ POOR DISTRICT

■ RED LIGHT DISTRICT

BUILDING MAP

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DISTRICT MAP

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PLANTATION

PASTURE

PLANTATION

SOUTHERN ROAD

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