

# CITYSCAPES

New Settlement Options for the Pathfinder Roleplaying Game



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Men build cities, and then their cities build them. Wilderness trading posts, stinking of tanned leather and boiling whale fat.....quietly terrifying collegiate towns home to asylums full of star-touched madmen...free cities that host merchants from across the planes, legendary and decadent sin cities where gambling, prostitution and the slave trade are the prime industries, bucolic Halfling farming communes, hidden Elven refuges.... There's an infinite diversity of cities, towns and villages in fantasy gaming, and the settlement construction rules in the Pathfinder Game Mastery Guide allows you to build most of them. The new options presented in this PDF allow you to create even more interesting and diverse towns and cities.

This sourcebook began as a chapter in my upcoming "Endara" science-fantasy campaign setting. A few settlement qualities in, I realized that with just a bit more work, Cityscapes could become an excellent stand-alone work. The new settlement rules presented here will be a part of every Otherverse Games fantasy release through 2012 and beyond. These new rules will have a major impact the upcoming Black Tokyo Legends and World of Endara campaign settings, as well as standalone Pathfinder Roleplaying Game sourcebooks published throughout 2012.

## New Government Types

These new ways to run a settlement join the basic options presented in the *Pathfinder Game Mastery Guide*.

### Colonial

The settlement's ruler is a figure-head for a distant colonial power: a magistrate, governor, or minor landed noble. He or she may have limited autonomy in running the colony, but ultimately answers to the colony's founding power. Colonies are typically seen as resources for their founding government, not having much political power or influence. The colony's government is more concerned with making sure trade with and taxes paid to the homeland flow efficiently than the welfare of the colony's inhabitants.

Increase Corruption +2, Economy +1, Law +1.

### Dynasty

Power is concentrated in the hands of a single family or a small group of closely related, inter-married families. These elites have ruled the settlement since its inception, and manipulated the power structure to ensure they remain in power.

Increase Corruption +1, Law +1. Decrease Society -2.

### Military

The settlement is an armed garrison that exists solely to serve the military forces deployed there. It may be a massive military base and training complex, a wilderness fortress or a keep that patrols a major trade route, depending on its size. The settlement may even be an ordinary town or city that recently fell under military rule after a coup or uprising that led to the declaration of martial law.

Decrease Corruption -1, Society -1.  
Increase Law +3.

### Theocracy

The settlement is ruled by its patron faith: secular and theological power are one and the same here. Priests, clerics and oracles decide every facet of life in the settlement.

Double the modifiers for the settlement's alignment. The settlement gains any one of the following qualities as a 'bonus' quality: Desecrate/Hallow, Holy Site, Pious, Racial Enclave, Racially Intolerant, Unholy Site.

### Plutocracy

The wealthiest and most influential merchants rule this settlement. Wealth is seen as a sign of good character, ethics and even divine favor. The poor have few, if any rights that the wealthy are bound to respect.

Increase Corruption +2, Crime +2,  
Economy +3. Decrease Society -2.

### Utopian Experiment

This idealistic settlement was founded upon lofty ideals. In theory at least, all members of the community have a voice in its government, and a settlement council meets to ensure the ideals of the community are followed.

Increase Society +2, Lore +1. Decrease Corruption -2, Crime -1.

## New Settlement Qualities

From the mundane to the magical, these new settlement qualities join those found in the *Pathfinder Game Mastery Guide*.

### Abundant

The settlement has access to extraordinary natural resources: rich farmland, a deep lake, excellent hunting grounds nearby or even a convenient source of magical sustenance. The local food surplus makes the settlement a major exporting hub, and increases the standard of living for its inhabitants.

Increase Economy +1. Reduce the purchase price of most forms of locally-grown food and



livestock by 25% or more.

### **Abstinent**

*Special Restriction:* Lawful communities only

The settlement religious or moral convictions force it to deny some of the world's more common vices. The settlement prohibits a common vice: usually alcohol is prohibited, but other abstinent settlements might ban stronger drugs, tobacco, prostitution, or even 'indulgent' foods like fine pastries, meat, or similar.

Increase Corruption +2, Law +1, Decrease Society -2.

### **Animal Polyglot**

Similar to the Magical Polyglot effect (described later in this PDF), a magical aura hangs over the settlement. All creatures of the Animal type gain the ability to speak and think while within the settlement's borders. Animals act as if their INT scores were 6, and gain ability to speak Common; they lose these benefits as soon as they pass the settlement's borders. There are likely to be few butcher shops within the settlement's borders....

Decrease Economy -1, Increase Lore +1.  
Increase spellcasting by 1 level.

Add the settlement's Lore modifier to Handle Animal checks made within the settlement.

### **Anthropomorphizing**

*Requires the use of Fursona: The Complete Guide to Creating Anthropomorphic Characters (Otherverse Games, 2011)*

*Special Requirement:* Racial Enclave (creatures with the Anthro subtype)

This settlement is a haven for those with fur and feathers. Fascinatingly inhuman Anthros walk the streets; the settlements are powerful boar-men or lion anthros; its prostitutes are glamorous bird or cat-women, its wizards a hybrid between ferret and man, and so on....

Decrease Society -1. Increase Lore +1.

Increase spellcasting by +1 levels when casting Transmutation spells only.

Non-anthro characters can become both Anthros and citizens by undergoing a day-long religious ritual led by the settlements druids or clerics. The ritual requires the donation of goods or treasure to the community worth at least 5,000 GP. At the end of the ritual, the supplicant loses his or her original racial traits and becomes an Anthro. Select an Order and spend build points as normal to build an Anthro character.

### **Artist's Colony**

The settlement is renowned for the excellence of its local artists, performers and craftsfolk.

Increase Economy +1, Society +1.

Add the settlement's Economy modifier on all Craft checks, not just those made to earn a living.

### **Asylum**

The settlement is host to an infamous madhouse or asylum (or perhaps a prison, gaol or notorious workhouse). The presence of these dangerous, mad souls has hardened the townsfolk, making them suspicious of strangers and paranoid about the possibility of an escape or other tragedy.

Increase Lore +1, Decrease Society -2.

### **City of the Dead**

The settlement abuts a massive, historically significant graveyard, massive tomb or mausoleum complex. Its monuments are well maintained, and a powerful ancestor cult exists within the city, either in replacement or addition to traditional religions.

Decrease Economy -2, Increase Lore +2, Law +1.

Add the settlement's Lore modifier to Knowledge (history) and Knowledge (nobility) checks.

**Cruel Watch***Special Restriction:* Lawful communities only

The settlement's civic watch or police force is infamous for its brutality, effectiveness, cruelty and corruption.

Increase Corruption +1, Law +2. Decrease Crime -3, Society -2.

**Decadent***Special Restriction:* Evil communities only

The settlement's vast wealth and proud, ancient heritage has made it a haven for corruption and sin.

Increase Corruption +1, Crime +1, Economy +1, Society +1, Danger +10. Increase Base Purchase Limit by +25%.

**Defensible**

The settlement is strategically situated to make it easier to defend, giving its inhabitants confidence and making the settlement a major local trade hub.

Increase Corruption +1, Crime +1, Economy +2. Decrease Society -1.

**Desecrate/Hallow***Special Restriction:* Good or Evil communities only

The entire settlement is under the effects of a permanent *Desecrate* or *Hallow* effect (choose only one) of incredible power. This effect can be suppressed in small areas within the settlement. The caster level for the effect is equal to 20 + the settlement's size modifier, for the purpose of dispelling.

**Eldritch**

The town has a strange and unnatural air, and is a haunt for sorcerers and oracles.

Increase Lore +2, danger +13. Increase spellcasting by +2 levels when casting Divination or Necromancy spells only.

**Optional Rule: Maximum Danger**

Several qualities presented in the PDF can raise a Settlement's danger rating dramatically, especially when combined. The Eldritch and Under-City qualities alone can raise a settlement's Danger +33%, making encounters in that unfortunate city unfairly lethal. Therefore, the gamemaster might decide to cap a settlement's Danger rating at +20%, +30% or some other modifier he or she feels comfortable with. That way, a band of 2<sup>nd</sup> level adventurers walking down the street don't end up fighting rakasha and elder dragons every time they roll on the local random encounter chart.

**Famed Breeders**

The settlement is known for the excellent quality of the animals bred there, from the mundane (horses, mules, cattle, pigs) to the exotic (talking tigers, Pegasai, griffons). People come from far and wide to purchase livestock, draft animals, mounts and animal companions.

Increase Economy +1. Increase Base Value and Base Purchase Limit by +20% when dealing with mounts and associated gear. Characters can purchase mounts or live stock in the settlement at a +10% discount.

**Financial Center***Special Restriction:* Non-chaotic communities only

This settlement is home to powerful banks, mints, trading houses, currency exchanges and other powerful financial and mercantile organizations.

Increase Economy +2, Law +1. Increase Base Value and Purchase Limit by +40%.

**Free City***Special Restriction:* Chaotic communities only

The city's libertarian laws make it a haven for fugitives and outcasts of all kinds, from runaway children, serfs who escaped their lord's lands, criminals and escaped slaves alike. Foreign





adventurers and bounty hunters cannot arrest or capture fugitives within the settlement's borders.

Increase Crime +2, Danger +5. Decrease Law -2.

### **Gambling**

The settlement caters to vice and greed. Casinos, gaming houses, opium dens and bordellos are all common here, and serve as the town's major industry.

Increase Crime +2, Corruption +2, Economy +2, Law -1.

Add +10% to the settlement's Purchase Limit.

### **God Ruled**

*Special Requirement:* Theocracy or Utopian Experiment governments only

The settlement has no real government; instead it is ruled by religious codes and omens. Gods or other powerful spiritual beings or outsiders intervene directly in the settlement's politics and daily life. Ordinary citizens are possessed by spirits to speak decrees, unmistakable oracles appear as flaming messages written on

walls or in the sky, or perhaps each and every citizen has prophetic dreams that tell them what they must do in the coming day for the settlement to thrive.

Decrease Corruption -2, Society -2.

Add one dice to the number of medium magic items for sale in the settlement.

### **Good Roads**

The settlement has an extensive road network. These roads are well-maintained and allow for quick movement of troops and merchandise.

Increase Economy +2.

### **Guilds**

A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized (a printer's guild, an eggler's guild, a swordsmith's guild, a diamond cutter's guild, etc), and usually semi-hereditary, with children following their parents into the guild.

Increase Corruption +1, Economy +1. Decrease Lore -1.





### **Legendary Marketplace**

The settlement is justly famed for its markets: almost anything may be for sale here! The settlement's Base Value and Purchase Limits are treated as if the settlement was one size category larger. In the case of a Metropolis with the Legendary Marketplace quality, double the settlement's Base Value and Purchase Limit.

Increase Economy +2, Crime +2.

### **Living Forest**

This settlement is a magical place, carved from the living heart of an ancient forest. The trees form themselves into homes, and branches bend to provide the settlement's inhabitants with food, in the form of magical, druid-tended fruits and berries.

Increase Lore +1, Society +2, Decrease Crime -2, Economy -4. Increase Spellcasting by 4 levels (druidic spells only).

### **Magical Polyglot**

The settlement is blessed with a magical aura that allows all sentient creatures within its borders to understand one another as if they shared a common language. This permanent magical effect is similar to the *tongues* spell, and has no effect on written language, only the words spoken by the settlement's inhabitants.

Increase Economy +1, Lore +1, Society +1.

### **Majestic**

The settlement is known for its dramatic, sweeping architecture, monumental statuary and is built to a scale alien to most medium size



humanoids. Perhaps the settlement was once a domain of giants, or simply a human metropolis hewn to an epic scale for the sake of grandeur.

Increase spellcasting by +1 level. Add +1d8 to the number of the most expensive category of magic items the settlement offers for sale, as determined by its size.

### **Mobile: Frontlines**

The entire settlement can move, albeit slowly, not much faster than an average man could walk. Perhaps it floats on a cushion of magical air, hundreds of feet above the landscape, is a fortress-castle growing from the back of some impossibly large creature, or is some kind of enormous steampunk or magi-tech tank.

This city is designed to patrol its kingdom or territory, responding to threats and offering the city's defenses to those in need.

Reduce Corruption -1, Economy -1, Society -1.

Increase the Base Value and Purchase Limit of the settlement by 25% when trading weapons and armor.

### **Mobile: Sanctuary**

This mobile settlement is designed to retreat from danger, moving to a safer location when threatened by natural disasters, invasion or famine threatens.

Increase Economy +1, Decrease Society -1.

### **Morally Permissive**

Divine indulgence or perhaps just a corrupt church selling indulgences has made this settlement famous (or infamous) for its lax morals. Select 1d4+1 acts that would normally be considered sinful or immoral; these acts are not crimes or sins within the settlement, and committing these acts does not violate a paladin or cleric's moral code, so long as the offense is limited to within the settlement's borders.

Increase Corruption +1, Economy +1.  
Decrease divine spellcasting by -1 level.

### **Peacebonding**

By local law, any weapon larger than a dagger and all wands and rods must either be peacebound or stored at the local sheriff's office or jail (at the settlement's option) for the duration of the visit. Peacebonding a weapon involves winding a colored cord tightly around the weapon and its scabbard, and then impressing the local seal in wax. Removing the peacebond requires a full round action before the item can be drawn. (Disable Device DC 12 to untangle the bond as a move equivalent action; bond HP 5, no hardness)

Increase Law +1, Decrease Crime -1.

### **Phantasmal**

The settlement simply isn't always there! This magical settlement might only appear in the moonlight, appear out of the mist on particularly holy or infamous dates, or only appear in this plane during thunderstorms or on particularly hot days. At other times, the settlement simply doesn't exist on this plane; powerful, plane-crossing magic is required to access the settlement outside of the 'proper' time. The highly magical settlement is insular and clannish as a result of its isolation from the outside world.

Decrease Economy -2, Society -2. Increase spellcasting by two levels when dealing with planar magic or Conjunction (summoning or teleportation) spells only.

### **Planar Crossroads**

Natural or artificial planar gates near the settlement make it a cross-roads for planar travel. Creatures from across the multiverse, both malevolent and benign, can be found here, as can their artifacts.

Increase Crime +3, Economy +2, Danger +20.

Increase spellcasting by two levels, and the Base Purchase Limit by +25%. In addition, the Planar Crossroads settlement is the point of origin for many breed of monstrous player characters. Reduce the ECL of any monstrous player race if that race has its origin in this settlement, making

heroic versions of these creatures more common in the region.

### **Planned Community**

*Special Restriction:* Lawful communities only

The community's design was determined in advance, every detail planned out before the first keystone was laid. Streets are wide, straight and laid out on an orderly grid, neighborhoods and districts are segregated by purpose, as are the living quarters of the city's inhabitants.

Decrease Crime -1, Society -1. Increase Economy +1.

### **Pocket Universe**

Thanks to a magical fold in space and time, the settlement exists in a place far too small to sustain it. A sleepy hamlet might be found in an old mansion's disused pantry, a huge fortress might hide the space between two old oaks, or a planar metropolis might be contained within a single cramped alley of a much less important city-state.

Decrease Economy -2. Increase spellcasting by +2 levels.

Depending on the nature of the settlement and its relationship with the outside world, the settlement might be impossible to find. It may skill checks to even find the entrance to the settlement: usually a DC 20 Knowledge (local) or Knowledge (the planes) check. The settlement's size modifier is applied to this check, albeit inverted. After all, it's easier to find a Metropolis (DC 16) than a Thorp (DC 24).

### **Population Surge**

This settlement is home to a greater than usual percentage of children, making it energetic and lively.

Increase Crime +1, Society +2.

### **Racial Enclave**

The settlement is dominated by a single race: a pleasant Halfling farming community, an Elven capitol, a collection of Half-Orc yurts on the open plains, ect.

Decrease Society -1.

Members of one or more races, chosen when the settlement is founded, is especially welcome in the tightknit and homogenous settlement. Members of this race can purchase goods and services in the settlement at a 25% discount.

### **Resettled Ruins**

The settlement is built amid the ruins of a more ancient structure. The settlement might be little more than a collection of tents and yurts erected in ruined plazas, or a thriving metropolis whose stones were recycled from long-forgotten temples and fortresses. While ruins provide a ready source of building materials, near-by dungeons to plunder and ancient artifacts to explore, they might also provide a hiding place for modern dangers or old curses.

Increase Economy +1, Lore +1.

Add +1d3 to the amount of magic items in any category the settlement's size would allow it to normally offer. If the settlement's size would not normally allow it to have magic items of a particular category, it always has at least one randomly chosen item of that category for sale. However, if a buyer rolls a natural one on any Appraise or Diplomacy check made to examine or purchase a locally bought magic item, that item is always cursed.

### **Religious Tolerance**

The settlement is known for its widespread religious tolerance, and many faiths have temples, cathedrals or monasteries here. Religious debates in the public square are common.

Increase Lore +1, Society +1. Increase divine spellcasting by +2 levels.

### **Romantic**

The settlement's inhabitants are renowned for their stunning beauty and charm, and the location has been made famous in dozens of romantic songs, poems and bawdy limericks. Affairs of the heart are common here, among the town's hotblooded, lusty inhabitants.

Increase Society +1. Double the amount of minor magic items available for sale in the



marketplace. Such trinkets are a popular, if expensive, token of affection here.

### **Royal Accommodations**

One or more members of a royal dynasty call the settlement home. As such, security is extremely tight, and the local economy has taken flight, as merchants catering to the nobility have sprung up.

Increase Economy +1, Law +2. Decrease Society -1.

Increase the purchase price of high quality or luxury items, such as jewelry, fine clothes or food, entertainment, weapons and all magical items purchased in the settlement by +10% due to widespread inflation.

### **Rural**

The settlement, no matter its size, has never lost its sleepy, small-town atmosphere. The settlement sprawls across a wide, mostly open area, and despite the distances between homes and buildings, neighbors look out for one another.

Decrease Economy -1, Crime -1, Danger -5.

### **Sacred Animals**

In this settlement there is a great taboo (punishable by death, exile or other severe penance) about killing a particular breed of beast. Depending on the settlement, the sacred animal might be innocuous (house cats, ravens), irritating and mischievous (monkeys) or a stubborn hazard on the roads (horses, cattle). The animals have free run of the settlement.

Decrease Corruption -1, Economy -1.  
Increase Lore +1.

### **Sexist**

The settlement's laws have completely disenfranchised one gender or the other: the oppressed sex has no more legal rights than a pet or a slave, and cannot buy property. While within the settlement, members of the oppressed gender cannot legally make purchases of items worth more than 5 GP, and are usually ignored by the

settlement's inhabitants, and may suffer mockery, violence or legal persecution.

Decrease Society -2.

### **Slumbering Monster**

The settlement is home to some form of powerful and ancient monster- a slumbering behemoth, a dark god imprisoned by magical means, an ancient war-robot kept in stasis, or some other, currently inert threat. The inhabitants of the settlement expend vast effort keeping their monstrous prisoner contained, and by doing so, they have developed an impressive mastery of arcana.

Increase Lore +2, Society +1, Increase Spellcasting by 2 levels.

At the gamemasters option, the slumbering monster might be awakened. Doing so removes this quality, and afflicts the settlement with the Hunted disadvantage instead. The slumbering monster must either be destroyed or re-imprisoned by PC actions to restore this quality to the settlement.

### **Small-Folk Settlement**

This settlement is designed for the comfort of a mostly Gnome or Halfling population. Its doors and ceilings are built for the comfort of the smaller races, and can be absolute murder on the foreheads of taller humanoids. Everything in the settlement, from furniture to forks, is sized for small creatures.

Increase Law +1, Lore +1.

Medium-sized and larger creatures treat the Settlement's Crime and Society statistics as a penalty due to their difficulty in maneuvering or sneaking around in the miniature Settlement. Small or smaller creatures treat the Settlement's Crime and Society statistics normally.

### **Therapeutic**

The settlement is known for its minor healing properties- medicinal hot springs, clean, invigorating mountain air, a plethora of locally grown healing herbs and fruits, or perhaps some

divine blessing. Whatever the reason, hospitals, nurseries, retreats and sanitariums are common within the settlement.

Increase Economy +1, Lore +1.

Heal checks made within the settlement's borders also receive the settlement's Lore modifier if positive.

### **Trading Post**

The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found within the settlement.

Double the Purchase Limit for the settlement.

### **Unaging**

The settlement's magical aura prevents those within its borders from aging. They do not suffer the ravages of time, and do not physically age. Usually, several kibbutz or schools near the settlement, but not within its borders are established, to allow the community's children to age to adulthood before they take their unchanging place in the settlement's immortal society.

Increase Lore +4, Decrease Society -3.

Increase spellcasting by +1 level, when casting spells of the Necromancy school only.

### **Under-City**

The settlement is built atop a dangerous subterranean structure, filled with monsters and a haven for criminals and outcasts. This under-city might be a massive sewer system, disused railway or subway tunnels, ruined and forgotten basements or dungeons, or a nearby mine or natural cavern system, perhaps even one that descends miles beneath the earth.

Increase Lore +1, Danger +20.

### **Unholy Site**

The settlement serves as an unholy site for an evil god or philosophy. Worshippers of the evil deity flock to this settlement.

Increase Corruption +2. Increase spellcasting by +2 levels.

### **Untamed**

The area around the settlement is still mostly untainted, unclaimed wilderness. This settlement may be a remote logging village, a trading post sprung up around a desert oasis or a small mountain keep, for instance.

When rolling for random encounters within the settlement, instead of using an urban random encounter chart solely, alternate between the urban encounter chart and the wilderness encounter chart (or chart) most appropriate to the surrounding terrain. The settlement's Danger rating applies to both encounter charts.

### **Well Educated**

The settlement's inhabitants are incredibly well educated and known for their sharp wits.

Increase Lore +1, Society +1.

## **New Settlement Disadvantages**

These new disadvantages make your newly created settlement a worse place to live and work.

### **Atheistic**

The gods have abandoned the settlement. This effect is identical to Magical Dead Zone (below), but only affects divine magic. Outsiders cannot be summoned anywhere within the borders of the settlement, by any means.

### **Bureaucratic Nightmare**

*Special Restriction:* Lawful communities only

The settlement is a nightmarish, confusing and frustrating maze of red tape, official paperwork and petty tyrants in positions of minor power, who relish enforcing all the useless little rules.

Decrease Economy -2. Increase Crime +2, Corruption +2.

All financial transactions in the settlement require a successful DC 10 Diplomacy check. If the check is unsuccessful, the character has broken some settlement law, and must pay a fine of 5 GP x





his character level. If the check result is a natural 1, the offense is ‘particularly heinous’. Roll 1d6 on the following chart to find out what the punishment (and the way around it) is.

### **Fascistic**

*Special Restriction:* Lawful communities only

The settlement is governed by a totalitarian regime. Sadistic and legally all-powerful soldiers walk the streets, enforcing the settlement’s brutal laws. Outsiders are mistrusted and undesirables often simply disappear.

Increase Law +4, Decrease Society -4. If the settlement has either the Pious or Racially Intolerant qualities, the town’s military or police forces will usually kill, imprison or enslave undesirables.

### **Ignorant**

The people of this town are uneducated, dull-witted and worse, they consider their ignorance to be an admirable quality.

Decrease Economy -3, Lore -6, Society -3.

### **Magically Deadened**

For some reason, the magic in this region is weak. Local leylines are warped and the magical eco-system is fragile.

Decrease Lore -1, Economy -1. Decrease spellcasting by four levels. Reduce the amount of all magical items sold in the marketplace by -2 per category. If this reduces the randomly determined amount of magical artifacts for sale to 0 or below, items of that category cannot be found in the settlement.

D6 Result	Punishment	Way To Avoid the Punishment
1	The character is exiled from the settlement for 1d6 months.	Pay a 500 GP fine (DC 15 Diplomacy check to reduce it to 250 GP)
2	The character's armor and shield are confiscated.	Pay a fine equal to ¼ the items' base value. (DC 20 Bluff check to pass off worthless trash as the seized armor instead).
3	The character is declared officially dead.	The character can't make purchases over 50 GP in the town, but is no longer subject to the settlement's laws.
4	The character is placed into debt-slavery for one year.	The character can purchase his own slave contract for 4d6 GP... if he can find the magistrate who holds it, requiring a successful DC 20 Diplomacy check to gather information.
5	The character is sentenced to 100 years in prison!	The character can attempt a DC 20 Diplomacy check to be assigned to the permanent custody of the PC with the highest STR score, who is officially assigned as his personal jailer.
6	The character is sentenced to death!	The character can attempt a DC 15 Diplomacy check to be appointed his own executioner, and is then free to schedule the execution for any date he chooses.

### Magical Dead Zone

There is no magic here. Spells do not function, and the entire settlement is a dead magic area, as described in the planar traits chapter of the Pathfinder Game Mastery Guide.

### Mutagenic

*Requires the Use of Accidents of Birth v2 (Otherverses Games, 2011).*

Strange energies or pollutants staining the area make this place a haven for deformed and superhuman freaks. Mutagenic vapors fill the sky, making sunsets strangely colored and eerily vibrant, or strange chemicals have tainted the ground water, or perhaps mutation causing crystals are found in the bedrock beneath the settlement.

Anyone who spends more than 72 continuous hours in the settlement must succeed at a FORT Save or begin mutating. The FORT Save begins at DC 10, and increases by +1 each successive day until the character either succumbs to the town's mutagenic effects or leaves the area for at least one week, to purge the accumulated toxins or energies from his system.

### Rampant Inflation

Common to boom towns sprung up around a rich mining camp or profitable dungeon, and settlements undergoing a revolution or military junta alike, this settlement's economy is out of control.

Decrease Economy -4, Increase Corruption +2, Crime +4.

In addition, before making any purchase, no matter how small, roll 1d6 and consult the following chart.

D6 Result	Effect	A loaf of bread (2 CP) would cost...	A short sword (10 GP) would cost....
1	Add 1 coin to the cost	3 CP	11 GP
2	Add 10 % to the cost	2.2 CP (no real change)	11 GP
3	Add 50% to the cost	3 CP	15 GP
4	Double the base cost	4 CP	20 GP
5	Item is simply not available today!	Nil	Nil
6	Increase the coin value of the item by one 'step': CP becomes SP, SP becomes GP, GP becomes PP, ect	2 SP	10 PP (100 GP)



### **Soul Crushing**

The settlement has an oppressive, frightening atmosphere. Its architecture is eerie and seems somehow wrong or corrupt. The people are strange and furtive.

Anyone who spends at least 24 hours within the settlement suffers a -2 penalty on WILL Saves for as long as they remain in the area and for 24 hours after leaving the area.

### **Polluted**

The settlement's magical or high-tech industry has stained the sky with sickly grey smog, poisoned the waters with dark slime and made the ground less fertile. Sickness and misery abound.

Increase Corruption +2, Economy +4.

Anyone who spends at least 24 hours within the settlement suffers a -4 penalty on FORT Saves made to resist disease for as long as they remain within 5 miles of the settlement and for 1d4+1 days after leaving the area (or until they receive any amount of magical healing while out of the polluted region).

### **Wild Magic Zone**

The settlement is built over an area of wild and unpredictable magic. The entire settlement is considered a wild magic area, as described in the planar traits chapter of the Pathfinder Game Mastery Guide. Magical beings and spellcasters tend to avoid this dangerous township.

Decrease spellcasting by -2 levels.

## **Seven Sample Settlements**

These seven settlements are examples of the exotic and unique cities you can build using these new additions to the Pathfinder Roleplaying Game's existing settlement construction rules.

### **Creepy Witch-Hunter Village**

LE Village

This joyless and puritanical village is ruled by cruel zealots and likes nothing better than

burning women, outsiders or free thinkers at the stake.

**Corruption** +3; **Crime** -5; **Economy** -1; **Law** +4; **Lore** -1; **Society** -1

**Qualities** Pious, Superstitious, Abstinent

**Danger** +0

### **Demographics**

**Government** Theocracy

**Population** 205 joyless, black-garbed souls (90% human, 6% Halfling, 4% other- mostly Half Elves and Half Orcs)

**Notable NPCs**

**Witchfinder General Constantine**

**Matterly** (LE male human Inquisitor 5)

**Reverend Tayne Comstock** (LE male human Cleric 3, Aristocrat 1)

**Imprisoned Wise Woman Hannalore** (CN female human Druid 1)

### **Marketplace**

**Base Value** 500 gp; **Purchase Limit** 2,500 gp;

**Spellcasting** 2nd

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** none

### **Dwarven Capitol City**

LG Metropolis

This fantastical steam-punk utopia is one of the greatest Dwarven cities in the world.

Constructed in equal parts by technological and magical means, it is a soaring, majestic center for trade, invention and the arts. This city is equally at home in a high mountain crag or deep beneath the living earth.

**Corruption** +4; **Crime** +4; **Economy** +5; **Law** +5; **Lore** +5; **Society** +4

**Qualities** Academic, Prosperous, Strategic Location, Racial Enclave (Dwarves), Majestic, Financial Center

**Danger** +10

**Demographics**

**Government** Autocracy

**Population** 50,250 hardworking citizens (82% Dwarven, 8% Gnome, 4% Halfling, 6% other-



mostly humans)

#### Notable NPCs

**King Burrnoc Battlehelm** (LG male  
Dwarven Paladin 4, Cleric 1, Aristocrat 10)

**Queen Lacatha Battlehelm** (NG female  
Dwarven Sorcerer 5, Aristocrat 9)

**Forgemistress Athena Silveraxe** (LG  
female Dwarven Cleric 5, Fighter 8)

**Golemlord Makkari Rubymug** (LN male  
Dwarven Wizard 13)

#### Marketplace

**Base Value** 31,360 gp; **Purchase Limit** 210,000  
gp; **Spellcasting** 10th

**Minor Items** any; **Medium Items** 4d4; **Major  
Items** 3d4

#### Elven Refuge

NG Small Town

This settlement is the quintessential Elven forest village, inspired heavily by JRR Tolkien's Rivendell. It is a quiet place of healing and magic, where the player characters might rest and recover between adventures. However, it isn't necessarily as welcoming to adventurers tainted with Orc blood.

**Corruption** +0; **Crime** -2; **Economy** -4; **Law** +0;  
**Lore** +2; **Society** +3

**Qualities** Living Forest, Racially Intolerant (Orc-  
kin)

**Danger** +0

#### Demographics

**Government** Autocracy

**Population** 1,750 (87% Elven, 8% Half Elven, 3%



Halfling, 2% other- mostly humans or Gnomes)

#### Notable NPCs

**Duchess Balathne Nathadryl** (LN female Elven Aristocrat 8)

**Captain of Archers Nimul Tarran** (NG male Elven Ranger 5)

**High Druid Cathal Dunnalsai** (NG male Elven Druid 3)

**Initiate Druid Lyllal Dunnalsai** (NG female Half Elven Druid 1)

#### Marketplace

**Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;

**Spellcasting** 4<sup>th</sup> (8<sup>th</sup> level Druidic spells)

**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** none

#### Exotic City of a Thousand Gods

CG Small City

This crowded, and noisy city is based heavily on ancient India; home to an assortment of faiths. This ornately decorated city stands at the cross roads of the world, and stinks of scared incense and animal dung in equal measure. All faiths and creeds are welcome here, and adventurers commonly visit the settlement to consult with sages, local spellcasters and artisans, or to enjoy the settlement's bustling magical trade.

**Corruption** -2; **Crime** +2; **Economy** +1; **Law** -1; **Lore** +1; **Society** +7

**Qualities** Holy Site, Tourist Attraction, Religious Tolerance, Sacred Animals

**Danger** +5

#### Demographics

**Government** Council

**Population** 9,420 (55% human, 20% Elven or Half Elven, 15% Halfling, 8% Gnome, 2% Other- Mostly Half Orcs)

#### Notable NPCs

**Princess Asura Dasar** (NG female Half Elven Cleric 7, Aristocrat 3)

**Imam Kassik Marraq** (LG male human Cleric 4, Fighter 3)

**Soothsayer Buraq Twan** (NG male Gnome Oracle 5, Rogue 1)

#### Marketplace

**Base Value** 4,800 gp; **Purchase Limit** 25,000 gp;

**Spellcasting** 8<sup>th</sup> (10<sup>th</sup> for Divine spellcasting)

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

#### Free City Where Everything's For Sale

CN Large City

This dingy city is the archtypical "Arab Market", everything for sale in its sprawling, mazelike souk, from singing swords to slaves, from magic potions to the vilest drugs beloved by decadent nobility. Thieves and fences are common; while visiting this chaotic free city, adventurers should keep one hand on their coin purse and the other on their sword hilts.

**Corruption** +5; **Crime** +11; **Economy** +8; **Law** -1; **Lore** +3; **Society** +1

**Qualities** Notorious, Strategic Location, Decadent, Free City, Legendary Market Place

**Danger** +25

#### Demographics

**Government** Plutocracy

**Population** around 20,000 dishonest souls (60% human, 20% orc or goblinoid, 10% Dwarven, 10% other (mostly Gnomes and Halflings, few Elves)

#### Notable NPCs

**First Emir Tarok Lakshini** (N male human Wizard 6, Expert 5)

**Perfumed Guildmistress Kylla Tarik** (NE female human Bard 7)

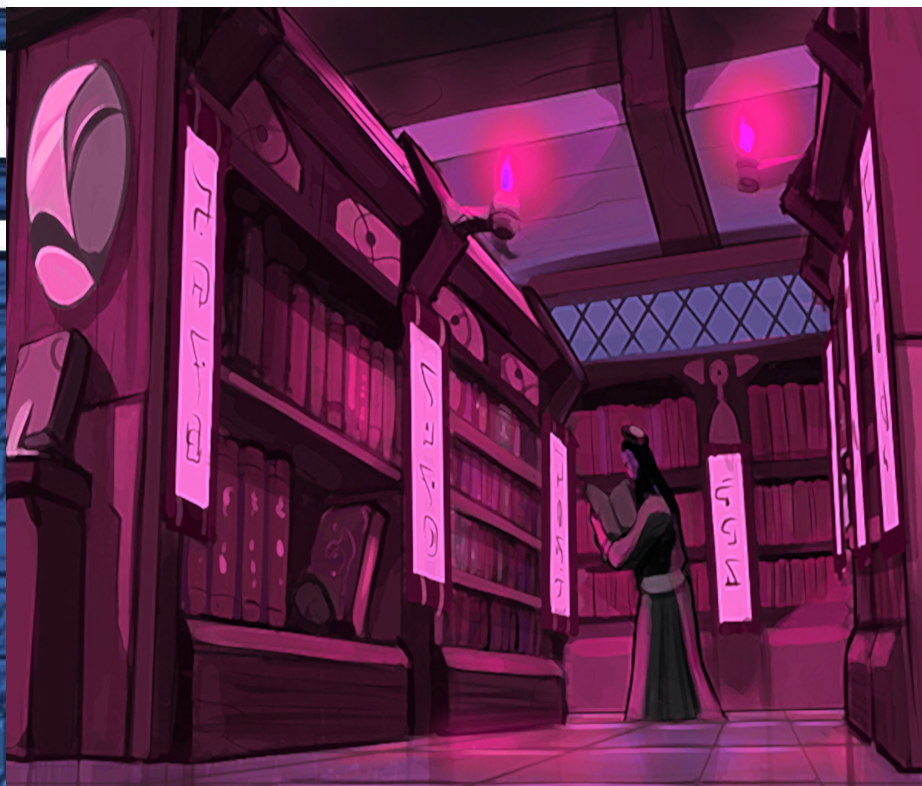
**Trademaster Kurd Burrou** (LE male dwarf Rogue 2, Warrior 4, Aristocrat 2)

#### Marketplace

**Base Value** 22,400 gp; **Purchase Limit** 187,500 gp; **Spellcasting** 7<sup>th</sup>

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4





### **Kibbutz**

LG Hamlet

This town is a fantasy version of an Israeli kibbutz- a children's village where a community's young are educated communally. Effectively a gigantic school or military academy, this settlement's young inhabitants only see their birth families during holidays and visits; for the rest of the year, their tutors and fellow inhabitants of the settlement are their family.

**Corruption** -4; **Crime** -1; **Economy** -2; **Law** -1;  
**Lore** +0; **Society** -1

**Qualities** Population Surge

**Danger** -5

Hamlet-2 1 – 5 200 gp1,000 gp2nd

**Demographics**

**Government** Magical

**Population** 72 (99% human)

**Notable NPCs**

**Elder Levi Skarros** (LG male human Cleric 2, Aristocrat 1)

**Watchcommander Sharon Kirkos** (LN female human Fighter 1)

**The Torram Brothers, Daniel and Jacob** (CG male human Warriors 1)

### **Apprentice Wizard**

**Salome Jazat** (LN female human Adept 1)

### **Marketplace**

**Base Value** 200 gp; **Purchase**

**Limit** 1,000 gp; **Spellcasting** 3<sup>rd</sup>

**Minor Items** 1d6; **Medium**

**Items** none; **Major Items** none

### **Lovecraftian College Town**

LE Small City

This small city is a fantasy version of HP Lovecraft's fictional Arkham. Transported out of the Massachusetts wilderness, this town has lost none of its eerie feel, and is known for both scholarly

excellence and insanity.

**Corruption** +4; **Crime** +1; **Economy** +3; **Law** +3; **Lore** +4; **Society** -1

**Qualities** Academic, Asylum, Eldritch, Therapeutic  
**Danger** +23

### **Demographics**

**Government** Colonial

**Population** 6,800 (75% human, 12% Elf or Half Elf, 5% Halfling, 3% Gnome, 5% Other- mostly Half Orcs)

**Notable NPCs**

**Royal Governor Maurice Talbot** (LE male human Fighter 1, Aristocrat 8)

**Dean of Students Joseph Martin Griffin** (LE male human Expert 8)

**Dr. Beloc Cullen** (LE male human Cleric 3, Wizard 2, Expert 5)

**Priestess Lokita Alucard** (LN female human Cleric 7)

### **Marketplace**

**Base Value** 4,000 gp; **Purchase Limit** 25,000 gp;

**Spellcasting** 7<sup>th</sup> (9<sup>th</sup> for Divination and Necromancy)

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

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