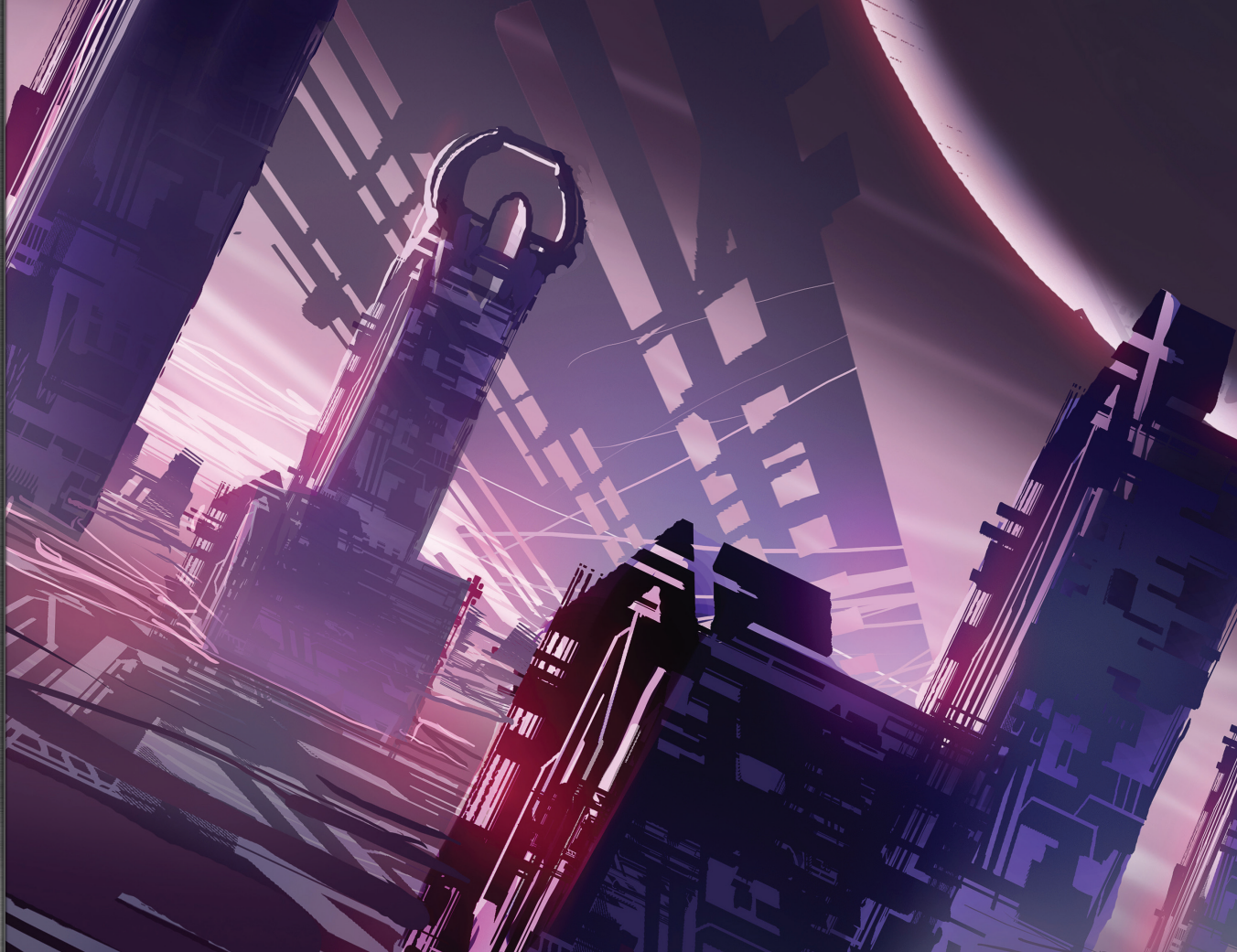




LOUIS PORTER JR.  
DESIGN

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# FUTURISTIC SETTLEMENTS

## NEW GOVERNMENT TYPES

These new ways to run a settlement join the basic options presented.

### 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.

### 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.

### MILITARY

The settlement is an armed garrison that exists solely to serve the military forces deployed there. It may be



Written by Louis Porter Jr.

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 world that recently fell under military rule after a coup or uprising that led to the declaration of martial law.

## 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.

## 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.

## 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.

# NEW SETTLEMENT QUALITIES

## 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.

## ABSTINENT

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.

## ARTIST'S COLONY

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

## 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 people, making them suspicious of strangers and paranoid about the possibility of an escape or other tragedy.

## BUREAUCRATIC NIGHTMARE

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.

## 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.

## DECADENT

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

## 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.

Desecrate/Hallow

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

## 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.

## 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, Pegasus, griffons). People come from far and wide to purchase livestock, draft animals, mounts and animal companions.

## FINANCIAL CENTER

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

## FREE CITY

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.

## GAMBLING

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

## 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.

## GUILDS

A variety of trade and mercantile guilds control the world'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.

## MAGICALLY DEADENED

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

## 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.

## 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.

## 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.

## 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.

## PLANNED COMMUNITY

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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **TRADING POST**

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

## **UNHOLY SITE**

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

## **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.

## **WELL EDUCATED**

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

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