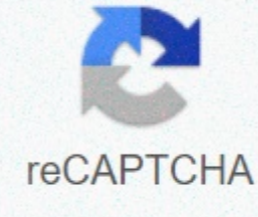I'm not robot

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Dnd city generator

This is one of the most amazing city generators I have ever seen. You randomly generate a city map, then even edit and tweak to suit you. Then you can even see a 3D Rendering of your city! For starters, this Medieval Fantasy City Map Generator (doesn't just generate a static image. This is a web based software that generates any medieval city layout of whatever size you want. Small, medium or large city or city maps can be made. The map even labels the boroughs for you! There are labels such as Slum, Craftsman, Dock, Gate, Castle and Shanty Town to help you better understand the map you created. After the first map is created, then you have a lot of creative freedom to edit! There are both style and layout options for map size of mapscity map style: small, medium, LargeMap palette: standard, ink, black & white, night, blueprint, sanguine, old, custom color annotations: small, medium, or large for the City WardsHatching: Yes or NoCity block view: either display individual buildings, or just a city block. Towers: Round, Square, BastionsBuildings: Out, Simple, ComplexWater: Isolines or Simplified Customization Options for City Continual Map Layout: Yes or NoMore Roads: Yes or NoRandom: Yes or No. If Random is On the following options are removedCitadel / Castle: Yes / NoPlaza: Yes / NoTemple: Yes / NoWalls: Yes / NoShanty city: Yes / NoRiver: Yes / NoCoast / Ocean: Yes / NoIf that was not enough there is a 3D City Map Visualizer! Once you've created and edited your map, you can open the Toy Town app and see your city in three dimensions! Absolutely phenomenal! see side by side in the featured image of this post that the flat city map is next to the 3D rendered version of the same city! The only downside of the 3D map Visualizer Toy Town is that there seems to be no way to save. And if you reload the browser window in which your city map is assigned from the first app, the Toy City also changes. My plan is to use the free Screen Capture Software oCam to record me moving around town rather than save the video file. It won't be so cool for the players not to be able to zoom around the map of the city, but it's still a great map! Sample generated city map images: Your web browser doesn't seem to support the HTML5 element <canvas> Random Town Generator This application generates a random medieval city layout of a requested size. The generation method is rather random, the goal is to produce a nice looking map, not an accurate model of a city. Perhaps in the future, use the code as the basis for a game or maybe not. Click one of the buttons to create a new city map of a desired size. Right-click to add a landmark. ENTERCreate a new city of the same size groupCCastle to/offPPlaza on/offTTemple </canvas> </canvas> walls on/offSShanty cities on/offRRiver to/offOCoast to/offBBuildings to/offLLegend on/off ⚙For development news and related things you need a dedicated reddit community. The first version of this generator was created for the monthly challenge #17 of the procedural generation subreddit. This generator is also available on fantasycities.watabou.ru where you can copy and share permalinks on specific maps, in other respects there are no differences. 🏠 want to view, export, export, a 3D model of a city as JSON, and import the file into City Viewer. You have maps made by the generator if you want: copy, modify, include in your commercial rpg adventures etc. Attribution is appreciated, but not required. Consider supporting this project on Patreon🏠! Created with Haxe + OpenFL, the source code is available here. Randomly generates cities, shops, NPC's Araside, Village [Permalink] Population: 378, Size: 12 acres demographics: Human (51%), Halfling (13%), Dwarf (12%), Half-Elf (10%), Gnome (5%), Half-Orc (4%), Elf (1%) Additional details Points of Interest Wealth: 3,780 GP. Maximum value for sale: 125 GP. Max pawn value: 662 GP Detailed Demographics Araside is built around a huge tree, and is known for its rude population. The rulership is contested, with open battles between factions. The races live together mostly in harmony. Shops Tavern: The Friendly Hall Owner: Robert Rutland, Male Human [Details] Location: In a residential area known for its noisy residents. The street outside has drunken revellers. Description: The tavern is a wooden and brick simple building, with a heather-thatched roof and roughly carved wooden furniture. It was once a barracks, and has a collection of weapons and armor. It contains an old looking telescope and cluttered tables covered in cutlery and leftover food. Quests and Rumors Specials: Bacon Soup with Rice and a Tankard of Bitter (5 sp)Oxen Cake and a Coffee (4 sp)Eggs and Ham Soup with Peas and a Tankard of Ale (5 sp) Other Patrons: Avice Tindall, Female Human [Details]Taklinn Trollbleeder, Male Dwarf [Details] Blacksmith: The Azer's Truth Owner: Anne Ryley, Female Human [Details] Location: In a well-lit avenue with guard towers. The street outside has a crowd watching performers. Description: The blacksmith is a plaster rowhouse, with a blue tiled roof and a pillar curved roof entrance. It contains well-stocked workshop and horseshoes and metal hanging from the rafters. Specials: Ring Mail (phb 145) (27 gp)Ammunition, +1 (dmg 150) (25 gp)Chain Mail (phb 145) (73 gp) Alchemist: Owner: Ermina Tiltathana, Female Half-Eleven [Details] Location: Description: Other customers: Anne Dryden, Female Human [Details] Jeweler: Owner: Umpen Welber, Male Gnome [Details] Location: Description: Owner: Conrad Cooper, Male Human Location: Description: Other customers: Anthony Pinkerton, Male Human [Details] General Store: The The The End owner: Tim Darby, Male Human [Details] Location: In a Market Quarter. The street outside is covered with fallen leaves. Description: The general shop is a plaster and wooden framed tower, with large windows and roughly hewn wooden furniture. It contains a high vaulted ceiling and the windows are lined with items for sale. Specials: Chest (phb 153) (5 gp)Carpenter's Tools (phb 154) (15 gp)Clothing, Fine (phb 150) (15 gp) Other patrons: Quilla Leffery, Female Gnome [Details]Theobald Nibley, Male Human [Details] Housing Small Cottage Owner: Shane Marlowe, Male Human [Details] Map The house is a two-storey wooden building, with a blue tiled roof and a small closed deck. It contains a single bachelor-style room with a bed and dresser. In one corner is small fire pit with cold coals. A bunch of dried fruit hangs from the ceiling in long strands. A couple of sheep graze in the corner at a hay bale. Cruck House Owner: Bulzo Fastfoot, Male Halfling [Details] Map The house is a wooden hut, with a yellow tileroof and a large basement. It contains 4 rooms in total with 2 bedrooms, each with a dresser. The kitchen has a small fire pit with a flickering flame. Outside is a small stockpile of boxes and barrels that are cluttered along the side, and a large working dog is eager to greet visitors. Detailed demographics are based on a formula by S. John Ross This website exists thanks to the contribution of patrons on Patreon. If you find these tools useful, you consider supporting this site. Even just turning off your adblocker will help (it's only text and flat image ads that I promise). As a patron, your account will be upped, preventing you from getting ads and more features. Shout outs: Stacey, John Patrick Callahan Jr., Gordon Alexander Fallon, and Max Puplett. Their contribution stands as a beacon of hope for all adventurers! So, your adventures ran away from the main storyline again and are in the midst of unplanned nowhere. This happens with every DM. But what do you do when you have to put together an area for your party in a short time? Of course you turn to generators! Right now, we haven't found a complete and comprehensive D&D city generator that covers everything you need to make a city at once. But this guide will get you everything you need from a few sources in no time. From a city map generator to individual villagers, we'll give you everything you need to make a beautiful city, your party will think you've spent countless hours making it. What's in a city? A city in D&D can have many different things, but it's best to focus on the points of attention for your adventures. A city for them is a safe place to rest and get supplies, a, To start new quests, and a central hub for them to work on multiple adventure hooks. A good city will act as an anchor and keep your adventures back to it again and again. Every city Contain the following: A tavern or InnA blacksmith, leather-smith, or armorersVarious specific item storesA general storeCraftsmen or Experts in tradesCommonersA Town watch or GuardThat is a lot of things for you to populate! Fortunately, good D&D city generators working together can get the legwork out of these tasks. To populate it, we need to build the following:Now that we know what we're going to make, let's look at some D&D city generators that will make this work easy. Town Map GeneratorEr are many great D&D map tools online, and many they are also free! For our purposes today, we're going to look at one tool in particular that can help you create a usable city map as quickly as possible: Medieval Fantasy City Generator by Watabou on itching.io.This map generator can build cities and cities of different sizes quickly and in your browser. At first glance, you could see this tool as primitive. But it is actually very powerful and can be used as a solid foundation for any city you plan to fruit more over time. To get the most out of the tool, you need to click on the different settings they have and customize them to your specific needs. Although the maps generated here are geometric in nature, they are highly functional. Each map has a range of city functions, divides areas into functional districts, and can have geography options that have been modified for your ideal area. Our recommended setting for a fast city are as follows:SmallOptionsStylePallet: inkHatching: onLabels: onTowers: RoundBuildings: ComplexWater: isoliners onLayoutWith this setting on we could get this city map generated: As you see, the map has all the remarkable features you need for a city. Plain and simple, this can get the job done in minutes. While this isn't super luxurious, you can always use it as a base and later manuallyzz it up with other D&D card tools, or even Photoshop if you feel ambitious. Now that we have the basic map with the main features described, we need to fill it with shops, taverns and other notable buildings. For this we turn to a variety of sources starting with one of our favorite tools: DonJon.The TavernMost adventure parties immediately go to a tavern when they enter a city. Because of this it's something you need to have ready with a little more detail in advance. This is one of the things DonJon does really well. Their Tavern generator makes a full inn for your adventures to interact with in a single click. You get a name for the tavern, a description, patrons and dishes ready to go. If you are really interested in In randomness, DonJon offers rumors that you use as quest plot hooks for surrounding areas. Here's the output of a sample generated earlier: Random Shop GeneratorsNow we have an inn all setup, you're going to need Get your city shops up and running. The easiest way to store and maintain it is to

use a table. The tables of The Dungeon Master's Guide can be sufficient for basic equipment; roles can be used to determine inventory, price, and availability. But why does all that work when you have a computer calculate it for you? A fantastic individual with the name of gmbalistic went ahead and created some fantastic spreadsheets that are free to use and store. Their sheets for shops are great and can be rolled for your adventure and stored as PDFs. The full list of tables can be found here with instructions in the first tab. Here are some sample PDFs we generated for this sample town: Blacksmith General Store Villagers, Guardians and NPCIf you need to work out a city population it can be daunting to get statistics for all villagers, let alone have good statistics for the guards and random adventures in the city. To make this quick and easy you look at Myth Weavers city generator. They not only get you important information about the population of a city, but they also help you stat blocks for each NPC. It's almost a stand-alone NPC generator more than anything else. Using this generator you have all the statistics you need for a city. The big downside here is that there is no export and the information is a bit difficult to copy manually. You save the link, but we've had mixed results with getting the same characters out of it every time. The best way to use this is to pull it up and copy characters to a spreadsheet while you're using them in your campaign. This way, you make sure you keep the character metrics you used for later reference. Alternatively, if you need a list of new NPCs on the fly, donjon will let you take a closer look. This is a little easier to use and can be copied from faster, but it will only be 10 at a time. That can be frustrating when you want to build a city of hundreds. Putting it all togetherSo you have a card, you have your stores, and you have your NPCs, now you have to tie everything together. This is where some writing comes in on your side. While it would be nice to get everything generated and make this easy for yourself, creating a 5 or 6 sentence writing on the city is a good exercise for you. The write-up should be simple and include the following information: City nameTown's primary occupancyNotable visual featuresNotable visual featuresTown aestheticsHere is an example for our exemplary city we've created so far: The town of Grathnir is a small craft community located next to the Serpent River. The on the one hand bounded by a dense coniferous forest that offers good hunting and a large amount of natural resources that the urbanites use to make their skilled crafts and raw goods. The local guard is small in number, but actively patrolling the stacked, wooden walls that surround the city. The The all parts similar styles of plain, wooden exteriors and more ornate wooden belt roofs. The city centre has an open market square bordered by two trading districts and Grathnir's only inn: Foolish Harper.Not so bad, right? A small introduction to your adventures can go a long way. Now, of course, you can make them much more comprehensive if you want, or describe them in a completely different way. But it's a good idea to have a simple writing made and put in place with all your other city materials so you can refer to it later. The most important thing you do when creating a city like this is to be organized. Generating Town Quests and Story LinesEr are a ton of quest generators online, but almost all of them are for much bigger or more grandiose storylines than your city needs. If you're looking for some good plot hooks that you'll expand on later, DonJon's quest generator is the way to go. But if you want to put in some simple money making quests, we would highly recommend putting together a few hooks yourself for each of the main categories of quest. Below are a few examples:Fetch questsMeed herbs in the forest for the pharmacistRececing the lost goat of the shepherdEscort questsLear a hunter into the forest for a dangerous monster huntEscort a cart of trade goods from the city past bandit campsDerepair from the goblins in the nearby cave Remove the local wolf populationA of the above quests are simple and can be brought into just about any city. We recommend giving quest-specific rewards, such as apothecary or rare ingredients from the monster hunt. Logical rewards make your city feel real and ensure that your player's actions have positive consequences. For each of these quests, you can roll some simple samples from any meeting table or choose specific enemies, such as bandits, from the back of the D&D manuals. With all the tools above, you generated a city for your campaign in no time at all. You can build a whole functional city in about an hour. If you really want to spend the time and go the extra mile, your next steps are to create a more detailed map, add campaign-specific plot hooks, and start writing out NPC-specific stories to post in your city. You really don't go wrong with these tips for creating places that your characters will be willing to explore for multiple sessions. Sessions.