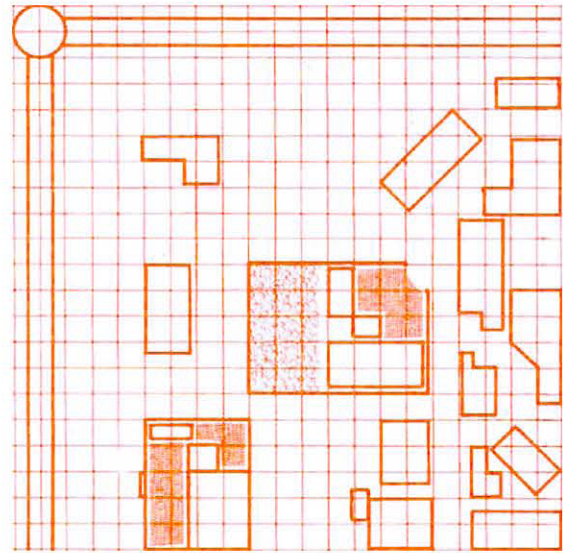
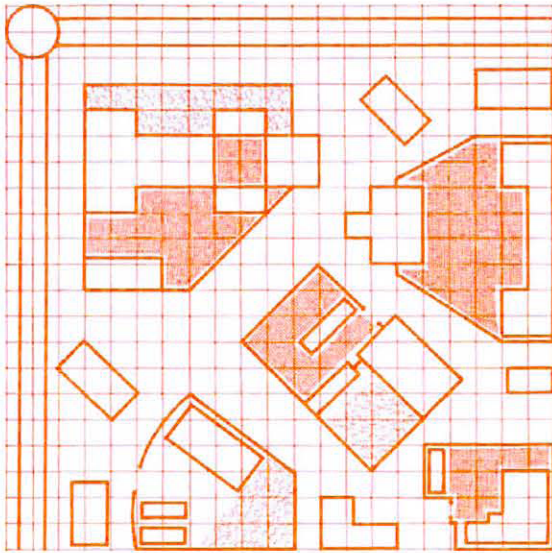


# DUNGEONS & DRAGONS®



## OUTDOOR GEOMORPHS

A D & D Playing Aid  
Set One: Walled City

By Gary Gygax

This set contains 22 — 5¼" square geomorphic city/town pieces and 11 — 2½" X 10½" additional city/town pieces which are semi-geomorphic.

©1977 TSR Hobbies, Inc.



TSR Hobbies, Inc.  
The Game Wizards  
POB 756  
Lake Geneva, WI 53147

## WALLED CITY GEOMORPHS

Scale: 1 square = (about) 20 feet.

This set of geomorphs is larger than those for dungeon levels in order to provide you with as much variety as possible. From the sections provided you will be able to construct a large city, a medium-sized one, or a smaller walled town. The various pieces of the geomorphs show both square and round towers — for old and new construction. Various gates, fortresses, a cemetery, and other outstanding features are included.

In order to construct your city or town you need only cut up the sheets to form the geomorphic and semi-geomorphic pieces (see INSTRUCTIONS below) and fit them together. Note that it is possible to cut the semi-geomorphic pieces in half to add even more variation to your habitations. If you wish to construct one or more permanent cities or towns with this set, simply set them out in a pattern which you find most desirable, and then tape or glue each section in its proper place. The whole can then be covered with a sheet of acetate or a sheet of clear contact paper so that you will be able to mark upon the map with grease pencils. If you find it more beneficial to use the separate pieces to construct various cities and towns as needed, all you need to do is to code each piece with a letter. Thus, if you have a walled town which uses six pieces, your code — reading north at the top as with all maps — might be:

-E-  
A-L  
-K-  
B-J

As you will have coded your geomorphs, nobody will know what your town is like, even though they happen to see the layout code, until they have actually been there.

## INSTRUCTIONS

As a preliminary step, carefully cut up each sheet of geomorphs so that you have no less than 33 separate pieces. Using these pieces, try forming several towns and cities until you have established in your own mind how best to do so. If you intend to use the pieces over and over, you should now give a letter code to each — use double letters after Z — AA, BB, etc. If you plan to use the geomorphs to form permanent dwelling places, it is suggested that you do not affix them too permanently until you are absolutely certain that you are satisfied with the placement.

## THE CITY OR TOWN

**History:** It is always a good idea to have at least a brief history of the city or town sketched out beforehand. You may draw upon the configuration you have made in order to get some ideas, of course, and the history should always relate to the overall scheme for your campaign.

**Divisions:** Cities should have sectors which indicate the general nature of each, i.e. a Thieves Quarter, a Peasants Market, a New Quarter, a Foreign Section, a Temple Block, etc. If you have formed a permanent city map, you might wish to note divisional names upon the map.

**Government:** The headquarters of the ruler or rulers of the city or town should be located near the center part of the place or perhaps in a castle or fortress elsewhere. It is very important to decide just what form of government the city has and what characteristics (including things like greed factors, sanity, etc.) the ruler or rulers have.

**Military Force:** The military force of the place will typically consist of a permanent garrison of soldiers, an elite guard, a city watch (veteran militia), and militia reserves. Most mercenaries will be found in the guard. A despot or tyrant will seldom have anything other than mercenary forces. The location of all such forces, as well as details of their leaders, number, arms, etc. are important.

**Occupations:** The occupants of the various buildings will be drawn from the races and character classes and from the following list of typical occupations for the inhabitants of a typical medieval fantasy city. Occupations shown do not include some of the character classes. These occupations are also used as a base from which the city traffic routes can be named. For example, on "Herbal Lane" you would locate alchemists, apothecaries, herbalists, etc. Of course, one or more other types of shops, stores, inns, or taverns can also be located along the route. At one end several fortune tellers might be found, while at the upper end some physicians, churgeons, leeches, and barbers might be found — perhaps where the Lane T's at Medicine Row. Group similar occupations together, and keep those which are generally unsavory in the same locale, i.e. in the Thieves' Quarter you will find the Thieves Guild, the Assassins' Guild, Pimp Passage, Drunkards' Walk, Avenue of Beggars, Whore Street, Gamblers' Row, and the lower end of Currency Avenue where many money lenders can be found.

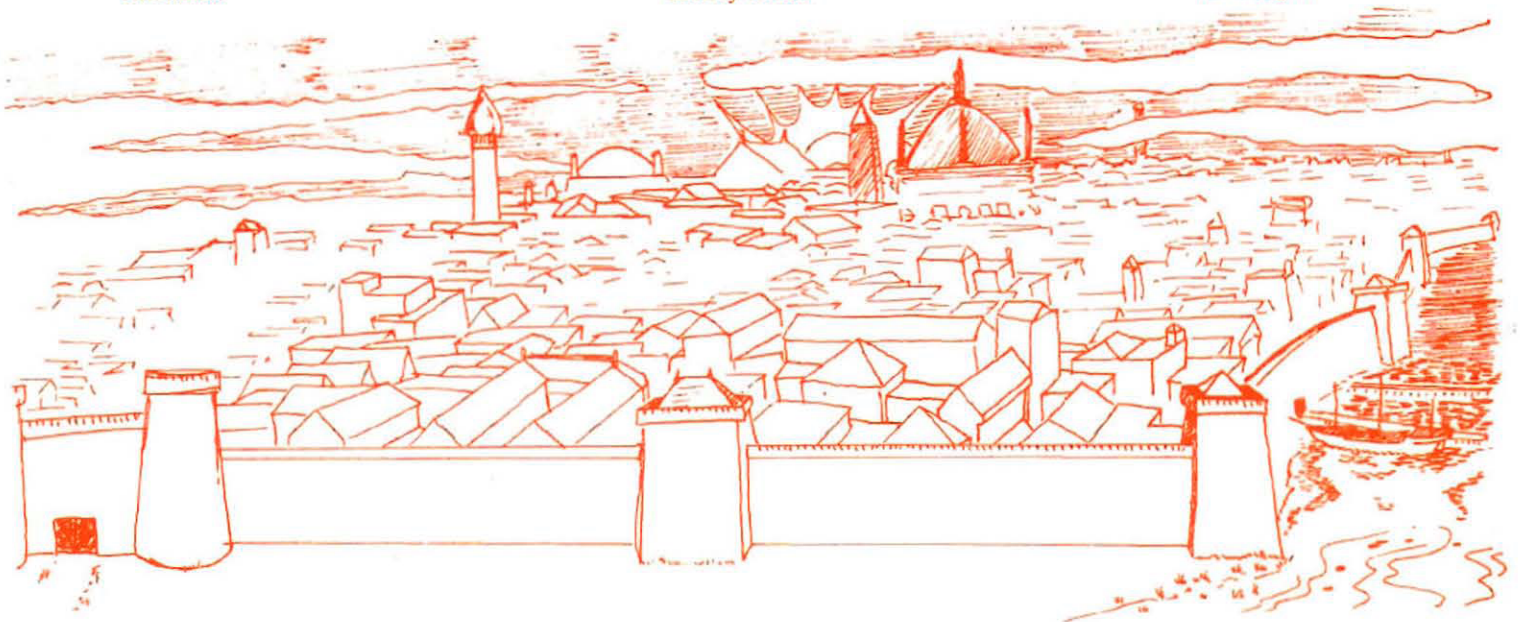
Some of the occupations shown will be for persons who do not normally reside in a town or city. Such individuals would be located during the day in the markets (drovers, farmers, millers, etc.) or in the inns and taverns at any time.

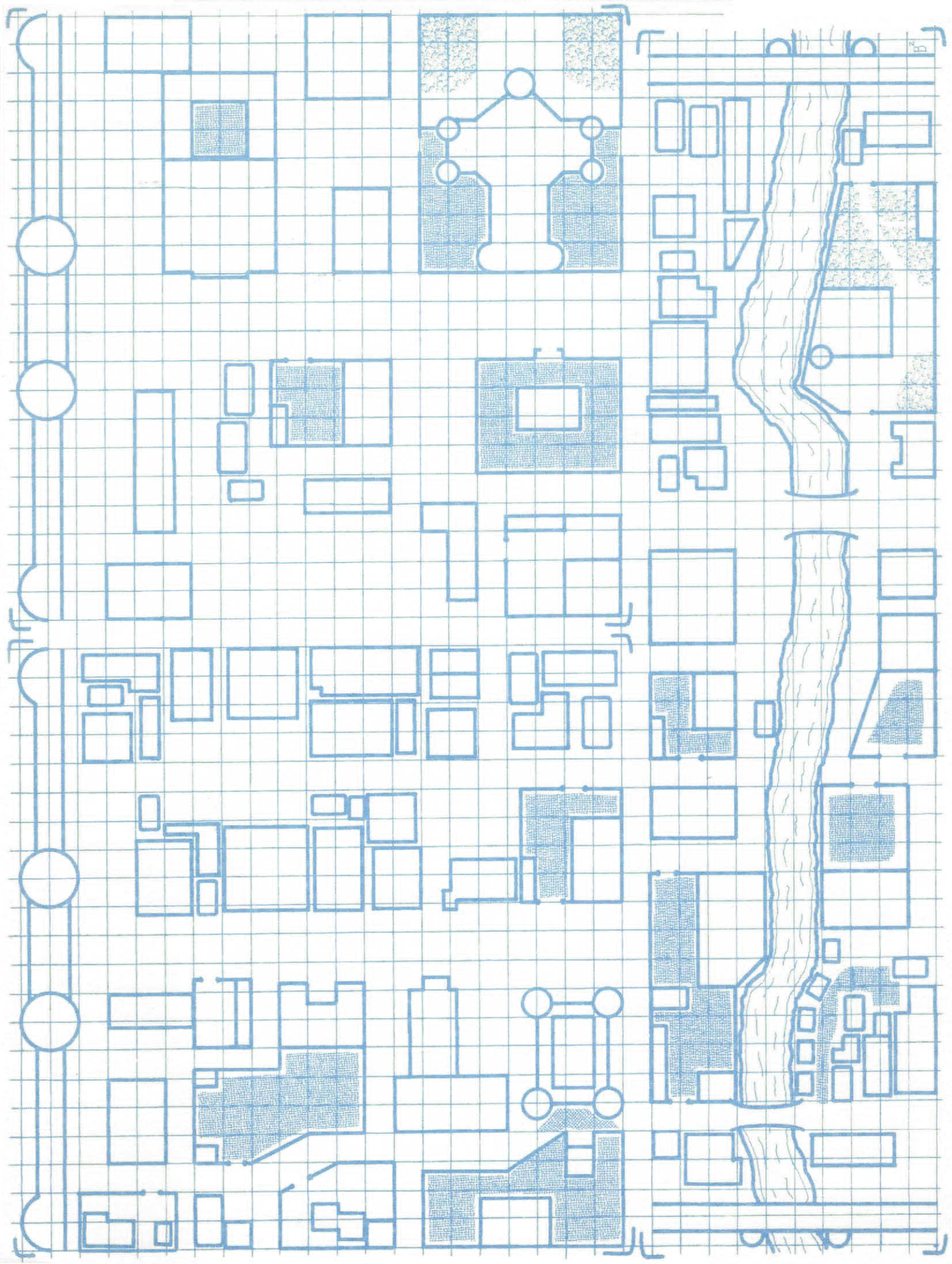
## TYPICAL OCCUPATIONS

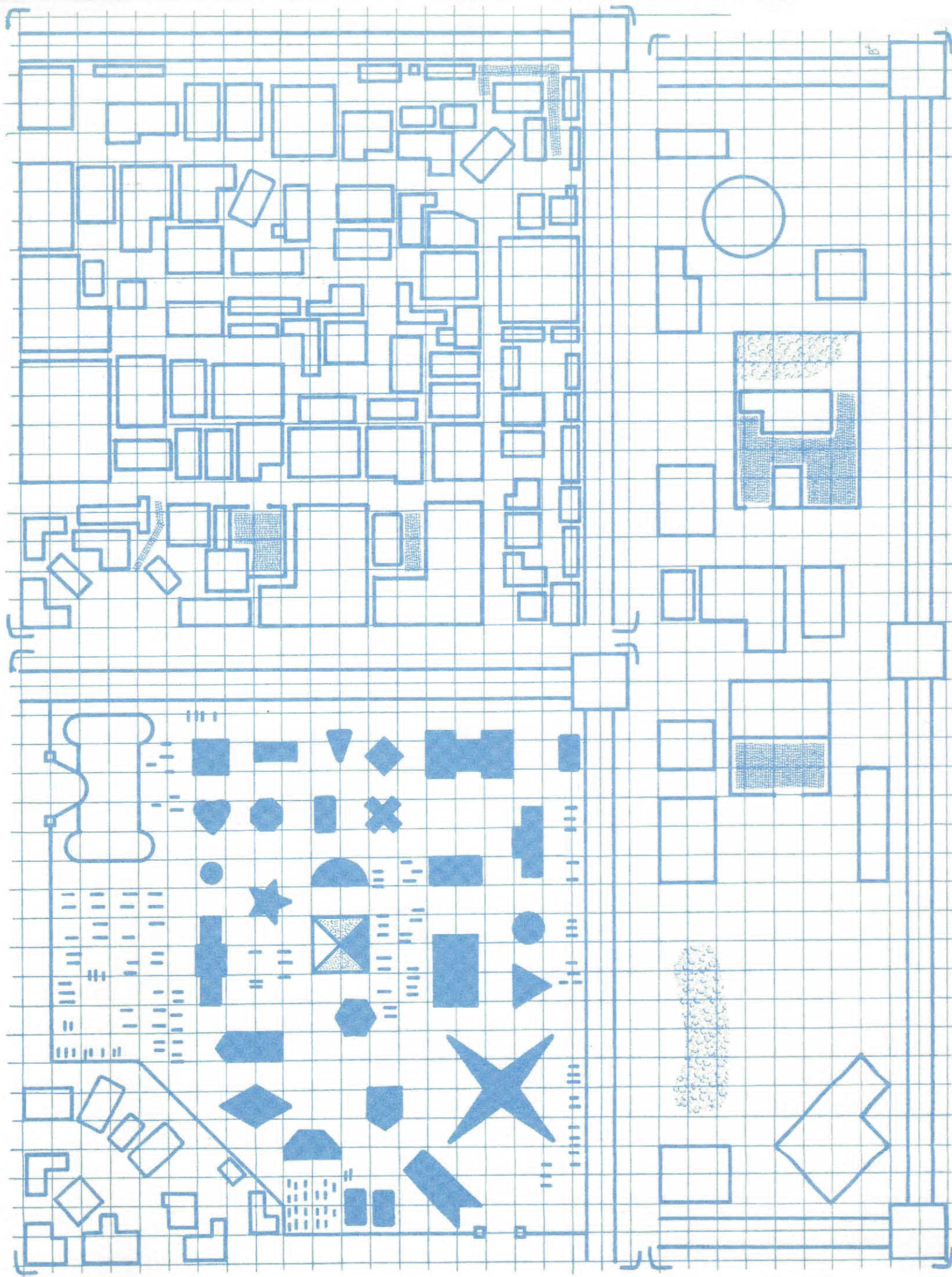
apothecary  
architect  
armorer  
assassin  
astrologist  
baker  
banker  
barber  
bargeman  
basket maker  
bearward  
beggar  
blacksmith  
boatwright  
bowyer  
box maker  
brewer  
brick maker  
butcher  
cabinet maker  
carpenter  
cartographer  
chandler  
charcoal burner  
chair bearer  
cheese maker  
chimney sweep  
chirurgion  
clerk  
clothier  
cobbler  
confectioner  
cooper  
coppersmith  
courtesan  
crier  
crocker  
dancer  
draper  
drover  
dyer  
embalmer

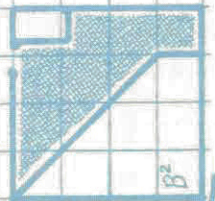
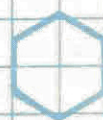
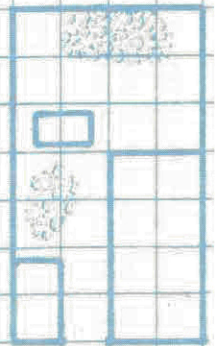
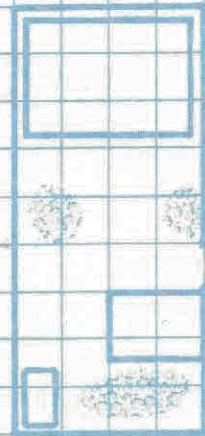
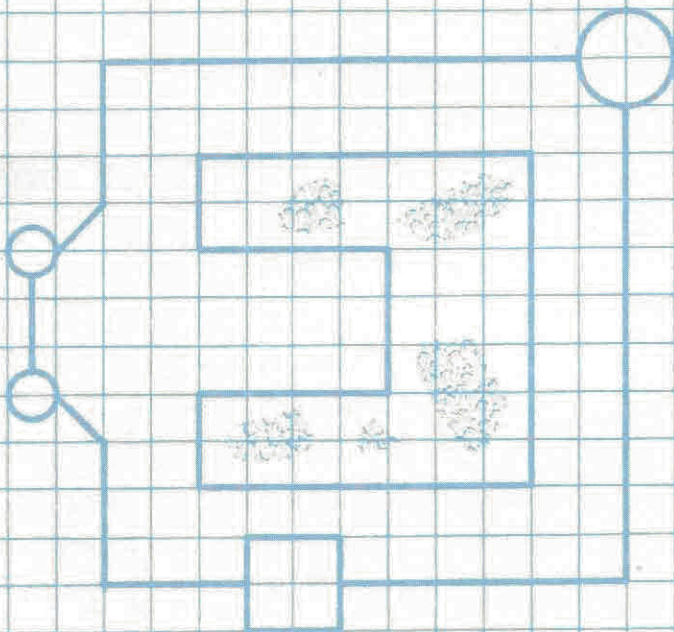
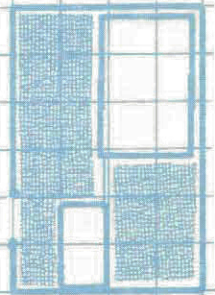
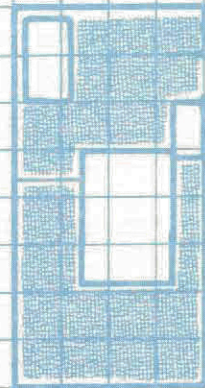
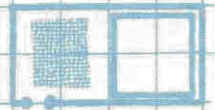
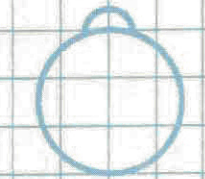
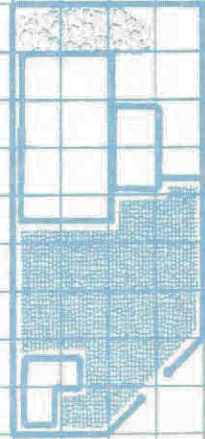
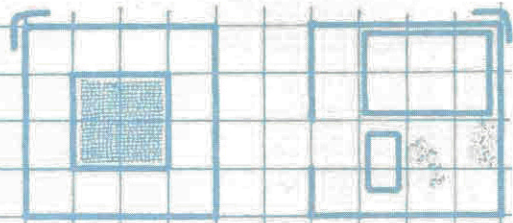
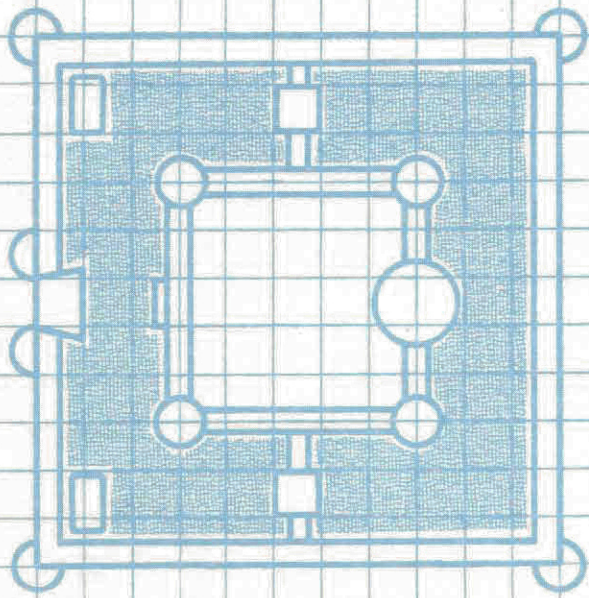
emblazoner  
engineer  
escourt (guard)  
falconer  
farmer  
fisherman  
fish monger  
fletcher  
fortune teller  
fowler  
freighter  
fuller  
furrier  
gambler  
goldsmith  
grocer  
grover  
harness maker  
hatter  
herbalist  
herdsman  
hostelry  
innkeeper  
ironmonger  
jeweler  
jongleur  
kennel keeper  
laborer  
lamp maker  
launderer  
leech  
limner  
linkboy  
liveryman  
locksmith  
man-at-arms  
mason  
mercenary  
merchant  
midwife  
miller  
miner  
minstrel  
money lender

net maker  
painter  
perfumer  
physician  
pimp  
pitch maker  
player  
playwright  
poet  
porter  
potter  
rat catcher  
roofer  
rope maker  
rug maker  
saddler  
sail maker  
sawyer  
scholar  
scrivener  
ship chandler  
silversmith  
sign painter  
stone carver  
sweeper  
swordsmith  
tailor  
tanner  
tavern keeper  
teamster  
thatcher  
thief  
tinker  
tinsmith  
trader  
trapper  
upholsterer  
vintner  
wainwright  
woodcutter  
wood worker  
zoo keeper

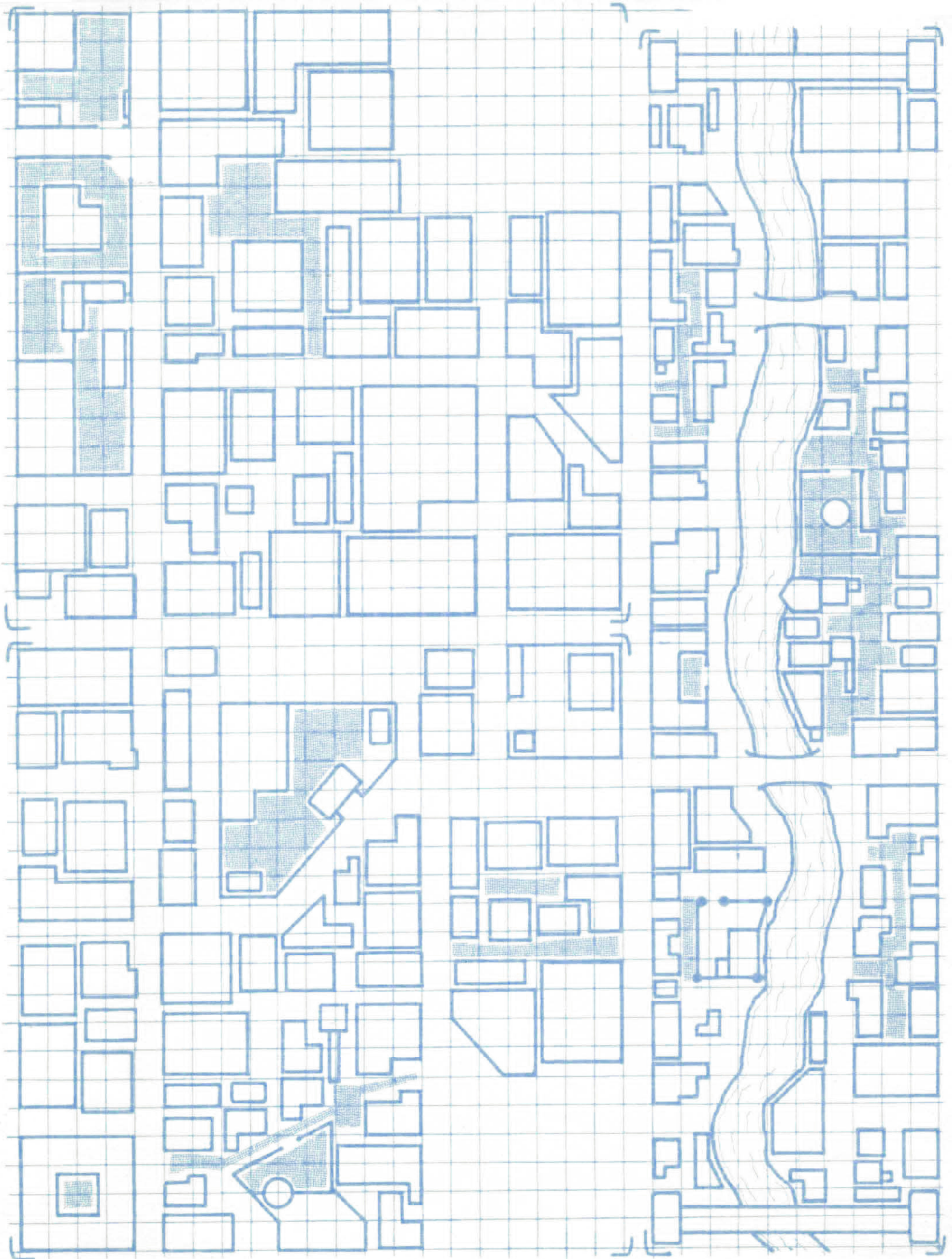


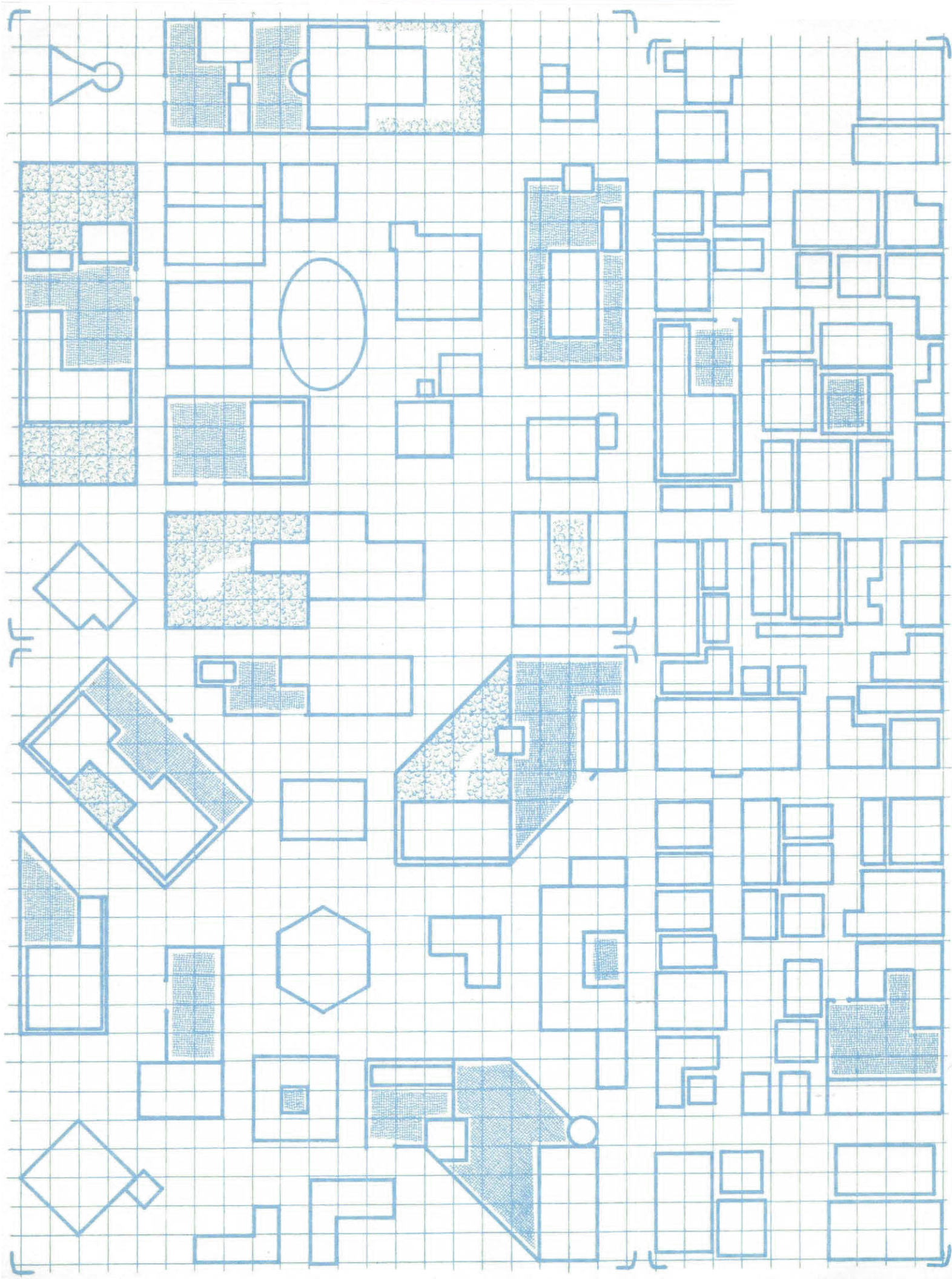




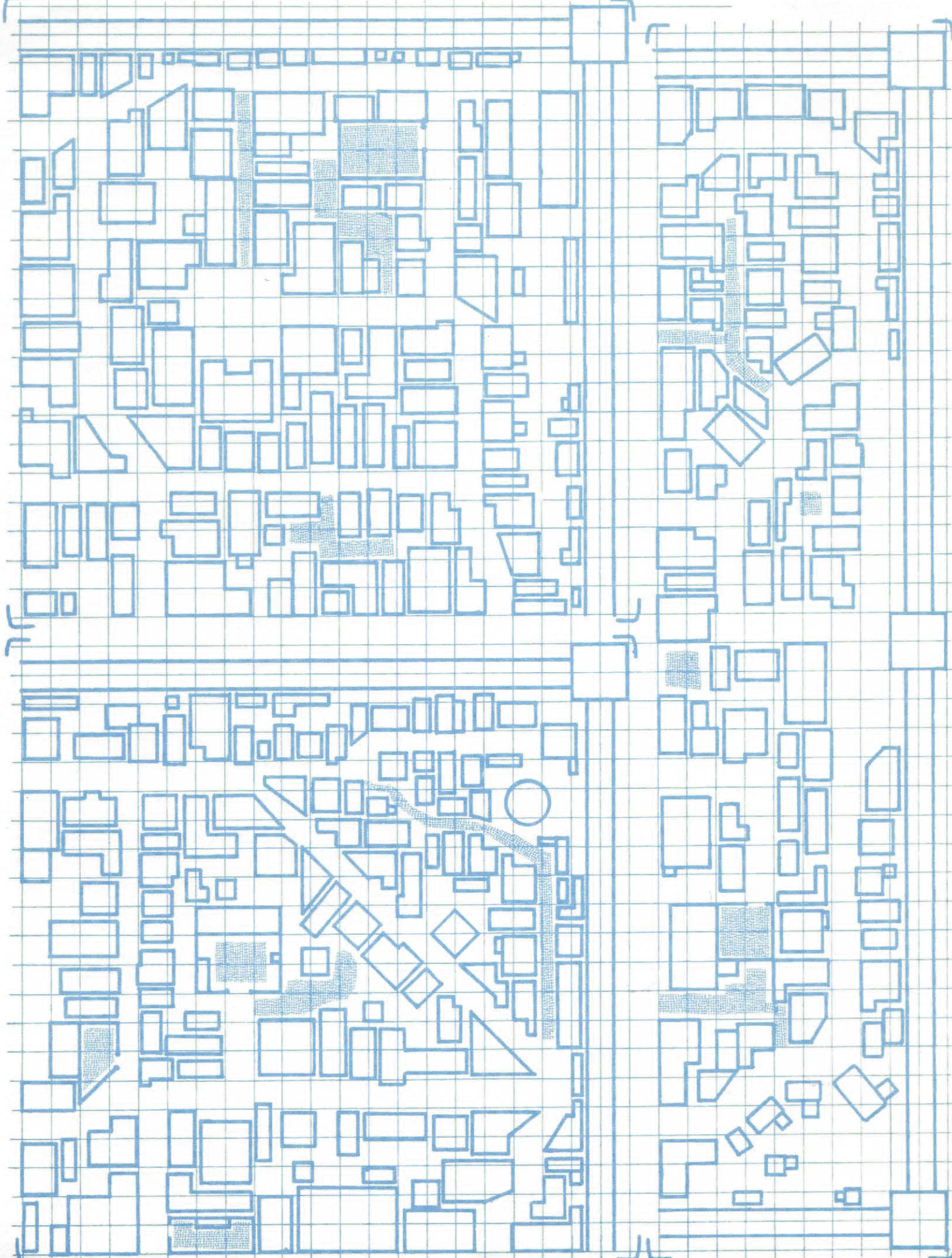


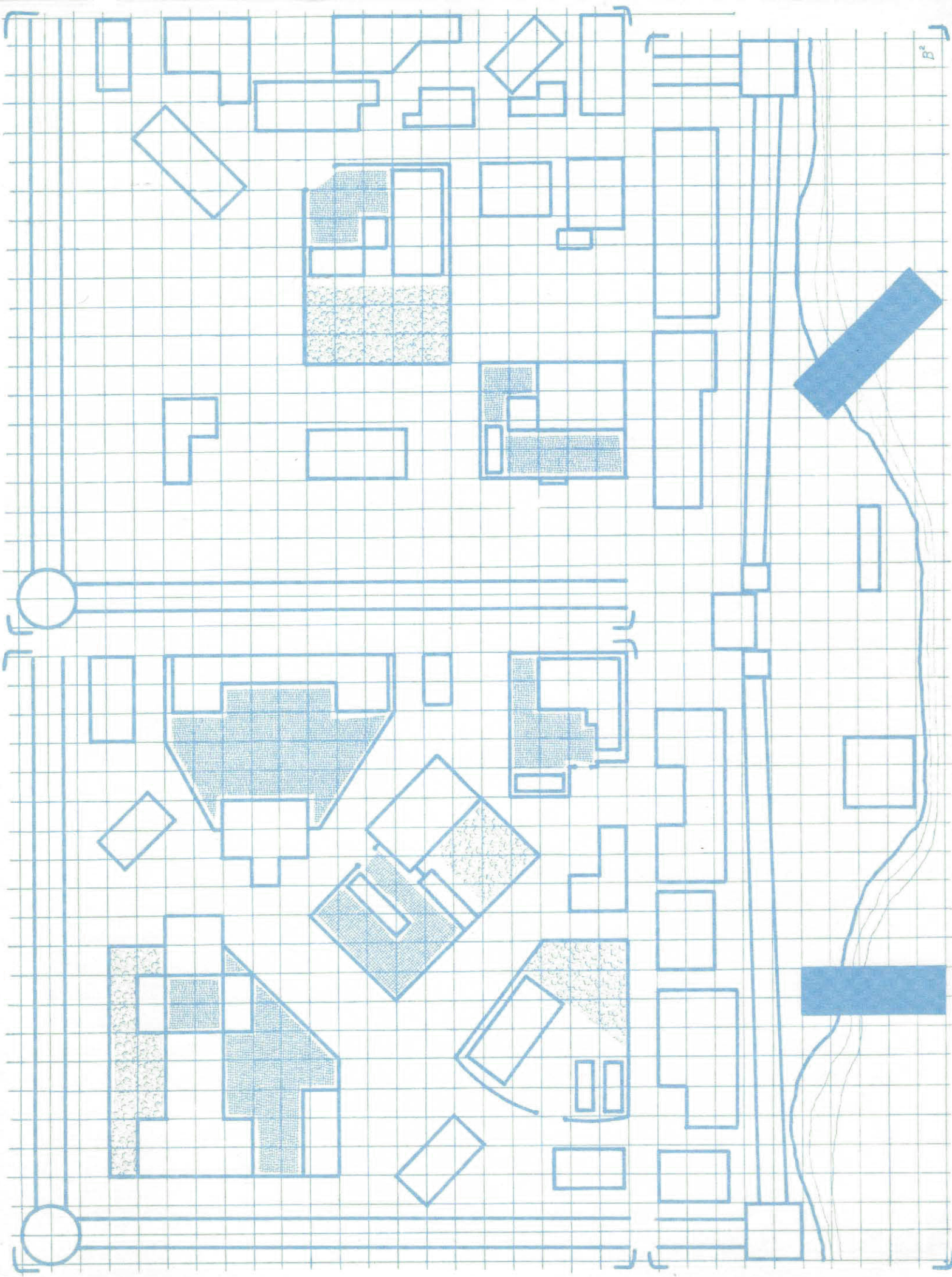
B<sup>2</sup>

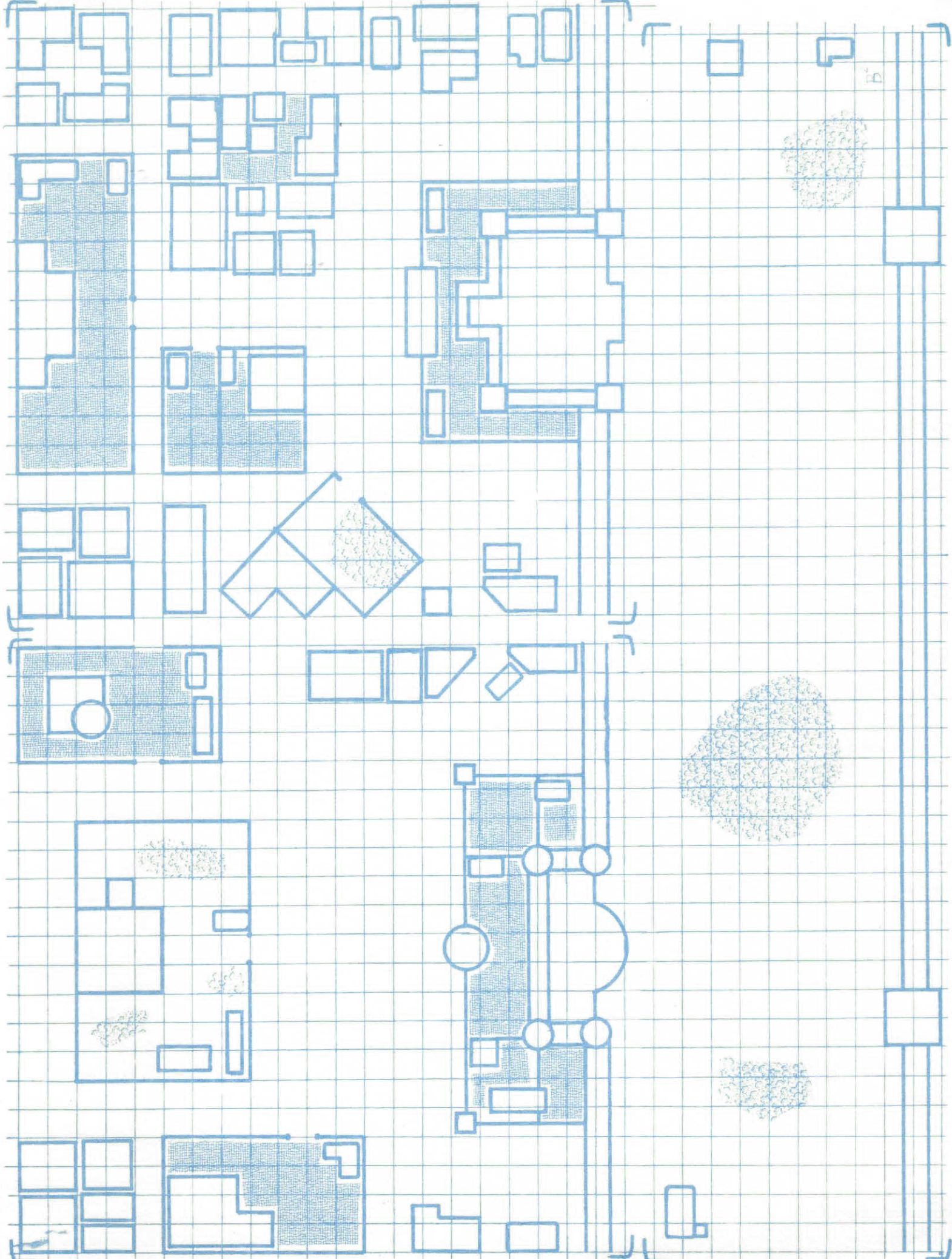


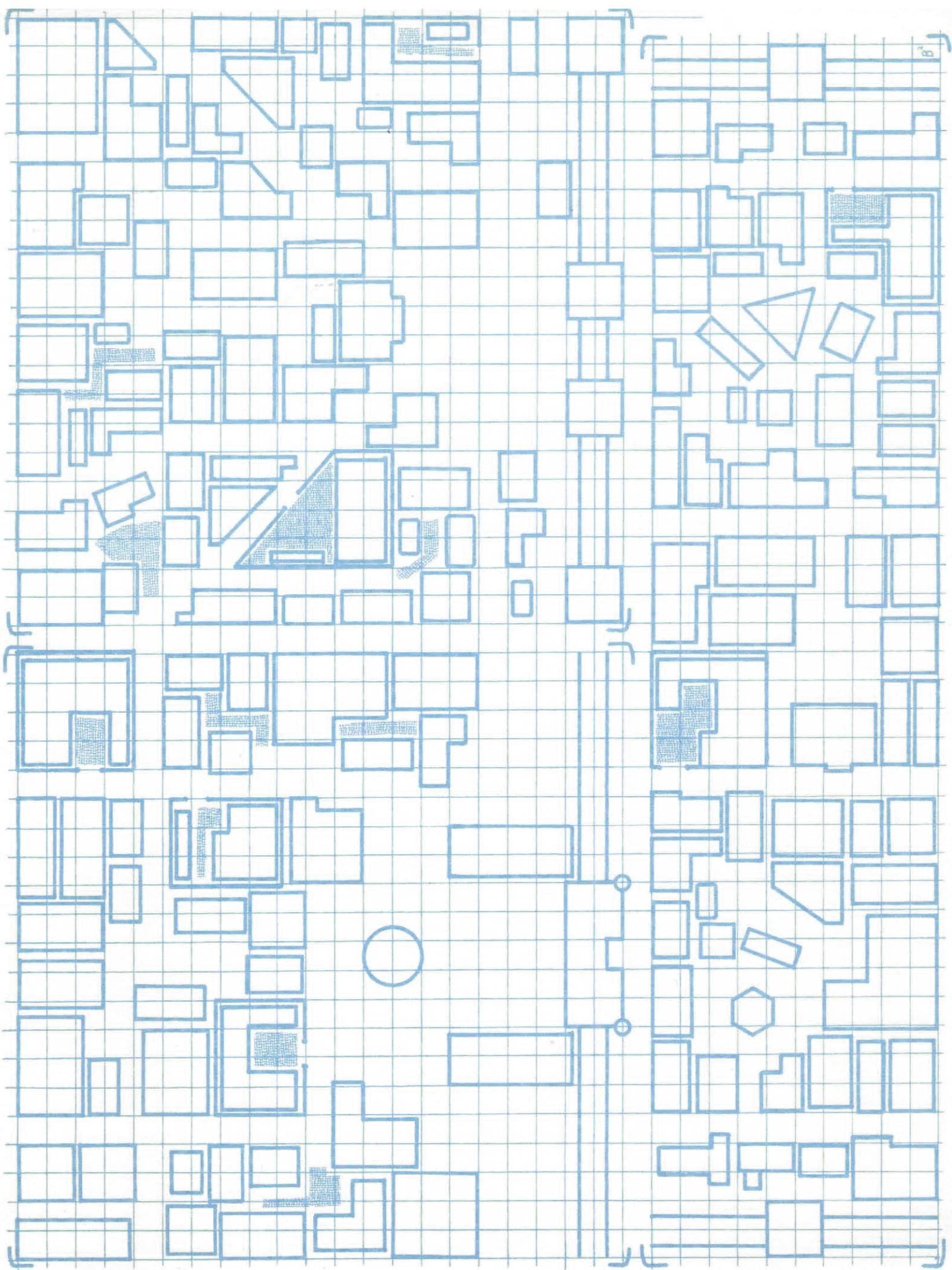


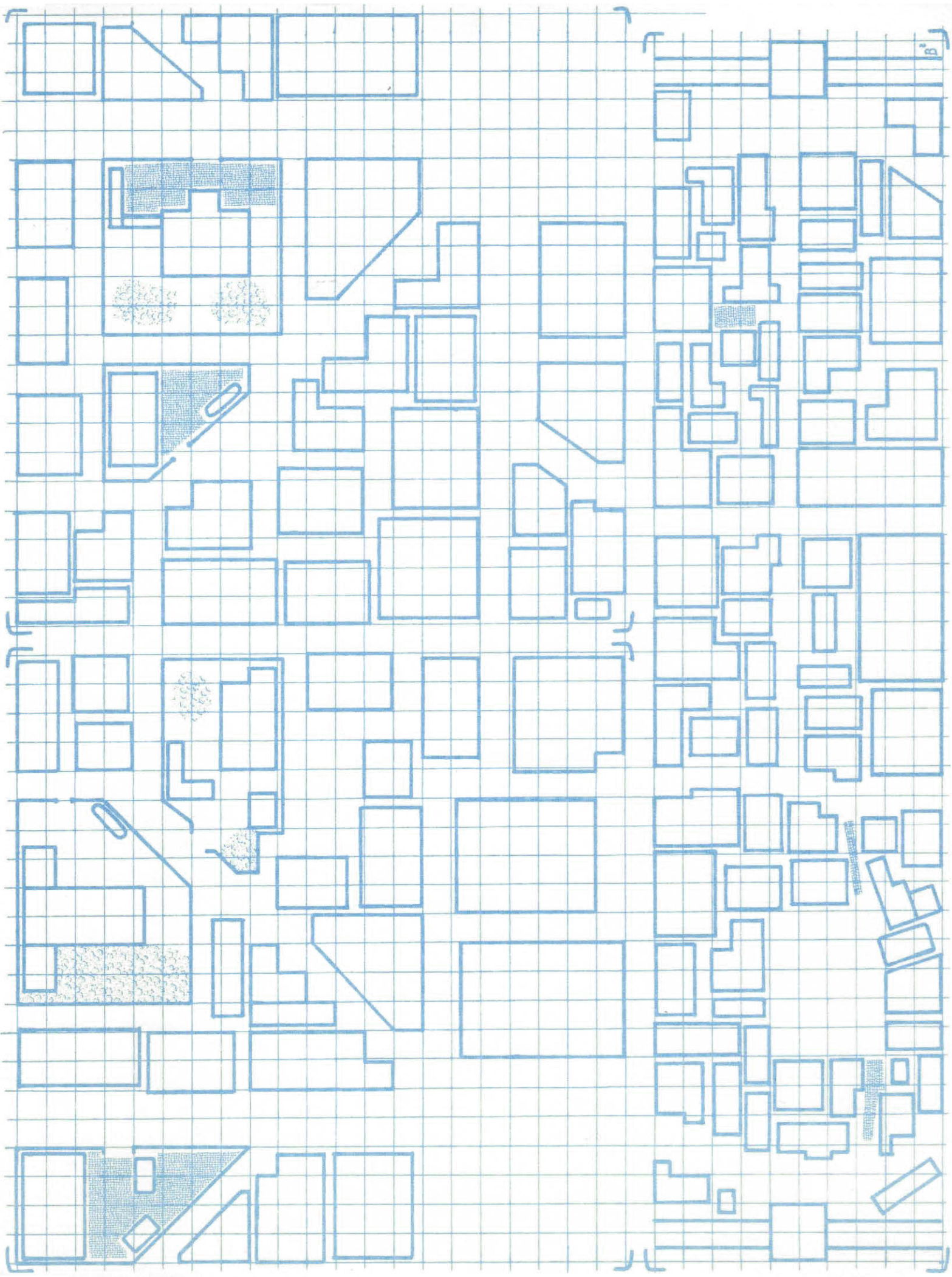


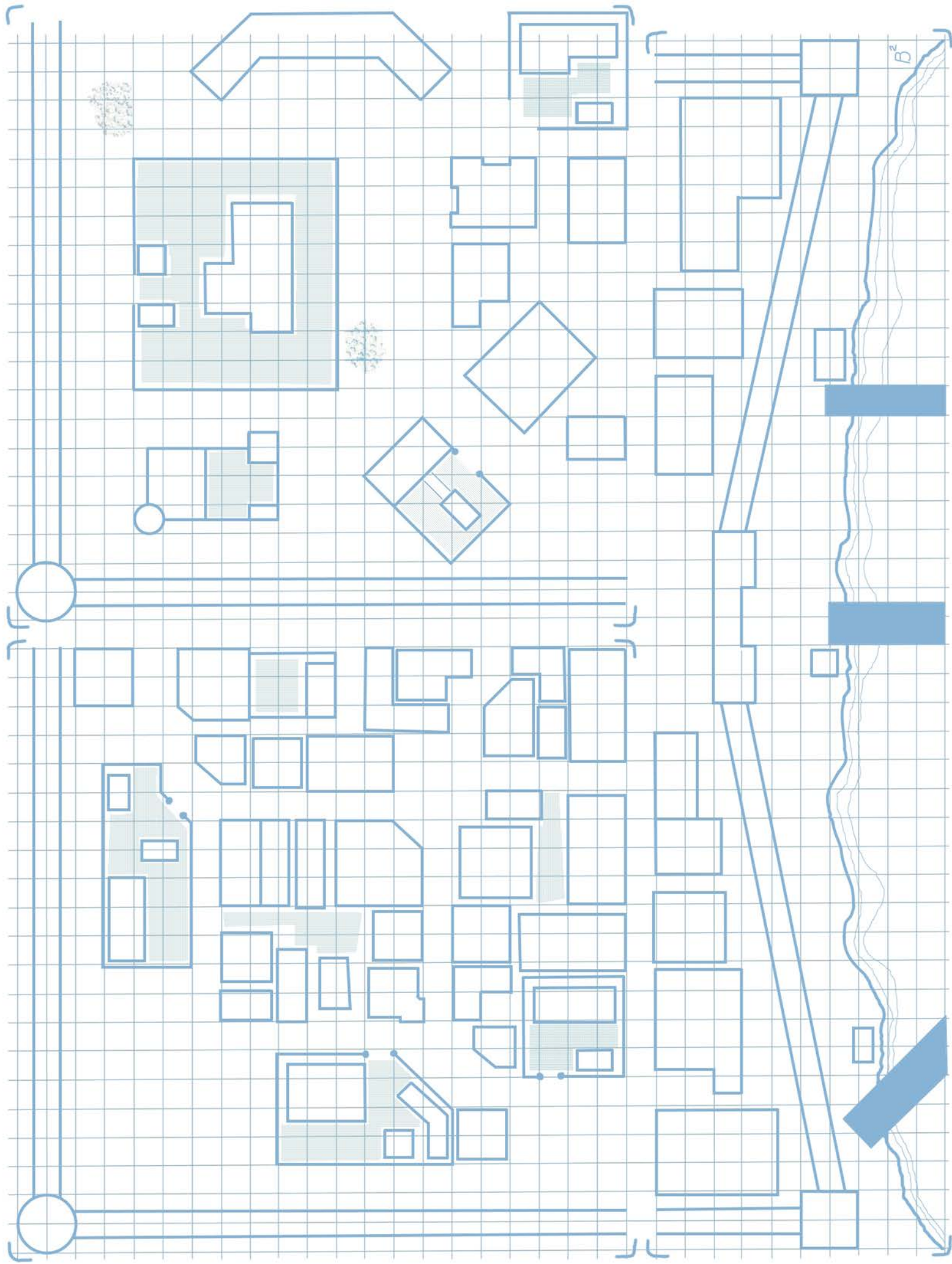












**City Locales:** In addition to the major divisions of a town or city already mentioned (quarters, sections, blocks), there are a number of other useful locations and building types to aid in the development of a community with character. Likewise, the variations of names for traffic routes and associations/groups are most useful. Let us assume that at the end of Gambler's Row is a court (Money Changer's Court) where the Usurer's Union building is. Just up Pennyless Walk is the Almshouse of the Brothers of the Blinding Light.

## CITY LOCALES

### Traffic Routes

alley	lane	pike	street
avenue	mews	place	thoroughfare
circle	path	road	walk
crescent	passage	row	way

### Open Places

bazaar	fair	mart	square
common	garden	park	triangle
court	mall	plaza	yard

### Buildings and Constructions

armory	hall	mansion	tavern
barracks	hospice	palace	theatre
booth	hospital	quay	tower
castle	hostel	salon	villa
citadel	inn	shop	warehouse
commissary	keep	smithy	wharf
dock	lodge	stable	
depot	manor	store	

### Religious Buildings

abbey	chapel	friary	polystary
almshouse	church	hermitage	priory
cathedral	cloister	manse	shrine
chantry	convent	monastery	temple

### Associations and Groups

academy	brotherhood	fraternity	school
alliance	caste	guild	society
association	college	league	syndicate
band	fellowship	order	union

## KEYING YOUR CITY

It is quite easy to alter the traffic routes or constructions of your city—either by marking directly on the geomorphs or by using grease pencils on a plastic overlay of some sort. Whether or not you wish to do so is entirely up to you, but in any case it will be necessary for you to name the various traffic routes in the city, the open places, the major edifices, and tell who or what inhabits at least some of the buildings therein. It is best to be able to write the names of most of these things directly upon the geomorphs which form the city, but it is possible to number them, and use a key—a numbered sheet with the names and other information written thereon to correspond to the map numbers.

In similar fashion, each building should be colored and/or numbered. You might wish to shade all evil religious buildings purple, for example, with a dark hue for lawful evil, and a tint for chaotic evil. Banks, money changers, and money lenders could be colored yellow; inns might be done in green, places where arms and armor are sold could be done in gray, and so on. After so coloring, those places which are important must also be numbered and keyed. For example:

1. **Old Gate:** This gate to the city is open from dawn until dusk. It is guarded by 24 men-at-arms in leather armor. They are all armed with dagger, sword, and halberd. At any time there are 8 on duty, and 4 will have light crossbows in hand (with halberds nearby). Each has from 4-6 hit points. There are 3 watch commanders: Runalf — neutral 3rd level fighter, 18 hit points, chain and shield, dagger, sword, +1 hammer; str. 11, int. 9, wis. 10, dex. 13, con. 15, cha. 12. Feldoc — neutral 4th level fighter, 20 hit points, chain and shield, +2 dagger, sword; str. 16, int. 8, wis. 14, dex. 10, con. 11, cha. 13. Vorje — neutral (tending towards chaotic evil) 3rd level fighter, 13 hit points, chain and +3 shield, dagger, sword, +1 axe; str. 10, int. 15, wis. 8, dex. 17, con. 9, cha. 16. All three are subject to being bought off if the price is right, but Vorje is quite greedy. The commander of this area has a 10% chance of happening by during any given encounter. (See #6, *Old Town Barracks*, for details of the commander and his typical company.)
2. **Silvery Mart:** This place is named for the number of fish and fish scales around — not for its contents in precious metal or its general appeal. It seems rather smelly, in fact, to those not used to such a place. The various stalls and booths located around it during the daytime are filled with fish, eels, and the like. It is seldom visited by anyone of importance, and mainly fishermen, sailors, fishmongers, and goodwives shopping for dinner will be found here. If the owner of the fifth booth on the east side (counting from the north) is engaged in conversation, he will relate a tale about his adventure on the Lake of Unknown Depths, where a very friendly mermaid told him of the City in the Lake. If bribed with no less than 10 gold pieces in goods or cash he will draw out a map showing where he thinks the fabled city lies beneath the waters (he is right), and he will warn whomever it is he is telling about it that there is a dreaded monster guarding the crystal steps down to the city. He can tell nothing more. (See #56, *Society of Sages*, for details of which sage knows what about the legend of the City in the Lake.)
3. **Anchor Tavern:** A generally unremarkable drinking and eating establishment — average cost, fair beer, ale, and white wine; mostly fish and similar food. It is frequented by typical fisherfolk, a few mercenaries (1-6 at any given time); and sailors (2-8) of the fresh water sort. There is a 20% chance that the Master Thief, Quaggy the Quick Fingered, will eat his noon meal there (see #39). After 10:00 P.M. there is 50% chance that the place will be visited by Radvar, superhero with 1-4 of his lieutenants, as this buccaneer is enamoured of the serving wench who also dances at the Anchor. (See #11, *Riverman's Hostel*.) The girl, Kyleen, is both pretty and friendly. If she has been approached by any character, it is 90% likely that she will be sitting with him when Radvar and company appear, and Radvar is VERY jealous.

This item is only one of the many popular playing aids for DUNGEONS & DRAGONS produced by TSR Hobbies, Inc. Other D & D accessory items currently available include:

Dungeon Geomorphs, Set One (Basic Dungeon)	\$2.49
Dungeon Geomorphs, Set Two (Caves & Caverns)	\$2.49
Dungeon Geomorphs, Set Three (Lower Dungeon)	\$2.49
Outdoor Geomorphs, Set One (Walled City)	\$3.49
Monster & Treasure Assortment, Set One (Levels One to Three)	\$2.49
Monster & Treasure Assortment, Set Two (Levels Four to Six)	\$2.49
Monster & Treasure Assortment, Set Three (Levels Seven to Nine)	\$2.49
D & D Character Sheets Pad	\$2.98

Other future releases include additional Outdoor Geomorphs sets (Castle/Fortress), and additional Geomorphs sets (Ruins).

TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules. A complete catalog on the entire selection of TSR items is available for \$2.00 from TSR Hobbies, POB 756, Lake Geneva, WI 53147. Please add \$1.00 to all orders, regardless of size, for postage and handling.