

[Read ebook] Legends Lairs: City Works

## Legends Lairs: City Works

*Mike Mearls*

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#1888559 in Books Legends Lairs d20 2003-08-26Original language:EnglishPDF # 1 11.25 x 9.00 x 1.00l, 1.60 #File Name: 1589940970176 pages | File size: 70.Mb

**Mike Mearls : Legends Lairs: City Works** before purchasing it in order to gage whether or not it would be worth my time, and all praised Legends Lairs: City Works:

0 of 0 people found the following review helpful. I love this bookBy Eric McClureMan, I love this book! Fantastic for world building in gaming and writing. Sooooo worth having.0 of 0 people found the following review helpful. love it.By joseph hopkinsBook was a gift and was well received.17 of 18 people found the following review helpful. How does a city work?By JadoranApart from the Core DM-Guide this is the best sourcebook I've read so far. It gives a DM much needed help regarding questions like "How big is the city guard in an average town" or "how big has a town to be to plausibly entertain a thieves guild" (and how does it work). In general it tells You how to build a realistic city. It gives good and solid background on things like power-centres within a city, types of cities, their size depending where they grow and so on. It gives good rules on city adventures and city characters.The graphics are... ok (Of course You easily become spoiled by the core-books) and I "missed" a chapter about "realistic" sewers in a fantastic/medieval city, as this is a part, where a lot of adventure takes place. Also a chapter about "arabic" towns with bazaars etc. would have been an icing on the cake.There is a lot on randomized city construction which I probably won't use a lot - but thats personal.Summing up: You find a lot in this book which You don't find anywhere else, a really good buy, even if You use a different RPG-system.

The Legends Lairs line of sourcebooks expands the options for any d20 game, providing new rules and statistics for

everything from new races and character options to traps, treachery, and adventuring on the high seas. Citycraft is a complete guide to running d20 adventures and campaigns in urban settings, rather than in dungeon or wilderness settings. From small hamlets to vast medieval cities, from taverns and guildhalls to palatial estates, Citycraft brings urban centers to life.