

THE WEIRDLING WORLD OF **JORDOBA**TM

**CITY ADVENTURES FOR
JORDOBA 3D MODELS**

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Sample file

CITY ADVENTURES FOR JORDOBA 3D MODELS

This pdf is meant as a companion-piece to the City of Jordoba Kickstarter, with suggestions for designing city adventures in general, but specifically for adventure design using tabletop city terrain. Using 3D printing to prepare terrain has two significant advantages and one disadvantage. The advantages are that the terrain is incredibly low-cost, and that you can choose pretty much exactly what you want to use. The downside, of course, is the time it takes to print terrain ahead of time.

[LINK TO THE KICKSTARTER](#)

City adventuring is almost as old a tradition in D&D as dungeoneering. The book – and the map – that paved the way for it was City State of the Invincible Overlord, published in 1976. By the publication of the Dungeon Master's Guide for Advanced Dungeons & Dragons in 1979 city adventuring was a definite staple of the game, evidenced by the iconic Dave Trampier picture of Emirikol the Chaotic wreaking havoc in a city street, and the presence of tables for generating city encounters. Given the difficulty of writing city adventures, most gamemasters treat cities as places either for random encounters or for “fast movement”

in between prepared locations. We'll talk about that a bit in the context of 3D terrain.

City adventures are more difficult to prepare for than dungeon adventures, because the characters generally have more freedom to wander around into areas you don't have anything prepared for, including printed terrain. On the other hand, they have one spectacular advantage, which is the third dimension. Dungeon-type adventures tend to stay linear in terms of tactics, whereas buildings instantly suggest balconies, roofs, and hiding places to the players. This can literally bring a new dimension to the game.

Jordoba is designed to emphasize the third dimension in tactical situations, which might not communicate itself purely from the Kickstarter page. That's why we've put together this pdf, to show some of the design skeleton of the city and how it integrates with a city adventure.

Part One covers the various types of city adventures and suggestions for the most efficient way to prepare for them with a 3D printer.

Part Two addresses the creation of mission-based city adventures.



PART ONE: TYPES OF CITY ADVENTURES

For starters, let's go through a quick list of the different types of city adventures that you might end up running with your players.

REPROVISIONING

A lot of the time, characters visit a city just to reprovision, get some healing, sell treasure, and possibly identify a magic item or two. Unless you or the players are specifically interested in doing a city adventure of some sort in that game session, this is probably the most common type of interaction with a city during the game.

USING TERRAIN

You don't really need any terrain for this type of adventure: it's an interlude and 99% theater of the mind. However, there is one good reason you might choose to use at least a bit of terrain in this type of adventure, especially if you do absolutely all the rest of your gamemastering using terrain. It's fairly simple – you don't want to create a “gap” that completely erases the significance of the time spent in what's a “cut” scene. So, the way to approach this is the question of that goal – what's important in a non-tactical cut scene? The answer, I think, is to create the mood of a city, just a general sense. That can be achieved with a single “scene” rather than trying to actually move the miniatures around in any tactical way. It's a place to park them in a meaningful setting while the theater of the mind action takes place. Things that are characteristic of a city include city gates, a single intersection focused on one larger building or with a central statue, a marketplace, or the entrance to a temple. You're looking for something that's characteristically and archetypally “city.” Since it's just an interval in the adventure, you probably also want something you can clear away quickly for the terrain that actually counts in later events.

Our suggestions for using the City of Jordoba terrain in this way would be:

The Den of Thieves set, used without printing out the second side of the square. Even though it's got some completely open edges, it gives a diorama type of appearance that works well for a mood-setting and takes less time to print. We're going to return several times to the Den of Thieves set, because it's built to serve as several different locations, with minor substitutions to the component pieces, even in the course of a single adventure.

The Bazaar set, used without filling in all of the edges of the square. Again, for this kind of mood-setting scenario, the diorama-like half view works just as well or even better than surrounding the figures with relatively high terrain pieces.

RANDOM ENCOUNTERS

If you are running a city adventure that's focused on random encounters, your objective is to have tactical terrain that can be put down very quickly, so you don't break the flow of the game. It's also useful to have an assortment of pieces, because if you have more than one encounter, you're going to need to vary up the terrain. This type of adventure requires more printing than any other type, so it's not a good idea to attempt this with only a week of available printing time. However, there's a good shortcut that can allow you to prep very quickly for this type of adventure assuming that you're not focused on having a perfect city replica for the players to admire.

THE SHORT CUT: ROOFS ONLY

If you need to run a city adventure and you don't have much lead time for the printing, consider printing several roofs to use as markers for buildings rather than trying to print entire buildings. It loses you one of the main benefits of city terrain, which is tactics reaching into the third dimension, but it lets you create a tabletop that's far better than just a battlemat, and to do it in a fraction of the time required for a full-scale city.

Psychologically speaking, the moment you put a lot of roofs down on the table, your characters are going to manage to end up on the rooftops. Rooftop chases are a staple of city gaming, and the fact that the only visible hint is rooftops will absolutely guarantee that the players use that resource.

The rooftops in the city of Jordoba have one definite advantage for this sort of adventure, which is that most of them are flat. Highly-peaked roofs from a Tudor-architecture set have the problem that minis don't stand on them easily. Fat Dragon Games does have an attachable piece to solve this problem, giving a mini a place to stand on an angled roof, but as a general matter flat roofs work better for placing minis on them.

For an adventure of this sort, we recommend using the following roof pieces to establish enough variety