

# LOW CITY STREETS

## BACKGROUND

Bharzul City has 4 distinct districts within the walls, the Low City, Mid City, High City and Stone Palace. Each is built onto a separate terrace on the mountain side and are primarily connected by the grand lifts.

The low city is where the majority of the population live, and although densely populated is broken into smaller communities that are each self-sustaining for the most part. This leads to friendly competition and rivalries. From the outside many of the buildings seem small, but they often extend into the rock face behind and there are as many streets and passages in the mountainside as out on the terraces.

Many homes on the low city are also places of work. Each community is centred around a marketplace

or plaza of some kind where trade takes place, and it is common for each household to have a dedicated space in their home for the creation of curation of whatever their specialty is. In this way trades are usually passed down through generations within a family as children are exposed to them very early on.

### SIZES

GRID	34x22 (300DPI)
VTT	4760x3080 (140DPI)
PRINT	A1/ANSI D

ROOM	NAME	DESCRIPTION
01	Civic Space	Small communal spaces like this are common throughout the city. Some have specific purposes like shrines or gardens, but many are open spaces curated by the local community.
02	Underground Passage	Those who know the city well can travel around without ever going outside, but for newcomers it can be very easy to get lost in the maze of interconnected tunnels and levels. This is also a big home advantage if the city were to ever be invaded.
03	Communal Entrance	Many buildings appear to be a single dwelling from the outside but are in fact multiple connected homes.
04	Brewers House	
05	Grocers House	
06	Engineers House	
07	Elevator	
08	Waterway	
09	Leatherworkers House	
10	Scribes House	







ROOM	NAME	DESCRIPTION
11	Barbers House	
13	Large House	
14	Elevator	
15	Waterway	
16	Roof Terrace	

