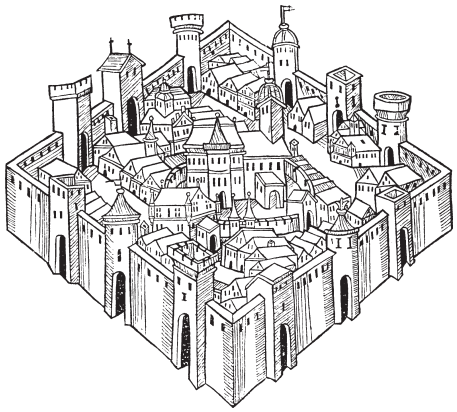
City Builder

A Guide to Designing Communities



By Michael J. Varhola, Jim Clunie,
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A Guide to Designing Communities

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Table of Contents

Introduction 7
About This Book....7
Viewing This Book....8

Chapter 1: Communities 11
Features of Communities 11
Regional Influences....11
Racial Influences....12
Types of Communities....13
Small Communities....13
Towns....14
Cities....15
Special-Purpose Communities....16
Buildings 18
Physical Characteristics of Cities 19
Fortifications....20
On, Above, and Below City Streets....22
Lighting....23
Disasters 24
Dealing with Disasters....26
Impact of Disasters on Communities....26
Effects of Disasters on Places....28

Chapter 2: Craftsman Places 31
Armory 31
Arsenal 33
Blacksmithy 34
Carpenter 35
Clothier 36
Glassmaker 37
Jeweler 38
Leatherworker 40
Sculptor 41
Stonemason 42

Chapter 3: Entertainment Places 45
Carnival 46
Menagerie 48
Museum 49
Park 50
Racetrack 51
Theater 53

Chapter 4: Professional Places 57
Guildhouse 57
Hospital 59
Mages' Lodge 60
Training Hall 62

City Builder

Chapter 5: Tradesman Places 65
- Apothecary 65
- Brewery 67
- Livery Stable 68
- Lumber Camp 69
- Mill 71
- Slave Pen 74
- Tannery 75

Chapter 6: Mercantile Places 79
- Bank 80
- Brokerage 81
- General Store 82
- Marketplace 83
- Pawnshop 85
- Trading Post 86
- Warehouse 88

Chapter 7: Service Places 91
- Barbershop 92
- Bathhouse 93
- Hostel 94
- Inn 96
- Rooming House 98
- Kitchen 99
- Restaurant 100
- Tavern 102

Chapter 8: Scholarly Places 105
- Academy 106
- Alchemist's Workshop 107
- Fortune Teller 110
- Library 111
- Scriptorium 113
- Scrollshop 114
- Wizard's Tower 116

Chapter 9: Religious Places 119
- Cemetery/Graveyard 120
- Monastery/Convent 121
- Shrine 124
- Temple 125

Chapter 10: Governmental Places 129
- Audience Chamber 130
- Barracks 131
- Courthouse 133
- Guardhouse 134

Table of Contents

Harbor and Habormaster's Office 135
Jail 137
Manor House 139
Palace 140
Prison 142
Workhouse 142

Chapter 11: Underworld Places 147
Brothel 148
Gambling Den 150
Pit-Fighting Ring 153
Thieves' Guild 154
Sidebar: Assassins' and Beggars' Guilds....157

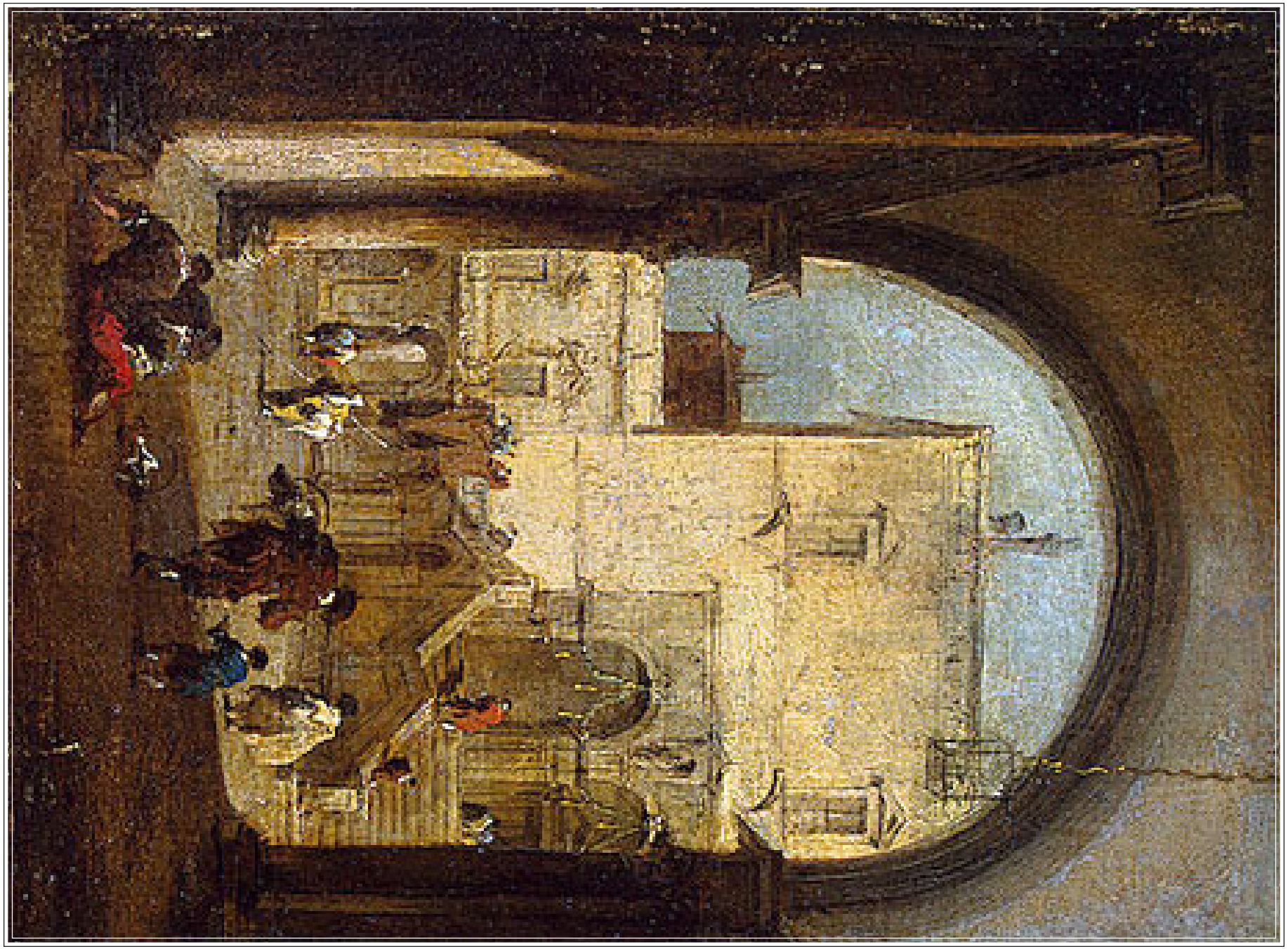
Appendix I: Guilds 159
Guild Organization....159
Random Guild Generation....159
Common Guild Regulations....162

Appendix II: Inn and Tavern Generation 165

Open Game License Version 1.0a 170

Skirmisher Product List 173
Skirmisher Electronic Products....173
Skirmisher Analog Products....174





The Mill (1648), by Rembrandt van Rijn

Introduction

Characters in a typical fantasy role-playing game setting spend much of their time trudging through teeming wilderness, exploring forgotten ruins, and risking the hazards of subterranean dungeon complexes. Before and after such adventures, however — and sometimes even during them — characters often visit a wide variety of places to buy and sell weapons, armor, and other equipment; consult with or hire mercenaries, tradesmen, scholars, and various sorts of specialists; and participate in training and other activities related to their vocations.

The various types of communities where adventurers perform these and other functions is the subject of this book. It has not been written with any particular game system in mind and is intended to be useful for Game Masters building a wide variety of ancient, medieval, and fantasy communities.

In many game campaigns, visits to such communities and the essential places within them are often given short shrift, and dispensed with in the most perfunctory way. Not every visit to such non-adventuring venues needs to be played out, of course, and it is perfectly appropriate that many not be. Periodically role-playing visits to various essential places, however, can serve a number of useful functions.

Communities of various sorts often serve as the starting and ending points for all sorts of ventures, and uncounted parties of adventurers have begun and ended their quests in the marketplaces and taverns of the villages, towns, and cities of the game world. Communities themselves can also serve as locales for exploits of all sorts, especially those involving skill use and role-playing rather than battle, with encounters and characters much different than those typical of the usually-more-dangerous wilderness and dungeon environments. Even campaigns encompassing long overland travels or voyages at sea will likely involve occasional stops at settlements or ports to obtain supplies and services beyond what characters in a party can carry or provide for themselves.

Indeed, one of the things that distinguishes a campaign from an unrelated series of dungeon crawls can be the downtime between adventures. Many parties will return again and again to a well-established base of operations, a place where the adventurers can heal up, resupply, and train. Providing a detailed community in which to perform these tasks establishes a sense of continuity, provides a stronger rationale for player characters' progression in competence and ability, and helps tie together adventures into a cohesive whole. Game-world communities are, unfortunately, often not as interesting or unique as they could be, and the intent behind this book is to provide Game Masters with a resource for making the communities in their worlds more plausible, memorable, and exciting.

Visits to places that have been given interesting details and added dimensions can reinforce the feeling that the characters live in a real, vital, interconnected world. This will seem especially true if various fundamental places and the people associated with them are affected by the same sorts of factors present in the milieu as the player characters are.

Finally, Game Masters can often use communities and the relevant places within them both as locales where player characters might meet non-player characters who might be useful to them or otherwise influence their fates, and as opportunities to insert adventure hooks of various sorts.

About This Book

Each of the 11 chapters in this book begins with a brief overview of the sorts of places discussed in it and then details a number of such places, as described below.

Chapter 1: Communities discusses villages, towns, cities, and other locales and covers such things as types of communities, regional and racial influences on them, and the sorts of calamities that can affect them and their inhabitants. This chapters's section on "Physical Characteristics of Cities" contains some material derived from Wizards of the Coast's v.3.5 System Reference Document, which is used under the terms of the Open Gaming License. Content in each of the other 10 chapters in this book is completely new and original.

Chapter 2: Craftsman Places explores the locations associated with people who make things and to which characters must frequently go when they need to purchase or commission armor, weapons, clothing, and any other kinds of custom-made or special items. Places it covers in detail include Armories, Arsenals, Blacksmithies, Carpenters, Clothiers, Glassmakers, Jewelry Shops, Leatherworkers, Sculptors, and Stonemasons.

Chapter 3: Entertainment Places visits the locales

to which people in the game milieu may go for leisure and recreation. Specific places of this sort that it covers include Carnivals, Menageries, Museums, Parks, Racetracks, and Theaters.

Chapter 4: Professional Places discusses institutions that characters might need to visit in order to advance in their vocations, or to which others might need to go for information or various services. Specific places of this sort described in this chapter include Guildhouses, Hospitals, and Training Halls.

Chapter 5: Tradesman Places examines places occupied by various sorts of specialized individuals that player characters might periodically need to visit. Specific places described in it include Apothecary Shops, Breweries, Lumber Camps, Mills, Slave Pens, and Tanneries.

Chapter 6: Mercantile Places deals with wealth in its various forms and the locales where characters go to liquidate, spend, and safeguard the loot they acquire in the course of their adventures. They are, naturally, among some of the most visited places in many campaign settings. Places of this sort described in this chapter include Banks, Brokerages, General Stores, Marketplaces, Pawn Shops, Trading Posts, and Warehouses.

Chapter 7: Service Places covers locales that characters visit to fulfill their needs for things like food, drink, sleep, and personal hygiene and include some of the most quintessential places associated with fantasy role-playing games. Such places described in this book include Inns, Taverns, Barbershops, Bathhouses, Hostels, Kitchens, Livery Stables, Restaurants, and Rooming Houses.

Chapter 8: Scholarly Places looks at places characters go to ask questions of their knowledgeable inhabitants or purchase goods and services from them. Places of this sort described here include Academies and Colleges, Alchemists, Fortune Tellers, Libraries, Mages' Guilds, Scriptoriums, Scrollshops, and Wizards' Towers.

Chapter 9: Religious Places describes locations characters can visit to fulfill various spiritual needs, meet with the people associated with them, or try to commune with the gods or their agents. Such places described in this book include Cemeteries, Monasteries and Convents, Shrines, and Temples.

Chapter 10: Governmental Places examines sites associated with and controlled by the ruling powers of a community or state. Characters might decide to visit such places for any number of reasons, but might also find themselves summoned or unwillingly taken to some of them. Specific places of this sort described in this book include Audience Chambers, Barracks, Guardhouses, Harbors and Harbormasters' Offices, Jailhouses, Manor Houses, Municipal Courthouses, Palaces, Prisons, and Workhouses.

Chapter 11: Underworld Places describes those venues associated with criminals and the seamy underside of society. Places of this sort that adventurers might visit for business or pleasure include Brothels, Pit-Fighting Rings, and Thieves' Guilds.

Overall, the intent of this book ais to provide Game Masters with concrete information about how to create communities and places within them for use in their own fantasy roleplaying campaigns and to inspire them to develop places that are believable, colorful, and exciting for their players' characters to visit.

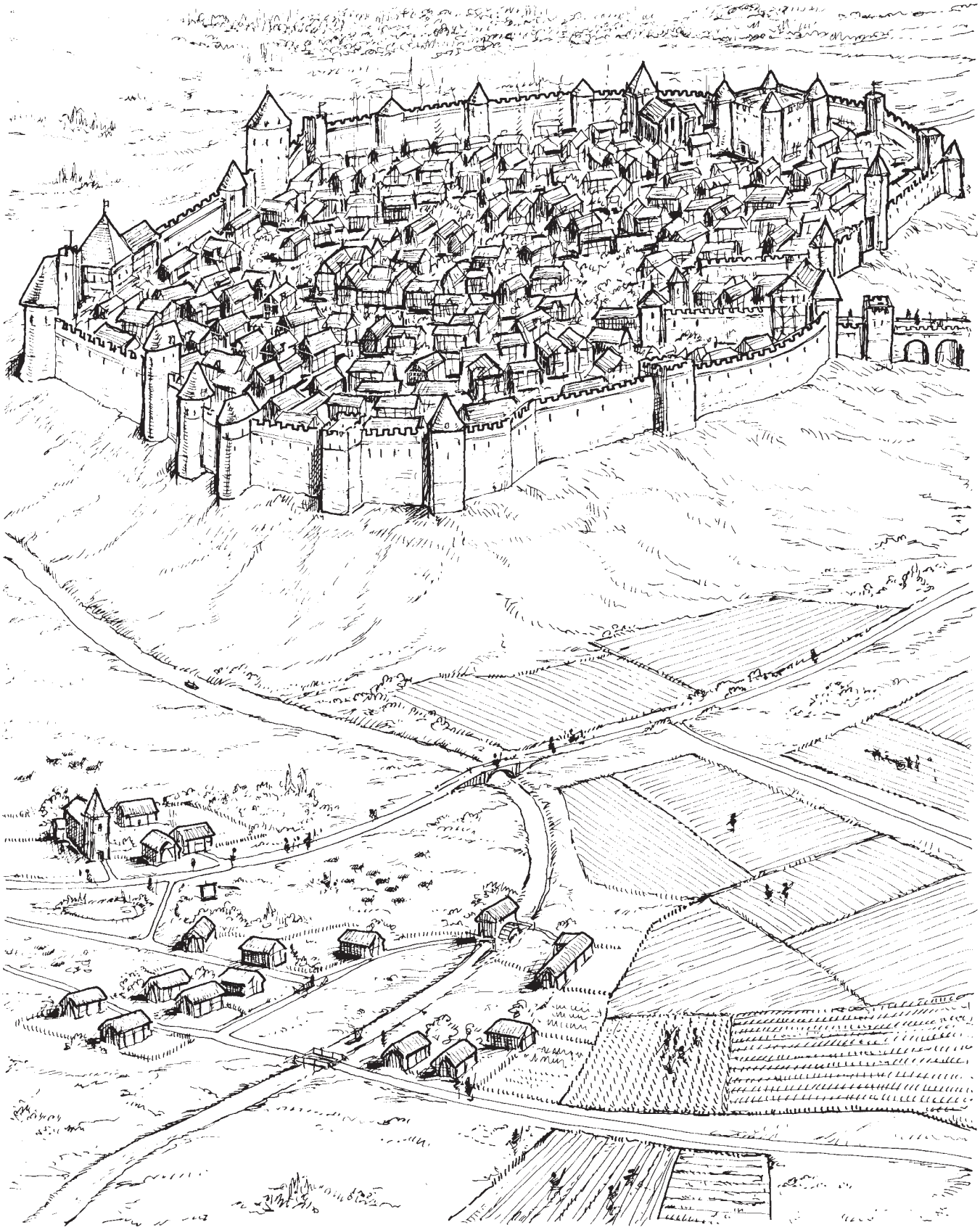
City Builder has also been written so as to be fully compatible with the various existing Skirmisher Publishing LLC d20 publications, including *Experts v.3.5*, *Warriors*, and *Tests of Skill v.3.5*.

Viewing This Book

This book has been designed to be as user-friendly as possible from both the perspectives of printing out for use in hard copy and viewing on a computer screen. It has been laid out like a traditional print book with the idea that each even-numbered page complements the odd-numbered page that it should face (e.g., the cityscape of Delft is intended to face and illustrate the beginning of Chapter 1: Communities on page 11).

Similarly, chapters that end on an even, left-hand page are illustrated with an image on the facing odd, right-hand page. This will make the book display better and be more attractive for those who wish to print it out and bind it, and it is for this reason alone and not a desire to lengthen the book with extraneous art that this is done.

With the above in mind, the optimal way to view and enjoy this book would be to print it out and organize it in a binder so that the pages are arranged as described above. This is by no means necessary, however, for using and fully benefiting from *City Builder* and its contents.



View of Delft (1661), by Johannes Vermeer.

Chapter 1: Communities

Features of Communities

Most communities in the game world are inhabited by a populace with similar or overlapping backgrounds, goals, interests, and concerns (there can, of course, be marked exceptions to this rule, as with communities in the throes of division and crisis, or those in which there has been historic isolation and oppression of a weaker group).

Populations in smaller communities tend to be racially homogenous; generally have a relatively narrow gap between their richest and poorest members; are often comparatively egalitarian or democratic in nature; generally enjoy limited privacy, probably no anonymity, and tend to know everyone else; and generally suffer or benefit fairly equally from conditions affecting the community overall.

Populations in larger communities are much more likely to be racially diverse; to have a distinct economic gap between their richest and poorest members; to have power concentrated in the hands of a few individuals or families, to have a politically disenfranchised underclass, and to have the bulk of the residents fall somewhere between these two extremes; tend to value their privacy, to have many individuals about whom little is widely known, and who generally mind their own business as much as possible; and to enjoy benefits or suffer detriments that are often not distributed equally.

A single major community — anywhere between a large town and very large city in size — might compose a small nation-state. In addition to its main community, such a small state might also include a number of nearby villages or smaller towns, mostly dedicated to producing food for the capital. Despite their relatively small size, such countries that evolve from single cities can often become quite influential and powerful. Small states of this sort will may well be the norm in ancient, medieval, or fantasy game milieus.

A large nation-state might comprise many communities — including scores of cities, hundreds of towns, and thousands of villages and smaller communities. Such larger countries may be divided into several major regions, each containing perhaps one to three cities and numerous smaller communities. Although such states will likely have some form of central government and a unified foreign policy, individual communities might have significant control over the administration of local and regional affairs.

Even subject communities might operate with a great degree of independence, especially if they have sufficient political clout or distance from their suzerain to insist upon it, or if such semi-autonomy is to the advantage of their ultimate overlords. Indeed, in certain looser forms of government — such as confederations, leagues, and weak feudal states — the overall ruler may hold power only by the cooperation of a number of lords or electors, or the central government body might only convene yearly or at longer intervals, or in times of crisis.

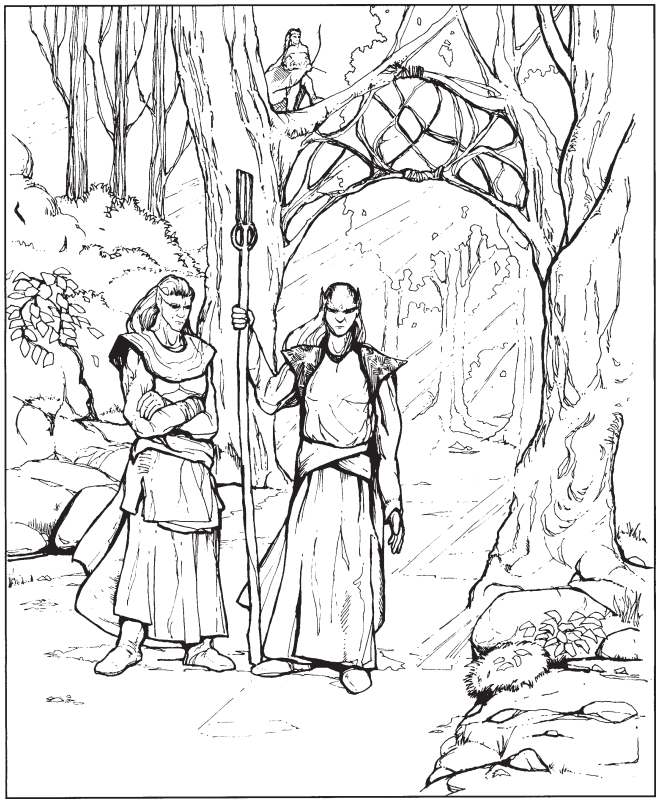
In any event, communities tend to value whatever independence they can obtain and many will engage in protracted negotiations or even military action to obtain charters granting them the rights they desire. Lords are often willing to grant such charters to mercantile and manufacturing communities, which can generate income far beyond that possible for rural estates, in exchange for cash payments (such cash-hungry aristocrats, of course, might seek to replace city governments that do not adequately serve their needs).

One way or another, individual community governments might operate and be constituted much differently than the national governments to which they are ultimately subject. Local governments might be influenced by such things as a desire to preserve traditions from the community's history, a drive to experiment with model forms of government proposed by various philosophers, and a need to adhere to unique local circumstances.

Regional Influences

Where a particular community is located is one of the most critical factors in how it will develop. Indeed, major terrain features like rivers, lakes, seas, mountains, valleys, forests, hills, swamps, islands, and deserts can be some of the most significant determining factors in why a particular community was established, the form it takes, its economic basis, and how large and successful it does or does not become.

Communities established in areas of rich farmland, for example, may be able to produce food in surplus of their needs, allowing them to both maintain a well-fed populace and engage in trade with communities less fortunate. Communities without access to much or any superior farmland, on the other hand, very well may



not be able to support large populations and may never grow into more than villages or small towns. In the absence of resources like mineral wealth or various service industries, the peoples of such communities likely become the political dependants of more powerful neighbors.

One of the things that distinguishes some communities from others and can provide them with immeasurable political and mercantile benefits is their situation at some intrinsically valuable location, such as a land bridge between continents, the delta of a key river system, a deep-water harbor, or a strait connecting major bodies of water. In a fantasy campaign setting, exploitable natural phenomena might include volcanoes, areas of high or low magical power, or gateways to other worlds or planes of existence.

Just as a strategic location can make a community the envy of its neighbors, however, so, too can it become a liability by making it a perpetual target for subjugation. A city that has something worth taking constantly has to protect it, and nation-states that fail to do so will lose vital portions of their lands, become occupied by foreign powers, or be annihilated.

Major terrain features like those noted above can also limit how far a particular community has naturally expanded and determine any major lines of defense against foreign invaders, such as a major river beyond which the community's troops do not venture, or a strategic pass controlled by a vital fortress that may have changed hands many times. Areas that are beyond the control of any of the surrounding civilized states will likely remain debatable in legal status and a haven to whatever outlaws, monsters, and highly-skilled adventurers choose to make their home there.

Racial Influences

Another factor that can affect the form or organization of a community is the various peoples who live within it. The presence of non-Human races and cultures, for example, adds to the exotic nature of most fantasy campaign settings and influences the location, structure, appearance, and other key elements of communities. Indeed, communities in a fantasy milieu may consist partly or entirely of such non-Human populations, which might range in size from individual aliens, to pockets within large, predominantly Human communities, to nation-states consisting almost entirely of non-Humans. The possibilities are only limited by the Game Master's imagination and concept for the fantasy milieu that he wishes to create for the enjoyment of his players.

In many ways, the influence of the non-Human community is likely to resemble, in a somewhat modified fashion, the different relationships that foreign-derived Human communities have historically held with their neighbors. Its members may be considered equal citizens of the parent community. On the other hand, the non-Humans may be politically independent or semi-autonomous to some extent, perhaps governing themselves differently than Humans, or the non-Human community could be disenfranchised, either ignored by the community's rulers or viewed as a threat to be stamped out. Its members may contribute unique benefits to the parent community, possibly in the form of monetary, magical, or military aid. An interchange of technology, beliefs, and customs may alter both societies, perhaps with one culture introducing sweeping improvements in one or more areas.

It is also possible that the populations of two or more

sentient communities could be largely unaware of each other's existence. A sequestered community of submarine Elves in the great bay adjoining a major city might be invisible to its Human inhabitants, and might themselves be largely ignorant of the fact that other people have settled the lands beyond their holdings, possibly centuries before, gaining some inkling of this only when violence or the elements drive vessels and their contents beneath the waves and into the watery realm below.

Types of Communities

Most communities can be broadly classified as villages, towns, or cities. There are also various sorts of special-purpose communities that can play a role in the game, such as communes, prisons, plantations, and military bases, and these are all described either in this chapter or elsewhere in this book. The size of a particular community will play a big role in determining what sorts of essential places are present within it. In general, the larger the community, the more sorts of specialized craftsmen, goods, and services it can support.

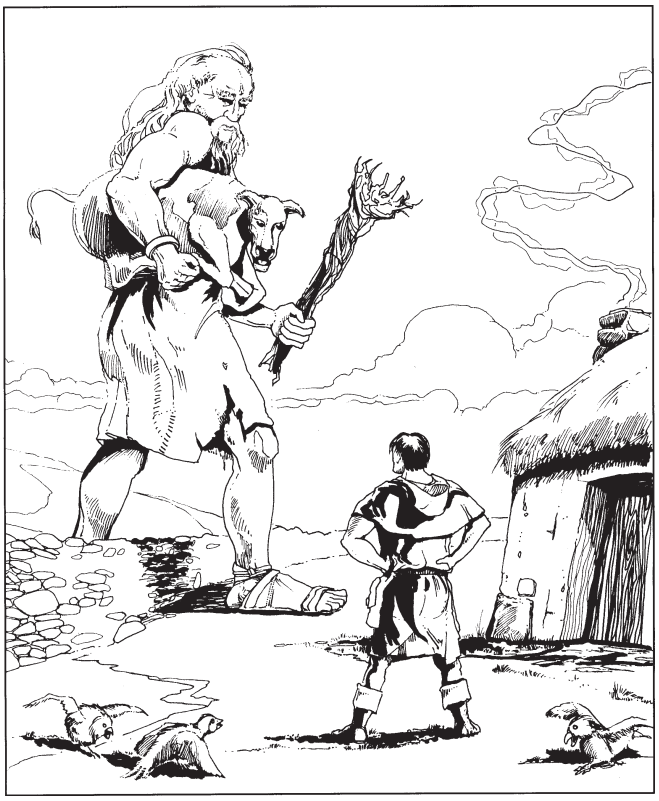
Size of most communities is also closely linked to their proximity to natural resources or trade routes, so the GM should have some plausible reason for why a particular community has attained the size that it has. Communities with little to offer new residents will remain at their current size, or possibly even shrink if the pickings are scarce — perhaps leaving amenities intended for a much larger population to fall into disuse or to be adapted for different purposes. On the other hand, events like establishment of a new trade route or discovery of a previously unexploited resource might cause a period of expansion. Being based in such a "boom town" can make for many exciting adventure hooks, as well as providing adventurers with a familiar base of operations that could plausibly grow to meet some of the more complex needs of higher-level characters.

Small Communities

Many sorts of communities smaller than true towns exist, and the vast majority of communities in worlds that function largely like our own will likely be agricultural in nature. Such communities will be the norm in the relatively unorganized borderlands, marches, and wildernesses along the frontiers of many nations in which many adventures take place.

Thorps are the smallest sort of communities and are typically home to just 20 to 80 inhabitants. Any particular thorp is 50% likely to be non-permanent in nature and dedicated to seasonal activities — like hunting, fishing, or logging — or to governmental projects. It is 30% likely that all the inhabitants of a permanent settlement will be somehow related; a thorp might have one or several family heads, although such de facto community leaders are unlikely to have any formal titles and typically hold an ill-defined equality of status. If not dedicated to some specific activity, the resident of thorps often subsist as beggars, bandits, hunter-gatherers, scavengers, or the like, or are migrants or refugees from a neighboring nation. It is only 40% likely that any particular permanent thorp will have a name. Buildings generally consist only of temporary or semi-permanent structures like lean-tos, tents, shanties, and huts.

Hamlets are larger than thorps and are typically home to as many as 400 residents, but depend on larg-



er communities for amenities important to everyday life, such as purchase of necessary tools and supplies, religious worship, or local government. It is 30% likely that such a community is only temporary and occupied either seasonally or until completion of a specific project, such as a section of road, a castle, or a temple. If permanent, a hamlet generally has no firm economic base or organized government, and its inhabitants typically work as subsistence farmers, hunter-gatherers, or craftsmen. Residents of non-permanent hamlets are typically laborers engaged in governmental projects; people engaged in exploiting some resource, such as seasonal harvesting of wild plants, hunting of saleable fur or meat animals, prospecting for precious metals or gems, or scavenging from ruins; or even bandits or equivalent lawless groups, including irregular military forces like rebels or unemployed mercenaries. Prominent residents of a hamlet might hold some sort of outside authority — such as bosses of a work group, priests, or rebel officers — although typically no particular post of leadership exists for the hamlet itself, which is more often recognized as a locality than a community. Buildings in a hamlet might include permanent longhouses or huts, along with those found in thorps.

Villages are communities of up to about 1,000-or-so residents that have some sort of organized government and a particular economic basis (e.g., farming). A typical village might have up to a half-dozen industries, three of which will almost always be a blacksmith's workshop, a mill, and a brewery in a farming community (i.e., a miller to grind grain and a blacksmith to forge and repair agricultural tools, and a brewer to convert grain into beer).

Buildings in a village are mostly permanent in nature and consist largely of such things as longhouses and sunken huts. If constantly threatened, a village might also include some sort of simple defenseworks, such as a palisade, a fence of sturdy thorn bushes, a watchtower into which people can flee if the community is attacked, or even a fortified temple. The residents of any particular village might also be organized into some sort of militia, especially in areas perpetually menaced by various threats.

Communes are inhabited by people who share a similar ethos and follow the same spiritual beliefs. Such communities generally look and function much like regular villages, albeit often with the addition of one or more religious structures. A commune might be established for any number of reasons, such as devotion to an agricultural or wilderness deity, proximity to some holy site, or religious beliefs that differ enough from those of the general population enough that its worshippers need or prefer to live separately.

About half of all communes are led by priests of some sort, while the other half are led by non-ordained prophets of religious movements branded eccentric, heretical, or forbidden by the outside world. A very small commune might consist of a leader and his extended family or immediate followers, numbering up to a couple of dozen people; a large one might include a high priest, a clerical staff, and 500 or more members total, many of which would likely be common folk (e.g., farmers and possibly their families on an agricultural commune).

Many buildings on a commune will be substantial and permanent in nature, and might include a temple or other devotional structure; housing for clergy and other members, possibly segregated by gender; various huts, barns, granaries, and storage buildings on a farming commune; and appropriate workshops if it is devoted to some sort of craftwork.

Other sorts of small communities might also exist in the game world. Non-permanent communities consisting of tents, wagons, or boats might be used by nomadic bands of various sorts and resemble thorps or hamlets in their numbers of inhabitants and organization. Boom towns might spring up in formerly isolated or unsettled areas where a particularly rich resource has been discovered or a region of desirable land has been opened for acquisition; a rush of fortune-seekers may flood in, erecting temporary structures on land that they may or may not own legally. Such places might have organization and facilities comparable to a thorp, a hamlet, or even a village, but have a population in the thousands. Such unstable conditions very often breed disease, hardship, exploitation, crime, and violence.

Towns

Towns are substantial, permanent communities that often feature a wide variety of industries, quite possibly have some racial diversity, and are typically home to at least 2,000 inhabitants and as many as 5,000.

Towns often have several recognized districts and even suburbs. They also generally require a more complex and organized system of governance than villages

and are often run by a permanent body, such as a citizens' council headed by a mayor. In addition, towns almost always have central markets that are used by people from surrounding villages and other small communities to sell and trade the produce of field and forest, and as an outlet for local craftsmen and tradesmen to provide their various goods and services. Unlike villages, towns are typically not self-sufficient in food, making their populations dependent on the markets that have allowed their communities to prosper.

Industries associated with towns include fundamental ones required by their inhabitants on a daily basis — such as greengrocers, bakeries, butcheries, fishmarkets, mills, blacksmith shops, and breweries — and about a third will also be noted for some other craft or activity in particular, making them a destination for people hoping to either participate in those pursuits or acquire the products associated with them.

Structures associated with towns are generally substantial, permanent, and diverse, and might include a variety of public or governmental structures, such as town halls. Towns might also — depending on their resources, configuration, and prevailing threats — have defensive walls or fortifications large enough to hold all of the local residents for short periods of time, the latter often situated on the highest point within the community. Such defenseworks will typically be built and maintained by a town's civic government or feudal ruler.

Cities

Cities are large, complex, diverse communities that are almost always located along the banks of navigable rivers, or on the shores of deep water bays, or major trade routes, and which have ample access to resources like food and fresh water for their populations. In a typical ancient, medieval, or fantasy game milieu, small cities are home to as many as 12,000 residents (one modern definition of a city, in fact, is a settlement of at least 10,000 residents); large cities as many as 25,000 residents; and metropolises as many resident as can be supported by the economic basis of the campaign setting, possibly hundreds of thousands or even millions. Many cities have some sort of significant commodity



exchange or industry associated with them (50% and 25% likely, respectively).

A city's head of government usually has at least the title of Lord Mayor (though often this personage will instead be a high noble of the realm or the ruler of an independent state, holding such titles as Duke, Prince, Doge, or Sultan) and presides over a council of representatives who each have a considerable constituency in the city and without whose organizational skills the administration of such a vast and complex system could not function.

Cities are often divided into multiple sections — often referred to as districts, precincts, quarters, or wards — that are sometimes separated by walls or even with movement between them controlled or interdicted by fortified gates. Each of these precincts typically has a different, specialized purpose and each might actually be similar in size to an independent town; possibilities include craft, trade, mercantile, academic, professional, service, temple, entertainment, underworld, government, residential, and military quarters, each of which might be further subdivided. Another common pattern is to allot one or more quarters primarily to particular nationalities or races, or to foreigners and visitors generally (both for purposes of providing them with suitable amenities and segregating them from the indigenous population).



Various sections of a city might be set off with distinctive boundary stones marked with specific sorts of symbols or sculptures. Respect for such official markers and adherence to them is generally taken very seriously by the community that has expended the time and effort to erect them. Such markers might also have some sort of reputed or actual magical properties.

Cities will almost always have substantial defenseworks and, whether independent communities or those that serve as strategic strongpoints for kingdoms or great nobles, will generally be walled and include towers and fortified gates (see Fortifications, below, for more information). Such defenseworks are frequently elaborate and imposing, are sometimes unique, distinctive, or aesthetically striking, and are often intended to intimidate and impress as much as to defend.

Another feature common to cities — and to many towns as well — is the presence of public fountains, which are often erected in prominent areas by civic leaders and organizations, both as public works intended to impress and as practical sites for residents or travelers to obtain water. Edifices of this sort are often reputed to have various magical properties, whether innately as a function of the spring water that flows from them or somehow deliberately imbued through the actions of some being or agency.

Special-Purpose Communities

Various sorts of special-purpose communities — including plantations and military bases, both of which are described here — can play a role in the game and provide an interesting change of venue from more traditional sites of habitation.

Plantations are substantial commercial farms worked by gangs of hired labor or slaves. Many communities of this sort have all of the characteristics of a village and are frequently nearly or wholly self-sufficient. At least half and as much as three-quarters of the population of a plantation will consist of laborers, and to the extent that such a community exhibits any demographic diversity the members of different racial or ethnic group may variously own, run, or work the

place.

Structures on a plantation typically include a home for the owner and his family if they reside at the site, barracks for overseers or guards, and quarters for laborers, along with the workshops, granaries, and other buildings associated with villages. Conditions on plantations typically range from comfortable for the owners, to adequate for the overseers, to often execrable for the laborers.

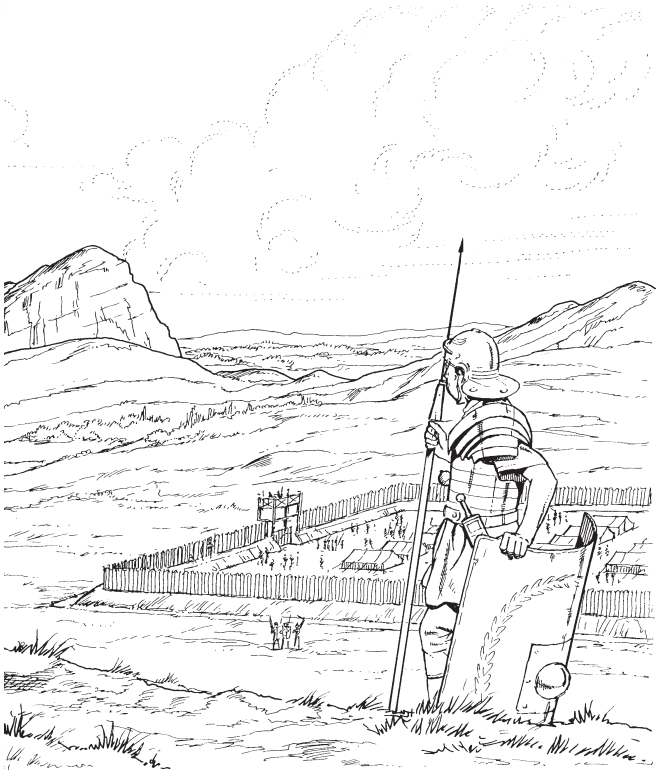
Communities like "company towns," where the sole local industry (e.g., a mine) and all associated resources are controlled by a single entity, generally conform to the characteristics of plantations.

Military bases are fortified communities owned and operated by standing armies, typically the armed forces of a state (although in a medieval setting other armed groups such as knightly orders or pirate brotherhoods might support equivalent facilities). Such places generally house one or more units of military personnel, store equipment, and facilitate activities like training, equipment testing, and field operations. Military bases can range from small outposts to military cities containing thousands of people. Most are dedicated to supporting a single military or paramilitary organization, such as an army, navy, marine corps, constabulary, militia, watch, or guard force.

Some military bases may belong to nations or states other than those in which they are located, and such facilities are characteristic of imperial powers in particular. Regardless of where they are located, military facilities are often extra-legal jurisdictions not subject to the prevailing civil laws of the land.

Names applied to particular sorts of military bases generally indicate their sizes, functions, or degrees of fortification. Such terms might include armory, arsenal, barracks, camp, depot, dock, facility, field, fort, fortress, garrison, installation, magazine, post, proving ground, reservation, station, or yard. A strategic defensive line might contain numerous interconnected bases, or effectively constitute a single large military base along its entire length (e.g., 70-mile-long Hadrian's Wall in northern England).

Whatever they are called or used for, military bases will generally employ stringent security measures, which might include walls, towers, fences, moats, buffer zones (e.g., marches), free-fire zones, and armed patrols. In campaign settings where magic is prolific, spellcasters might even serve as members of military



garrisons and apply their abilities to securing military bases or specific areas within them.

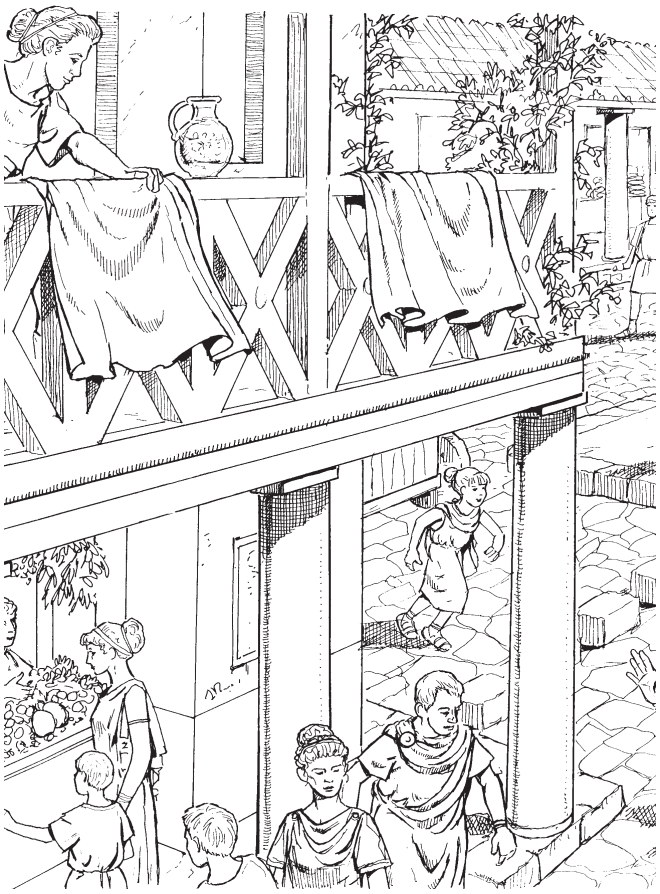
Other facilities within military bases may include command posts, barracks, armories, arsenals, workshops, supply depots, training areas, dining facilities, and stables. Depending on the purpose of a base or the ethos of its owners, such places might also include chapels, academies, gymnasiums, athletic fields, parks, baths, libraries, hospitals, and amenity vendors (e.g., sutlers). While bases in friendly areas might depend on nearby communities for support, those in frontier areas will likely have adequate stocks of food, water, and other supplies to function indefinitely on their own under hostile conditions or siege.

Not all societies will have military bases, and such special-purpose communities are likely to be maintained only by nation-states that are fairly large, well organized, and have standing military forces. Independent communities like bandit redoubts and some monasteries, however, might essentially conform to the characteristics of military bases.

City Builder

Buildings

In a traditional ancient, medieval, Renaissance, or fantasy campaign setting, many of the places characters need to visit before, during, and after their adventures will be located in the sorts of structures described here. In rural areas, villages, and other small communities, many businesses and other commercial venues will be located in one of two types of buildings: roundhouses and longhouses. Roundhouses, often also known as sunken huts, are generally square or round, built on top of a three-foot-deep excavated area, tend to be about 10 to 15 feet across, and consist of a single room that is used as a living area, a workshop, or both. Longhouses are generally rectangular and typically made of plaster-covered wood, with a living space at one end, a workshop in the middle, and an area for livestock or storage at the other, and might be anywhere from 10 to 30 feet wide and three or more times as long.



In towns, cities, and other urban areas, many of the venues adventurers need to visit are located in townhouses that are two to five stories in height, built side-by-side to form long rows separated by streets. Typically, the ground level of such a structure is used as a workshop and to conduct any necessary sales or business. A basement or back room, if present, might be used for storage or as additional work space. A first floor usually consists of a large dining area toward the front and a kitchen toward the rear of the house. A second floor is typically devoted to the master's bed chambers and perhaps rooms for other family members or guests. A third floor is generally used for servant and apprentice living quarters and a fourth floor or attic, if present, is typically used either for storage or extra living space.

Materials used for the construction of townhouses and other urban structures might include stone, brick, or plaster-covered timbers (with perhaps the former, heavier materials being used for the first few stories of a building and the latter, lighter materials being used for the upper stories, interior walls, and floors). Roofing for such buildings might consist of thatch, wood boards or shingles, ceramic tiles, slate tiles, or even lead sheeting, any of which might be sealed with pitch or similar substances. Doors tend to be simple but sturdy wooden portals with adequate locks and bars on their insides, although main entry doors are often larger and more decorative. What materials are used for a particular building will depend on the use for which it was constructed or adapted, the financial resources of its owner, and local availability of various building resources.

In some quarters of a city, especially industrial or poorer residential districts, smaller, simpler, one-story buildings — perhaps similar to those described as being typical of rural areas and small communities — might be used variously for workshops, businesses, residences, or storage areas.

Likewise, many bigger and more substantial buildings will also be present in urban areas, including large inns and taverns, businesses that require extra space for machinery and equipment (e.g., mills, tanneries, shipyards), and the like. Many such buildings will simply be larger, free-standing versions of the other sorts of buildings described here, up to five-or-so stories in height, and constructed of the same sorts of materials. Others will be voluminous sheds framed in heavy tim-

bers, or substantial vaulted or columned halls made of stone.

Communities in any particular milieu might also include any number of unique, specialized, or purpose-built craft, trade, mercantile, scholarly, professional, service, religious, entertainment, underworld, or government places.

Physical Characteristics of Cities

Cities are in many ways similar to dungeons, made up of buildings, alleys, and courtyards rather than walls, doors, rooms, and corridors. Adventures that take place in urban areas differ from dungeon delves in a number of significant ways, however, including much greater access to resources, restrictions on the use of weapons and spells, and the presence of law-enforcement personnel.

Access to Resources: Adventurers have relatively easy access to a wide variety of resources in cities (assuming, of course, that they can afford them). Among other things, they can usually purchase and liquidate gear and other goods quickly; can consult various specialists or experts in obscure fields of knowledge for advice or assistance; can retreat to the comfort of inns, taverns, public baths, and other service places when exhausted; can avail themselves of hospitals or temples when injured or suffering from disease or other conditions; have ready access to marketplaces and the workshops of craftsmen and tradesmen; and can easily hire mercenaries or other sorts of non-player characters.

Weapon and Spell Restrictions: Laws regarding such things as carrying weapons in public and what sort of restrictions apply to spellcasting vary from community-to-community and include specific restrictions based on their individual experiences, ethos, and concerns. Such laws may not affect all characters equally. A priest, for example, might be severely affected — or forced to undignified and illegal efforts to get around local restrictions — if holy symbols of foreign or forbidden gods are confiscated at the city's gates, while a specialist in unarmed combat would not be hampered by laws prohibiting or calling for the peace-bonding of weapons.

Law Enforcement: Another key distinction between adventuring in an urban area and delving into a dungeon is that the latter is, almost by definition, a place



where the only law is "kill or be killed." A community, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent killing, looting, and the others sorts of behavior that adventurers typically engage in on a routine basis.

Evil humanoids like Orcs and Goblinoids, while unpopular with many adventurers, are typically protected by the same laws that protect all the citizens of a city (unless they are prohibited from entering a particular community in the first place). Simply being of evil alignment is quite probably not against the law — except, perhaps, in some severely theocratic societies that have the magical power to back up their laws — and it is only actual evil deeds — or, just as often, chaotic ones — that can be treated as crimes. Even when adventurers encounter an evildoer in the act of perpetrating some heinous crime upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to answer for his crimes to the officials. Most municipal laws nonetheless recognize aberrations, demonic beings, and similar creatures as a threat to the stability of the community, and prohibitions against murder do not generally extend to killing such marauding monsters.

Laws are generally enforced in cities by a municipal guard composed of professional soldiers or policemen (equal to as much as 1% of the population if this also serves as the standing army), a city watch consist-

ing of citizens who have other fulltime occupations (equal to as much as 5% of the population if this also serves as a military reserve force), or both. In conjunction with a standing army — or instead of one, in many cases — such forces may also be responsible for protecting a city from outside attack.

Most of the troops in a guard force will be warriors by profession, with officers of the same background who generally have specialized or better training or are more experienced, or members of the local ruling elite who have other occupations appropriate to the community (e.g., priests in a theocracy).

Most of the personnel in a watch force, on the other hand, will be craftsmen, tradesmen, and the like. These part-time soldiers will possibly be led by non-commissioned-officers (i.e., corporals and sergeants) and commissioned officers (e.g., lieutenants and captains) who might be part-timers drawn from the same range of classes as their troops, "player character" types who serve in times of crises, or professional leaders of the same sorts that lead full-time municipal troops.



A typical city guard force works on three eight-hour shifts, with a third of the force on a day shift (e.g., 8 a.m. to 4 p.m.), a third on an evening shift (e.g., 4 p.m. to midnight), and a third on a night shift (e.g., midnight to 8 a.m.). A city watch may keep a similar round-the-clock schedule or focus its efforts on evening patrols when it is most needed to deter crime.

At any given time, 80% of the guards or watchmen on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is generally present within each precinct or ward of a city.

Fortifications

In a traditional ancient, medieval, or fantasy milieu, most cities — and many smaller communities — will be defended by structures like walls, gates, towers, and moats. Factors that determine to what extent a community might be protected in this way include what the local economy can support, the sorts of threats which they are intended to counter, whether those threats are recognized by community leaders, and the degree to which various sorts of defenseworks would inhibit such threats. Rulers who distrust the populace of a city (perhaps because of recent conflicts, whatever the outcome) also may forbid the local council to erect or extend its walls, or might even raze the defenses that it previously had.

A city's defenseworks might be as unique and distinctive as the community itself, and its imposing gates, towers, and walls are often the first thing resident see upon returning home from their travels, the last thing unfortunate enemies see when attacking them, and elements in innumerable travelers' tales.

Urban defenseworks are typically manned by forces of professional soldiers, which might be augmented — especially in times of crisis — by both the city guard and members of the citizenry organized into reserve units, militias, and watches that are led by officers drawn from among their numbers.

Walls: Typical fortified city defensive walls are fairly smooth and difficult to climb, crenellated on one side to provide protection against missiles for the troops standing on them, and just wide enough for troops to walk along their tops.

A typical small city wall is a fortified stone wall five feet thick and 20 feet high.

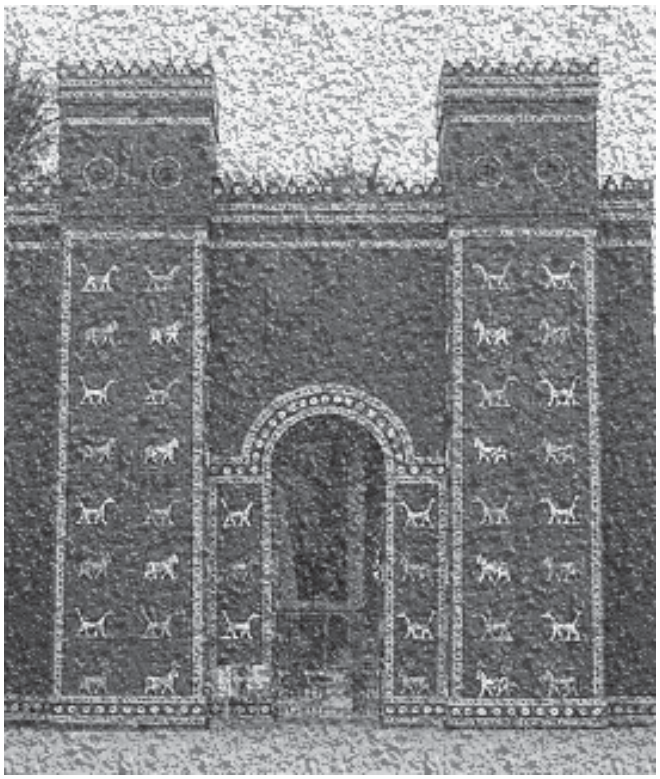
A typical large city wall is 10 feet thick and 30 feet high. A large city might have one or several dividing features, such as a natural cliff or waterway, suburbs built outside the defensive wall, or interior walls up to the extent of those of a small city that enclose precincts reserved for particularly well-off citizens of some dominant class or another, or isolate a section of the population from which particular trouble is expected.

A typical metropolis wall is 15 feet thick and 40 feet tall, and often has a tunnel and small rooms running through its interior. Unlike those of smaller cities, interior walls that divide metropolises — either old walls that the city has outgrown, or walls dividing individual districts from each other — can be as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watch Towers: Some city walls are adorned with watch towers set at regular intervals. These towers provide an enhanced view of the surrounding countryside, serve as redoubts against attackers, and sometimes house heavy weapons like catapults or alarm devices such as beacons, horns, or gongs.

Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. More common practice, where the wall is guarded diligently, is for roving patrols of guards to pass periodically over all parts of the walls and for ready-response forces to await any alarm in well-spaced guardhouses or barracks. Attitudes of the guards and their officers, weather conditions, and events such as festivals taking place within the city can markedly vary the frequency of patrols and likelihood of a guardhouse garrison responding to any signs of possible intrusion.

Watch towers are usually at least 10 feet higher than the walls they adjoin, jut out at least 10 feet from the face of the wall on one side so that troops in them can fire down on the flanks of enemies attempting to climb the walls, and have a diameter five times the thickness of the walls on average (e.g., a 25-foot-diameter tower adjoining a five-foot-thick wall). Particularly long walls, such as those of a large city or metropolis, fulfill some of the functions of watchtowers by including projecting bastions or right-angled returns in the line of the wall instead, spaced at an easy bowshot or spear-throw from each other. Arrow slits generally line the outer



sides of the upper stories of towers, and their tops are crenellated like the surrounding walls. In small towers, simple ladders typically connect the various stories and the roof. In larger towers, stairs generally serve that purpose.

Heavy wooden doors, reinforced with iron and outfitted with good locks, usually secure entry to towers from inside the city, unless they are in regular use. As a rule, a designated officer of the guard or watch keeps the keys to a particular tower secured on his person, with duplicate copies being kept in the city's inner fortress or barracks.

Gates: A typical city gate consists of a gatehouse equipped with a series of portcullises and murder holes above the space between them. Gates leading into and out of large communities and dedicated military facilities are generally designed to be impressive, and such portals are quite often dedicated to and named for things such as kings, gods, battles, the directions or destinations they face, and the districts of the cities they guard (e.g., the Port Gate of Kos). In towns and some small cities, however, gates are often less impressive and the

primary entryways are simply through reinforced double-doors set right into the municipal walls.

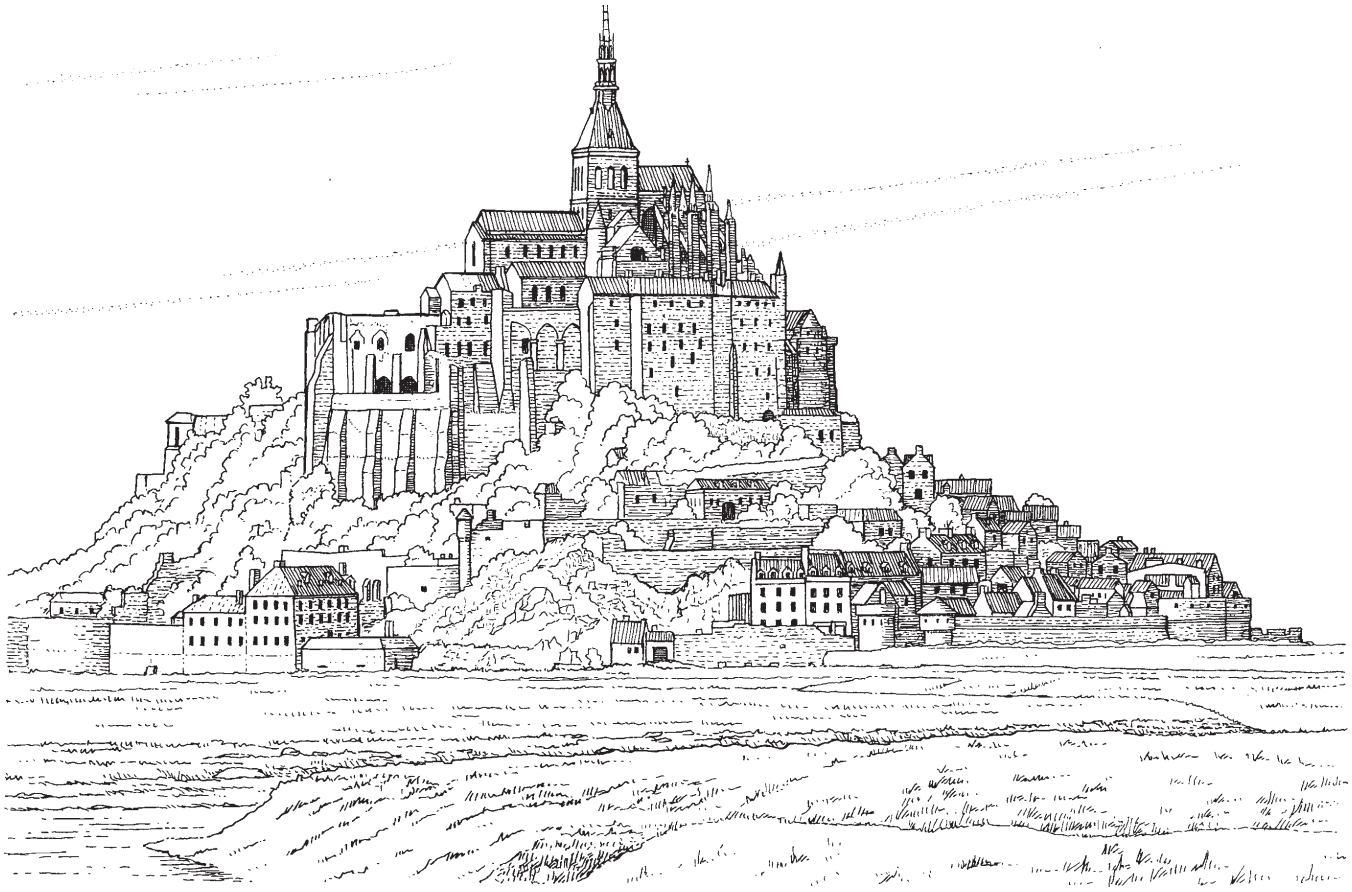
Gates are usually open during the day and locked or barred at night. Usually, a door sized for a single person set into one gate lets in travelers after sunset and is staffed by guards who might open it for someone who seems honest, presents proper papers, gives a password or countersign, or offers a large enough bribe (depending on the ethos of the community in general and the guards in particular).

On, Above, and Below City Streets

The majority of streets in a typical city are narrow and twisting. Most streets average 15 to 20 feet wide, while alleys range from five to 10 feet wide. Those flagged with cobblestones or other material in good condition allow normal movement, but ones in poor repair, as well as heavily-rutted dirt streets, should be treated as areas full of light rubble.

Some municipalities, particularly those that gradually grew from small settlements to larger cities, have no larger thoroughfares. Cities that are planned, or perhaps have suffered major fires, sackings, or periods of abandonment that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger straight streets through town, known as avenues or boulevards. These main roads are often 25 feet wide or more — allowing room for wagons to pass each other and perhaps for central rows of trees, statuary, or other embellishments by the local rulers who laid out the street plan — and often have five-foot-wide sidewalks on one or both sides. Because the majority of the city's residents pass along them, rulers typically choose such main roads as the locations for large monuments to the state's prestige, such as triumphal arches and grand squares — and for reminders of the state's capacity to punish, such as execution-places and gibbets.

Rooftops: Getting to a roof usually requires ascend-



ing to it from a building's interior, climbing a wall, or jumping down from a higher location such as a window, balcony, or bridge. Flat roofs, common only in warm climates (i.e., accumulated snow can cause flat roofs to collapse), are easy to move across. Getting from one roof to another or down to the ground typically requires a jump across or downward. Distance to the next closest roof is usually from five to 15 feet horizontally — slightly less than the width of the alley below — but the roof across the gap — even among buildings of a more-or-less uniform number of stories — is equally likely to be five feet higher, five feet lower, or the same height due to differences in construction.

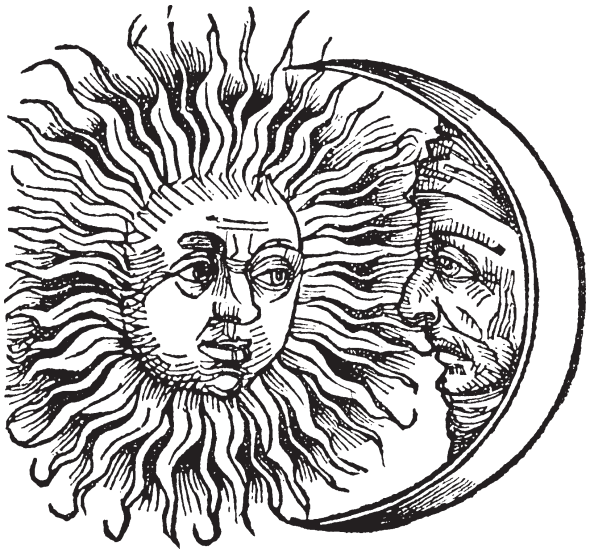
Subterranean Areas: Many sorts of subterranean areas exist below typical cities, including storm drains, sewers, quarries, and natural caves, and many are variously employed as public works infrastructure, military access routes, criminal thoroughfares, and storage.

Main flow routes of sewers and storm drains are built much like dungeons (for purposes of inspection and repair), except that there is a greater chance that floors are slippery, covered with water, or both; that tunnels and chambers join in an open network or with grilles, rather than at doors, which if encountered will be firmly closing iron or stone hatches rather than wood; and that tunnels drop off into high outfalls or deep pits. Long-neglected subterranean areas are also similar to dungeons in terms of creatures liable to be encountered in them. Some cities are built atop the ruins of older civilizations, so their subterranean areas might sometimes lead to unknown treasures and dangers from bygone ages.

Accessing such areas might be possible from the basements of some buildings, secret entrances built for such purposes, or, in the case of many sewers and storm drains, by opening a grate or hatch in the street and descending at least 10 feet (either by jumping, with a rope, or by a ladder if available).

Lighting

Communities may or may not light their streets at night, and whether they do or not depends on factors like their ethos, needs, and financial means. Whatever the case, municipal lighting will generally be much less reliable than in an industrialized milieu, and residents venturing out after dark will have to address this in some way (e.g., hiring lantern-bearers).



Cities that do provide street lighting will typically line main streets with lanterns spaced at intervals of about 60 feet (in order to provide continuous illumination), hanging at a height greater than head level from building awnings or posts, and serviced at dusk variously by building owners or a corps of lamplighters (through the requirements of local ordinances in either case). Even communities that light main thoroughfares, however, almost never bother to illuminate secondary streets and alleys, except perhaps directly at the entrances to occupied buildings; such areas, surrounded by tall surrounding buildings, might remain darkened even in daytime (while such areas might not provide full concealment during hours of daylight, they might make it easier for those attempting to hide in the shadows).

Most hamlets, villages, smaller towns, and even some cities cannot or will not provide nighttime lighting at all. Cities where most residents can see in the dark, where the prevailing ethos maintains that decent people should not to be out at night anyway, or which do not have the organization or economic resources to keep hundreds or thousands of lanterns burning throughout the night are unlikely to provide such a luxury.

Communities of any size that have a pressing need to keep the darkness at bay or can easily afford to do so are likely to keep many of their public areas well illuminated. Those with access to sufficient magical resources, for example, might draw upon them for these purposes.

Disasters

Fire, flood, famine, plague, and war are among the major disasters that perpetually menaced historic ancient and medieval communities of all sizes, and to these can be added the threat of monsters in a fantasy milieu. Indeed, most of the misfortunes likely to befall a community as a whole are likely to be covered by one of these broad categories. And all of them might both manifest themselves and be battled in unique and fascinating ways in a fantasy campaign setting.

Fire is a major threat in ancient and medieval communities, and is made much worse by conditions that typically include closely packed buildings; features like wooden party walls between houses; widespread use of flammable materials like wood, wattle, and thatch; narrow, irregular streets; and a lack of effective fire-fighting equipment and infrastructure.

Measures for combating fire in traditional ancient or medieval urban areas tend to be limited both in scope and effect, and quite often consist of no more than bucket brigades. Some municipalities might have public or private fire departments, but the latter type might negotiate rates before actually fighting any fires.

Flood is a constant problem for many communities — especially those situated in low-lying areas or along rivers or coasts — and often occurs during specific seasons, especially spring, when snow and ice begins to melt and overflow waterways. Calamities of this sort might also be the result of storms at any time of the year. Small communities, such as thorps, hamlet, or villages, might be completely swept away by a heavy inundation, and even those that survive are likely to suffer a heavy toll in death and damage. Towns, cities, and other communities with relatively sturdy structures are less likely to be completely destroyed but might still suffer immense damage and be paralyzed, with people trapped on rooftops or forced to employ makeshift watercraft to get from one place to another.

The easiest way to prevent flooding, of course, is simply to build communities on high ground. Communities are situated in places prone to flooding for many reasons, however (e.g., trade is made facilitated in cities located along rivers or coasts, agricultural settlements thrive on flood plains with rich soil). Effective drainage systems can also be a means of dealing with flooding but, with some notable exceptions, were rare in most ancient and medieval communities.

Famine occurs when events like crop failure, destruction of crops as the result of warfare, or depletion of food stocks through sieges reduces the amount of food that can distributed or sold within communities. While intensive agriculture can allow communities to grow and become populous and powerful, it also makes them especially vulnerable to this sort of calamity.

One remedy for short-term famine is the storage of adequate food supplies, but communities do not always have enough surplus foodstuffs to do this; historically, it was rare for ancient or medieval communities to able to acquire surpluses adequate to support their citizenry over extended periods of time, a problem that was exacerbated by a lack of effective food-preservation methods. Magical or divine abilities to create large amounts of food also might stave off famine if available, and if spellcasters who command such abilities agree to exercise their magic in this way.

Monsters of various kinds can threaten communities, and the danger they pose is affected by factors like their motivations, how dangerous they are, and how vulnerable a particular community is to them. Regardless of their size, most communities will be prepared to one extent or another for monstrous threats like wild animals and bands of raiding humanoids, and it is threats that are unique, new, or difficult or impossible to anticipate or counter that can be truly disastrous. At one extreme are solitary, very dangerous, possibly gargantuan monsters, like the Balrog that slaughtered the Dwarves in the Mines of Moria, or creatures like Godzilla, which can ravage even modern cities. At the other end of the spectrum are great hordes of tiny creatures, such as locust swarms or infestations of spiders or giant insects, which by their very numbers could be just as dangerous as colossal threats and overwhelm belated or inadequate efforts to oppose them.

Plague is one of the most devastating disasters that can afflict communities and, unless countered, can potentially kill every single person in particular areas and as many as half the people on entire continents. Factors like closely-packed populations, poor waste disposal systems, and lack of understanding about disease transmission can make some communities even more vulnerable to pestilence.

Measures like effective disposal of waste and refuse, quarantine, certain medicines and medical procedures, extermination of disease-bearing vermin, and various forms of magical protection are among the ways that

plague and other epidemic diseases can be combated. Such actions cannot necessarily be arrived at intuitively, however, and typically require a relatively high level of medical knowledge and organization to successfully implement.

War is one of the most extreme and potentially fatal calamities that can befall a community, which might end up being the target of anything from a raid-in-force by marauding brigands to a prolonged siege by a complete enemy army.

Small communities, especially those of village size or smaller, might not actually be the objectives of military operations but might instead get incidentally overrun in the course of invasions, major battles, disasters triggered by magical means, or foraging sweeps by one or more opponents, despite the residents having no affiliation with any of the combatant sides and — beyond the effects on their own fates — quite possibly being indifferent to the outcome of the hostilities.

Larger communities, those of town size or larger, might constitute military objectives in and of themselves (e.g., for annexation, pillage, oversight of a strategic location, or a desire to harm or incite the nation they are part of). Attacks on towns and cities that are not independent but are instead subjects of larger states, of course, are considered equivalent to assaults on those nations overall.

Fortifications are one of the best and most basic measures a community in a traditional milieu, if it can afford them, can employ for deterring or resisting conventional attacks. Various improvements can make simple city walls even more effective, and these might include moats, towers, and strong gates — many of which might be constructed, repaired, or improved upon by the threatened populace in response to an impending crisis. Various sorts of military forces — including a militia, a standing army, mercenaries, or a *levee en masse* of the entire able-bodied population — are also critical factors in whether a community will be able to withstand or even frighten off attackers. Likewise, good military intelligence — which can range from well-manned watchtowers and patrols along a community's borders, to maintaining spies in potential aggressor states, to magical divinations — can also play a big role in preparing to deal with the vicissitudes of warfare.

House-to-house fighting against a foe who intends to contest or to hide within a settlement is a prospect that most military commanders do not relish, bearing many of the difficulties of storming a dungeon complex (see "Physical Characteristics," above).



Conflict can also place particular stress on the political allegiances of local residents, forcing them to choose where their loyalties lie, and perhaps dividing communities into factions. Foreign agents, or the suspicion of them, can sow divisions within a community. Requisitions and harsh measures can even bring civilians into conflict with military forces nominally on the same side, breeding resentment, hatred, and possibly revolt. On the other hand, formation of defensive militias and community efforts to withstand a siege might build cohesion and loyalty to a community that residents may have been ambivalent toward, or bring together previously conflicting groups in a community. In these ways, wars can give rise to unexpected reorganizations in local politics.

Dealing with Disasters

Historically, there were many more-or-less effective ways of preventing, combating, or remediating the various sorts of major disasters that could affect communities; whether these were employed, and how effectively, were a factor of the information and resources available to those afflicted by a particular calamity.

In a fantasy campaign setting, the various sorts of major disasters could all potentially be addressed or even prevented through the use of adequate magic. Fire, for example, might be combated in some communities by spellcasters empowered to call rain, create water, or summon water elementals, epidemics might be stopped cold by priests capable of detecting and treating or curing disease, and famine might be forestalled by divinely-provided food (e.g., "manna from heaven").

Any of these kinds of calamities could also be created or made much worse by the presence of magic. Flooding is only more dangerous if it is encouraged by a vengeful druid capable of speeding the rise of waters or prolonging seasonal rains, magical fire could be much more lethal than normal flames to structures, areas otherwise free of plague might be contaminated by a depraved spellcaster capable of creating pestilence, and warfare becomes more difficult to respond to when enemy forces might include things like giants, elementals, and supernatural beings.

It is also certainly possible for two or more of these disasters to strike a community at the same time, or for one calamity to trigger or make another worse. Famine diminishes people's immune systems and makes them more prone to disease, for example, and fire might break out in a city even while it was being assaulted by enemy forces, whether in some connection with the attack or by coincidence.



There are quite often also secondary problems associated with calamities that can provide the worst elements in any particular community the chance to perpetrate crimes like looting, robbery, and murder, and Game Masters can customize such peripheral hazards for their fantasy campaign settings. Floods, for example, are only more unpleasant if they have washed out the interred remains of local graveyards, dumping soggy undead creatures throughout a community, famine can be even more horrific if some elements in the population start resorting to cannibalism, and fire is only more unmanageable if it attracts elemental beings with an affinity to it.

Impact of Disasters on Communities

A concerted relief effort by a number of neighbors can often alleviate or overcome relatively small-scale calamities, and this is much more likely to occur when the people concerned know each other well and share a certain degree of common interest and trust — characteristics of small towns, villages, or well-established old neighborhoods in a city. Individuals may rise to the occasion and display unexpected talents, strengths, or leadership that will be remembered for many years to come. The reverse can also be true, of course, and a previously well-respected neighbor's weakness, breakdown, or corruption can led to lasting rifts and feuds in a community.

In the anonymity of a big city or a recently-founded town with little sense of community, it is more likely that people will simply look out for themselves and may descend into exploitation of the weak or fighting over scarce resources.

Major disasters can stress and break civic governments that are already weak or internally divided, deadlocking relief efforts in jurisdictional disputes or settling of scores. If well forewarned, however, or during the aftermath of a disaster, city and regional governments can typically bring to bear significant resources and skilled management for large-scale preventive or cleanup tasks.

Panic buying and hoarding is likely to exhaust the

stocks of many items, as residents seek to buy supplies to last through a crisis — quite likely in much larger than accustomed amounts, or of particular items and commodities that are not in common use — from those stores that have not yet closed so that their proprietors themselves can escape. The last available supplies might sell for grossly increased amounts — perhaps from profiteering individuals who have already bought in bulk for speculative purposes — or lead to anguished or even violent scenes. Even if the chain of supply is adequate over the following days or weeks for the ongoing basic need, luxuries may run out, and even simple items of other sorts may remain scarce and sell for inflated prices.

Entrepreneurs (whether those who already work as shopkeepers or other individuals who see an opportunity) may set up numerous ad-hoc points of sale for particular goods, caches of supplies, or pre-packaged convenience items for people in transit that are in demand due to the current emergency.

Any efforts undertaken by local government figures to carry out necessary relief works and control the social effects of a calamity are likely to lead to some form of emergency measures, such as decrees, requisitions, and on-the-spot or swift punishments to keep from adding to the burdens that the governing power bears by incarcerating arrested troublemakers.

It is also possible that local leaders who are incapable of dealing with the problems — or are out of touch with their people — will behave badly, leaving for safety elsewhere or shutting themselves away and perhaps throwing decadent revels, leading to a breakdown of government. If such behavior brings long-simmering resentment to a head, the people could even attack or depose the present rulers in a revolution.

In response to a calamity approaching or in progress that threatens the lives of ordinary people or makes their homes unlivable, their last resort is to flee their settlements for places where they expect or hope to find greater safety.

The more fortunate, wealthy, or forewarned might be able to reach alternate homes they own or relatives who have room available, or to rent or purchase accommodations in distant communities. Up to a point, a community might have also have traditional or prepared safe havens available, such as a nearby larger town, higher ground, or a fortified place. Many other escapees, however, must simply set up unstructured



camps wherever they can find space, or fall upon the charity of the places where they end up. Eventually, if the disaster is large and long-lasting enough, such displaced populations might fill or overwhelm the resources of temples, civic authorities, and helpful local businesses at their destinations.

Columns of such refugees slow traffic on roads to a crawl with heavily-loaded carts, beasts of burden, people on foot, and straggling, sick, or wounded dependents. Such exoduses can come to a standstill — for many hours or even days — when routes are blocked by broken-down conveyances or obstacles like damaged bridges, narrow sections of road, or problems like fire or flooding along the route. Refugees escaping by boat pose similar problems to ports and waterways along their routes.

Organization of refugee camps, such as it is, often depends on the relationship between the majority of refugees and those who were leaders of the communities that they have departed (e.g., with individuals associated with regimes from which they may have fled



or which they blame for a failure to secure their livelihoods and property).

Refugees might also not have the understanding or inclination to place themselves under local authority or to follow established procedures for entry, potentially causing substantial political problems. On the other hand, if immigrants have desirable skills, one or several local rulers might wish to bring them without delay into feudal service or under the local regime of taxation. Local religious organizations might also combine with charity work among refugees the no-less important task — in the clerics' minds, anyway — of securing their devotion to local deities.

Small communities with significant differences from their neighbors may not be able to rely on any outside help or local refuge and may descend into ruin, misery, and desperate compromises alone, perhaps little-known to the outside world.

Breakdown of normal law and order in partially-abandoned settlements likely will lead to formation of ad-hoc gangs by those who have no role in combating the calamity but have motives of their own not to leave, contributing to looting, victimization of vulnerable individuals, and fires started by accident or arson that proceed to spread unchecked.

Long after a disaster has passed, memory of it and decisions made in haste during the bad times will affect the community. Examples might include homes abandoned or sold to speculators, individuals or groups who retain disgrace or honor in a community stemming from their actions in the crisis, depressed trade, and widespread emigration. Evacuated thorps and hamlets might not be rebuilt, or might be re-sited. Elsewhere, a wave of expatriates from a beleaguered city could become well-known influences — for better or worse — on one or many neighboring lands.

Effects of Disasters on Places

Within any particular community beset by one or more calamities, the various places upon which residents and adventurers alike depend will like be affected in different ways.

Craftsmen and tradesmen will probably have to close and secure their shops — unless they stay open to sell goods for emergency use, as noted above. It is very likely that such people will be involved in efforts to deal with the calamity, such as work parties or militias, as skilled artisans typically have a great deal invested in a community and are unwilling to abandon it lightly.

Entertainers are likely to close their establishments — or perhaps move them to better prospects if they are mobile in nature — unless they choose to continue with scheduled productions in a spirit of defiance. Performances that do go ahead will probably be very popular and most likely will contain oblique references to the surrounding events.

Professional organizations and guilds might postpone events or hold extraordinary meetings if the calamity directly affects their business. Guild leadership might also be involved in trying to resolve the crisis as part of the civic leadership.

Merchants will likely close their establishments and retreat to secure locations if they can, perhaps in command of significant private armed forces. Experienced merchants may be well-used to crisis situations and respond in a calculated and planned fashion — although such plans might not enhance the welfare of anyone other than themselves.

Service places very likely will be needed to provide shelter and food to displaced people, perhaps in a different volume and quality than they usually offer to their guests. The proprietors of such places are generally experienced in organizing supplies, accommodations, and work groups, and may hold significant respect in the local community, so they can be very effective as leaders of efforts to cope with disasters. Taverns may do a roaring trade, especially with an influx of soldiers.

Scholars will probably be primarily concerned about keeping their books, collections, and fragile items safe and may undertake considerable efforts or risks to do so. Civic leaders may call upon those scholars who have relevant knowledge or abilities to help find solutions to the crisis.

Religions may feel the need to offer comfort to their adherents with special services or to arrange practical help, such as shelter, food and medical assistance. Nonetheless, their establishments could be targeted by those who blame a particular deity or sect for a calamity, or attacked by looters or others seeking to take advantage of the situation.

Doomsday cults may also arise or reveal their presence, occasionally proving helpful by stocking up and benefiting from organization beforehand as a consequence of survivalist beliefs. Ultimately, however, such groups will largely prove to be a menace in various unpredictable ways, such as instigating acts that promote and fuel the disaster, refusing to obey civil authorities, or inciting generalized panic.

Governmental office-holders are likely to be either the busiest people in a calamity or the first to flee from it.

The first parts of an effective response are likely to include declaring or signaling a formal state of emergency in some pre-arranged way (e.g., making a decree, ringing temple bells), convening an emergency meeting of community leaders, setting up a command center for the duration of the crisis, mandating the call-up of emergency reserves such as local militia, and making appeals for specific forms of help that might variously be answered by adventurers, mercenaries, and the like.

The municipal government might have to enter diplomatic negotiations with the community's neighbors (or with a threatening army or intelligent monster), whether for help, a suspension of hostilities or financial demands, or the formation of a league or alliance against a common threat. These might be achieved by concessions that the city would normally be unwilling to make. The government — or rulers personally — might have to borrow money or sell treasured items to fund response to, and reconstruction after, the calamity.

This is likely to invoke, whether formally or informally, more wide-reaching and centralized powers than the civic government and particularly its leader normally would exercise. Such measures may even involve setting aside of constitutional or relatively liberal government and the investiture of a supreme leader with a formal position such as Tyrant, Lord Protector, or Warlord.

Prisoners of the local regime at the time of the calamity might be neglected or even abandoned — and perhaps even be offered an opportunity to escape — but might also be protected to a great extent by their sturdy enclosure from events going on around them.

Underworld figures are likely to do better than average or even well in unsettled times. Brothels and gambling dens, like taverns, are likely to prosper with the presence of soldiers and may even spring up in response to their arrival. Underworld figures can sometimes also show a surprising level of patriotism at times, just as craftsmen, tradesmen, and the proprietors of service places do, but perhaps with greater and unexpected effect.





A Blacksmith's Shop (1771), by Joseph Wright of Derby

Chapter 2: Craftsman Places

Player character parties employ a staggering array of arms, armor, and equipment and — apart from that obtained through plunder — it is to the workshops of skilled craftsmen that they must go to obtain many such items. True, there may be much that is available "off-the-shelf" in shops or even used in the town marketplace. Custom-made items and those that are rare, of masterwork quality, or otherwise special, however, may require visits to the workshops of their creators. This has the additional benefits of allowing game masters to provide characters with chances to role play and use skills that might not turn up in the course of a dungeon hack and even as opportunities to insert adventure hooks. It can also make characters appreciate all the more special items they have had to obtain personally.

Craftsman places of the sorts that characters might have to visit when preparing for their adventures include the workshops of armorers, blacksmiths, clothiers, gemners, jewelers, and weaponmakers, all of which are described in this chapter. Other sorts of craftsman places that would likely be typical for a medieval or fantasy community — and which player characters might visit either in the course of their adventures or during their preparations for them — include but are by no means limited to the establishments of candlemakers, sculptors, shipwrights, stonemasons, and taxidermists.

Craftsmen's workshops are as diverse as the characters that use them, and might be found in villages, towns, cities, castles, fortresses, and religious complexes, and even in caves, ruins, or dungeons if there is a reasons for artisans to be active in such areas.

In traditional ancient, medieval, Renaissance, or fantasy urban areas, many craftsmen live and work in townhouses or whatever other sorts of homes are typical for the area (although specific crafts could require purpose-built structures). In the rural areas, villages, and other small communities of such a milieu, craftsmen's operations tend to be smaller and less elaborate and to be located in one of two types of buildings, longhouses and sunken huts, both of which are also used as homes by peasants. (All of these sorts of buildings are described in *City Builder Chapter 1: Communities*.)

Regardless of their forms or locations, craftsmen's workshops typically contain all of the tools, equipment, and materials needed to create the items in which they specialize. In general, the greater the capabilities and affluence of a particular craftsman, the larger and better equipped his workshop will be. In any event, there may be certain things a craftsman cannot accomplish without the requisite equipment.

Most craftsmen do not need elaborate security measures (nor can they generally afford them anyway), and tend to rely on such things as sturdy doors, strong locks, and the patrols of the city watch. In less secure areas, craftsmen might also keep weapons at hand for personal defense, and those with especially valuable commodities on site (e.g., jewelers) might hire full-time security guards or off-duty soldiers to keep watch over their establishments.

City Builder Chapter 2: Craftsman Places explores the locations associated with people who make things and to which characters must frequently go when they need to purchase or commission armor, weapons, clothing, and any other kinds of custom-made or special items.

Armory

Armories are specialized workshops where skilled artisans create all sorts of protective equipment, including everything from individual pieces to full suits of armor and all sorts of helmets and shields. Some armories may create many different sorts of armor, but most specialize in just one or a few. Most create their wares from materials like cloth, leather, iron, and steel, but in non-standard milieus or cultures might also utilize bronze, hide, bone, or any number of other materials.

In a typical fantasy, ancient, or medieval milieu, most communities of small town size or larger will have an armory and larger urban areas are likely to have several or even entire armor factories (e.g., the Italian city of Milan during the Middle Ages). Castles, fortresses, certain temples, and other facilities with fighting men might also have armories located within them.

Armories' customers include, naturally, characters who use various sorts of armor. While many armories simply sell their goods to the public at large, some strive to appeal to specific sorts of clientele (e.g., professional gladiators are likely to buy their armor from armories that specialize in stripped-down, revealing armor

that protects vital areas but does not impede movement; aristocrats are likely to be drawn to armories that produce attractive, trendy wares; and priests may feel compelled to buy their gear from armories that produce it in specific ways or use only certain materials). Some armories might even produce all of their wares for a single client, such as a city guard force or even larger armories, for which they are subcontracted to produce just one or a few specific armor components (e.g., breastplates, greaves, pauldrons) that are subsequently incorporated into larger products.

Shield-makers might have separate shops or even a separate guild, due to the disposable nature of their products and the possible importance of heraldic painting on their faces.

Armories can range in size from simple, one-room workshops to large factory complexes. Equipment present in an armory is likely to include such things as metalworking tools, leather aprons, anvils, forges, bellows, and even hydraulic hammers and blast furnaces if the prevailing level of technology allows for them.



Depending on its size, an armory is usually run by at least one master armorer, who will often have one or more apprentices and perhaps several unskilled helpers at his disposal. Such characters will be adept at working long hours over hot forges and transforming shapeless pieces of metal into scales, plates, and other components; deftly working with small components like chain links and rivets; and combining appropriate components into finished sets of stock or custom armor.

In any event, armories might be run by or for the members of any particular martial people or race — although some are more likely to need or produce armor than others and armorers of a particular race tend to specialize in protective gear created specifically for the races with whom they live and are most familiar (e.g., Dwarven plate, Elven chain, Gnomish mechanist armor).

Adventure Hooks

* The proprietor of an armory patronized by some of the player characters engages them in conversation and lets them know that if in the course of their adventures they come across any sort of armor that is unique or unknown to him, he would be willing to pay them top coin for it.

* A young adult dragon with foresight and guile beyond his years has undertaken to hunt down those responsible for slaying one of his parents and turning its hide into a coat of armor. (Indeed, dragons are dangerous, intelligent beings who violently resist being turned into protective gear for the members of other species and their retribution could help explain why so few adventurers and craftsmen fulfill dreams of fashioning the hides of such beasts into coats of armor.) His victims — any of whom could be player characters or their friends, associates, or relatives — include the elderly survivor of the original party that slew the mature wyrm, the long-lived and dark-hearted Dwarf who fashioned its hide into armor, and the aristocratic poseur who added the dragonhide panoply to his collection of exotic armors.

Chapter 2: Craftsman Places

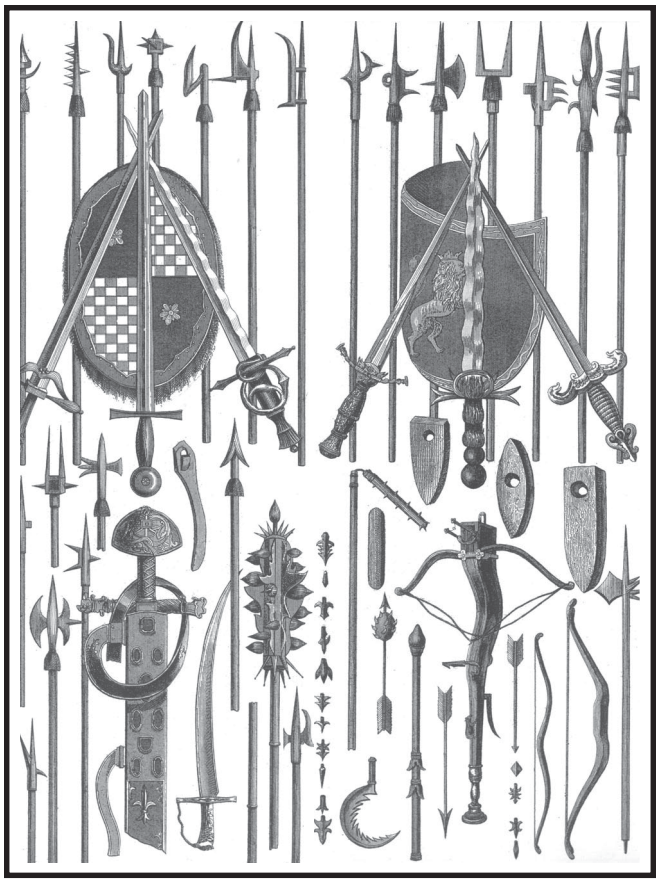
Arsenal

Arsenals are places that manufacture, repair, and store weapons of various sorts. Such places are typically run by skilled craftsmen and might be owned by either government or private parties. It is to those run as commercial enterprises, however, to which most characters will go to arm themselves for their adventures. Most such arsenals will produce or sell their wares with specific sorts of customers in mind (e.g., peasant levies, nomadic horsemen, light infantrymen).

Few arsenals will produce all sorts of weapons and most will likely craft a limited variety of similar or complementary arms. Particular weaponsmithies might manufacture, for example, maces and morningstars; shortswords, longswords, bastard swords, and greatswords; crossbows and mechanically complex siege engines that operate on similar principles; a single sort of bow and perhaps compatible arrows; or all sorts of guns (if the prevailing level of technology allows for them). In a traditional fantasy milieu, most arsenals will produce weapons from materials like iron, steel, or wood. In less mainstream settings, however, it is certainly possible for them to craft arms from materials that include bronze, stone, hardened leather, bone, the teeth of large carnivores, or any number of other substances. And silvered, cold-forged iron, and similar custom-made armaments may be fairly commonplace special orders amongst mid-level adventurers or in regions beset by the fear of lycanthropes, certain sorts of undead, or malicious fey.

Some commercial arsenals that adventurers patronize might not actually produce weapons at all, but rather purchase or obtain them from various sources and make them available to customers. Such places will likely still be run by or employ one or more expert weaponsmiths, however, for purposes of properly appraising, repairing, and maintaining weapons. Arsenals of this sort are likely to be used by lower-level adventurers interested in buying standard weapons "off the rack" and by those interested in unloading armaments they have collected in the course of their exploits.

Arsenals run by craftsmen from specific peoples or races are likely to create weapons associated with them. Roman weaponsmiths, for example, might be inclined toward the manufacture of shortswords and javelins with weighted heads, while Elvish weaponsmiths are most likely to produce longbows and longswords.



Most communities of village size or larger will likely be home to one or more craftsmen who manufacture some sort of weapon, often dual-purpose arms favored by the local populace and people other than professional warriors (e.g., varieties of spear, dagger, or axe almost everywhere, longbows in England). Towns and cities are likely to include arsenals specializing in the manufacture of more specialized, martial, or exotic weaponry, such as swords, picks, and warhammers, or those suitable for the large-scale arming of city militia (e.g., crossbows). Other sorts of community with widely-armed populaces — such as frontier hamlets, castles, fortresses, or the temples of military orders of clergy — will likely have substantial arsenals as well.

Depending on the sorts of arms they produce, facilities in a particular arsenal might include a shop for forging and shaping metal weapons; a blacksmith's shop for creating the blanks used to craft sword blades, axe heads, and other metal components; carpenters' workshops for crafting the basic wooden parts of weap-

ons like bows, crossbows, and polearms; specialized areas for shaping bowstaves variously of natural wood, composite construction, or even spring steel; and leatherworkers' shops for producing things like whips, braided sword hilts, leather scabbards, sword belts, and gauntlets (although in some larger towns, the scabbard-makers and other sorts of leather workers might operate independently). Tools might include forges, anvils, hammers, awls, files, wiredrawing blocks, and leather aprons.

Adventure Hooks

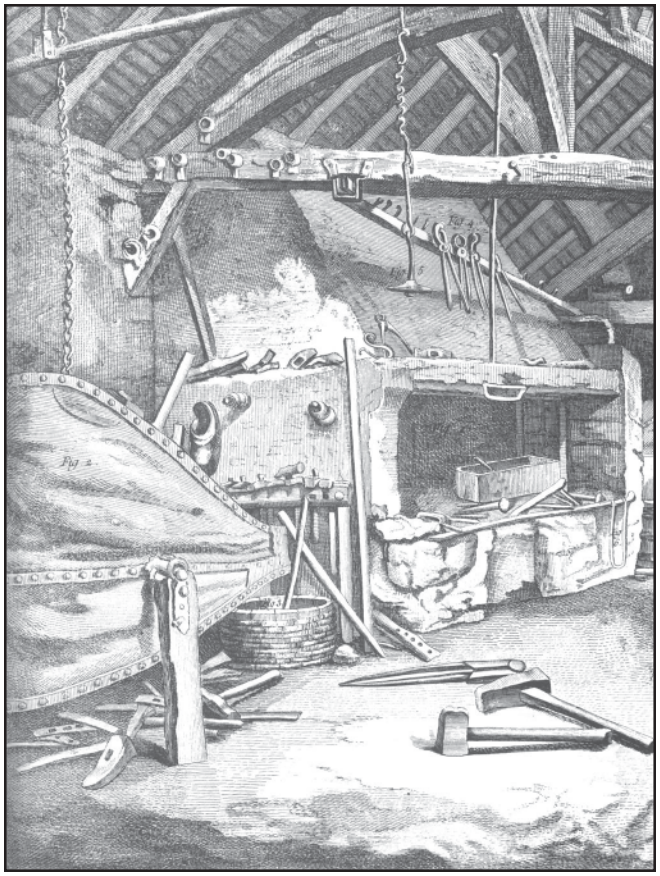
* After being driven off by a horde of ghoul-like undead creatures that were all but immune to their weapons, a party of adventurers must determine what will likely affect the monsters. A local weaponsmith might be able to not just forge the weapons they need, he might also be able to tell them what they need to be crafted from … for a price (e.g., an item he believes to be in the necropolis the monsters guard).

* Many of the most powerful magic arms are revered not only for their utility as weapons but also as symbols of various lineages, nations, races, or martial religions. When such weapons are broken, their reforging might require both a weaponsmith of utmost skill and a powerful spellcaster. Any one of the player characters might be the present owner of a legendary weapon that needs repairing, the craftsman or spellcaster tasked with fixing it, or the person entrusted with finding a smith qualified to fix it and transporting the weapon to them.

Blacksmithy

Blacksmithies are workshops run by blacksmiths, artisans skilled at forging iron and low-grade steel into implements like horseshoes, tools, plowshares, nails, and other sorts of metal hardware, who are also often adept as farriers, which shoe horses. Similar places might be referred to differently if they are devoted to a particular specialization (e.g., a scythesmith's shop) or the working of non-ferrous metals (e.g., a tin-working operation is generally referred to as a whitesmithy, a copper-working facility is often called a brownsmithy).

At least one blacksmithy will generally be present in communities of village size or larger, which depend upon such places to support many of their day-to-day activities; even a settlement that has no other artisan workplaces generally has a place of this sort. Conversely, in relatively backward cultures, the inhabitants of rural areas might have to travel a day's journey or more to a blacksmithy or rely on the services of traveling smiths of a different culture than themselves — people who townsfolk dismiss as "tinkers." Towns and cities will have more and bigger establishments of this sort. Many such places also offer related services, such as selling finished metalwork, repairing broken items, and shoeing horses (and the best farriers are also skilled at treating injuries or illnesses afflicting horses and other domesticated animals). In times of war, blacksmiths might also have to produce large numbers of weapons of simple design, especially those adapted from farm tools.



Smithies are typically run by one or more blacksmiths of journeyman or master level, craftsmen who are generally held in very high regard in their villages or neighborhoods, and larger facilities may also include multiple journeymen or apprentices. In a traditional ancient,

medieval, or fantasy milieu, all metal-using cultures and races will have blacksmithies run by craftsmen adept at creating implements needed by their people. Dwarves, Gnomes, and other subterranean races noted as miners also tend to be exceptional metalworkers.

Customers of blacksmithies include people from all walks of life, including farmers who need to have tools sharpened, repaired, or forged and travelers who need horseshoes replaced. Adventurers are also frequent visitors to blacksmithies, which they rely upon for everything from the multipurpose iron spikes that so many of them like to have on hand, to custom-made implements of all sorts. More specialized artisans like armorers and weapon makers of various kinds might also employ blacksmithies to create rough components or blanks that they subsequently craft into finished goods appropriate to their vocations.

A smithy itself tends to be exceptionally hot and stifling — requiring high endurance from the people working in it — as would be expected from a place the central feature of which is a forge. Other typical equipment includes anvils, bellows, buckets for quenching hot metal, tools like hammers, tongs, and files, and protective gear like aprons and gauntlets. Heavy equipment like blast furnaces and hydraulic hammers may also be present if the prevailing level of technology allows for them and the blacksmithy is large and prosperous enough.

Blacksmithies generally have little of innately high value on their premises when compared to other craftsmen places — except, perhaps, for the blacksmith's tools — and so security for their shops tends to be not much greater than would be likely for a private residence. Typical precautions employed by a blacksmith might include barred windows and doors, a locked trunk for his best tools, and a good hiding place for his cash. Blacksmiths tend to be stronger than average and have weapons like hammers close to hand, however, and thus few robbers choose to confront them for their few assets of value.

Adventure Hooks

* While seeking any sort of goods or services in a small, unorganized frontier community near the object of one of their adventures, the characters discover that the local blacksmith is the *de facto* mayor of the hamlet. Gaining his approval is thus the key to obtaining anything they might need from the inhabitants of the local area.

* Characters who have undertaken a quest to capture a supernatural creature that must not — or cannot — be killed might need the services of a blacksmith of remarkable skills or background to forge a cage or chain that can hold the being. They might also have to obtain and provide the craftsman with a variety of extremely rare materials for the work.

Carpenter's Workshop

Carpenters are craftsmen skilled at working with wood and fashioning all sorts of things from it. While many carpenters simply pursue their trade as generalists, there are numerous specialties amongst practitioners of this craft. Some of these include joiners, who create items like furniture and other relatively fine work; trim carpenters, who make molding and other sorts of ornamental woodwork; ships' carpenters, who specialize in the work necessary to maintain vessels and their elements; cabinetmakers, who specialize in chests, dresser, and other sorts of storage items; framers, who fashion the skeletal structures of buildings; and luthiers, who create stringed instruments. Some carpenters also specialize in creating the components for military gear like shields, crossbows, or siege engines, and some might have the additional armorer or weaponmaker skills needed to complete such items.



Famous carpenters include Daedalus, Jesus of Nazareth, and 14th century English carpenter Hugh Herland.

Virtually all civilized Human cultures have carpenters of various sorts, and these are especially important in societies dependent on wood and in lumber-rich areas. Amongst the demi-humans, Elves are unparalleled in their ability as woodworkers; Gnomes and Halflings are skilled, especially in various specialties commensurate with their inclinations (e.g., furniture); and Dwarves are generally competent but tend to put their best efforts into crafting stone and metal.

Carpenters' workshops tend to be similar to those used by other craftsmen, as described under "Buildings" in Chapter 1: Communities. It would not be uncommon to find an establishment of this sort in a community of village size or even smaller, and several — possibly even some large-scale operations, will be found in communities of town size and larger. Large carpentry operations may also be located near sources of lumber (e.g., forests, lumberyards).

Tools and other items associated with carpenters' workshops might include workbenches, sawhorses, and a variety of axes, hammers, planes, saws, chisels, clamps, sandpaper, and measuring devices.

Security at carpenters' workshops tends to be typical of that for any other craftsmen, as described in Chapter 1, but those working with valuable raw materials, such as rare hardwoods, or those in the business of creating expensive items, might have additional security measures appropriate to the milieu. Doors, shutters, and other portals will, naturally, tend to be especially sturdy in such places.

Adventurers will not likely need to visit carpenters' workshops very often but might periodically need to do so in order to commission large jobs or have quality items fashioned (e.g., having reinforced doors made to secure a ruined castle they have taken over, having a vessel damaged in a recent adventure repaired). Characters who have acquired valuable consignments of timber might also approach carpenters' shops about purchasing such materials.

Adventure Hook

* An especially skilled carpenter in the campaign areas has been commissioned to create a cabinet or other piece of furniture that a powerful spellcaster intends to enchant into a magic item. The valuable wood provided by the wizard, however, has been stolen by thieves! Desperate, the master carpenter is willing to make a good deal with anyone willing to track down the thieves and recover the stolen timber.

Clothier

Clothier shops are establishments that variously sell, make to order, alter, and repair all sorts of clothing and related accessories. It is generally to such establishments that characters must turn when they need disguises and costumes, apparel for cold weather or other environmental conditions, custom-made items, or any sort of related goods beyond what can be purchased in a marketplace or general store (which are described in *City Builder Chapter 6: Mercantile Places*).

Clothier shops are run by tailors, seamstresses, and other artisans skilled at working with cloth and turning it into finished products. Such an establishment might be of almost any size, from a closet-sized workshop run by a single tailor who repairs clothes for people in his neighborhood to huge factories staffed by hundreds of workers creating uniforms for their nation's army.

More so than many other sort of artisans, clothiers tend to be highly specialized. Many deal with only a few sorts of clothing or apparel intended for the members of specific classes or occupations (e.g., entertainers, clergy, aristocrats, soldiers). There may, of course, be clothiers specialized in creating the sorts of apparel worn by adventurers, who may be able to purchase much of what they need from such establishments. Tailors make general items of clothing and specialized types of clothiers include cobblers, who make and repair shoes, boots, or other sorts of footwear; hatters, who produce head gear; milliners, who make women's hats, particularly of the fancy and fragile sort; lacemakers; and embroiderers, artisans skilled at creating designs in cloth with thread. Closely related trades are commercial laundries and establishments that rent formalwear.

Every community of town size or larger will likely have at least a few clothiers who sell their wares to the public and probably several more that work for specific clients or institutions (e.g., a local temple). In villages and smaller communities, households will make many of their simple clothes themselves, buying other things (particularly manufactured items such as buttons, pins, buckles, and simple ornaments) during pe-



riodic trips to town markets or from traveling haberdashers.

In a traditional milieu, most clothiers will work with a variety of materials like wool, linen, fur, silk, and leather. These might be confined to a narrow range of material types or have added to them other, more exotic materials in less conventional campaign settings. Most clothiers do not actually manufacture the raw materials they use to create their products, however, and purchase cloth, thread, buttons, buckles, and other components and accessories from the artisans who create those things (e.g., weavers, tanners, furriers, buttonmakers) or the merchants who deal in them.

A clothier's workshop typically includes areas for cutting cloth, tables for assembling clothing components, appropriately sized racks for hanging various completed items, and storage areas for cloth and other materials. Equipment present at a clothier is likely to include cutting tables, scissors of various sorts and sizes, thimbles, needles of all kinds, dummies and other shaping devices, and pedal-driven sewing machines if the prevailing level of technology allows for them.

A clothier's establishment may also display several items of its wares in a client area — either items for immediate sale or, if the clothier does custom work, copies of significant items that are displayed as demonstrations of his skill.

Adventure Hook

* A clothier patronized by some of the characters knows that cloth is one of the commodities that periodically goes missing during raids on merchant caravans and that it might turn up in the lairs of brigands or other creatures. With this in mind, he tells the characters that he will pay them a fair price (e.g., 50% of full market value) for any good bolts of cloth they are able to bring to him. The clothier might have purely commercial motives, or be acting covertly on behalf of his guild or even a multi-city merchant house to collect information that could help in suppressing a run of such attacks.

Glassmaker

Glassmakers' workshops can produce everything from everyday items for food serving and storage to more expensive and finely decorated pieces as luxury goods, ornaments, window panes — including those made of colored or stained glass favored by temples — and equipment for alchemy and industrial uses, such as specialized flasks, tubes, and distillation apparatus. Pieces of glass can also be polished and carved in the same way as precious stones, whether as a valued form of jewelry, or as a replacement or counterfeit for more expensive materials. Specialized types of glassmakers include mirror-makers and lensmakers, who might make anything from spyglass lenses to spectacles.

Historically, glass was first created in the Middle East during the 3rd millennium B.C., and was subsequently produced by almost all civilized peoples, including the ancient Egyptians, Romans, and Chinese. One of the most famous and significant glass manufacturing sites in the world is the island of Murano near Venice, Italy, which has been an important center of

the industry since the late 13th century.

The forest glass operations of northern Europe, developed through closely-held family secrets of the craft, used different materials of wood ash and iron-bearing sand. Production of this fine ash required great consumption of timber and a significant thinning of the woodlands in which such glassworkers operated.

In more troubled periods, when disruption of trade deprived large areas of the materials or knowledge to make glass, countries made do for centuries with recycled materials melted down from the glassware of more prosperous times.

One or many glass manufacturers often form the major or even primary industry of a town or city, exporting their produce to other settlements and nations. It is also likely that a glassblower's enterprise will be set up in a location where they can obtain large amounts of high-quality materials for glass-making, such as a particular grade of beach sand, alkali, color-producing minerals, or clean-burning charcoal, thus forming a village or hamlet to accommodate their employees, suppliers, clerks, and transport personnel. A particularly large industrial or magical establishment that has a constant need for specialized glassware might employ glassblowers on-site to ensure their availability.

Small, specialized glassmaking operations might also be associated with larger institutions of some sort. A major temple complex, for example, might have a glassblower's workshop in order to create special glass vials that are the only things suitable for use with the holy water they produce.



Among the demi-human races, Gnomes are most likely to become glassblowers through their affinity with alchemy, which both requires supplies of glassware and contributes ongoing innovations and improvements to the processes of this craft. Halflings might have some such craftsmen, specialized in fashioning containers for preparation or storage of comestibles (e.g., preserving-jars). Any such industry undertaken by organized evil humanoids like Goblins will likely manufacture containers for transporting or employing poisons, acids, and other dangerous preparations, such as prescored flasks that break easily on impact.

Adventurers might need to visit a glassmaking operation for any number of reasons, to include everything from buying simple flasks for potions and hurled fluids like alchemist's fire, acid, and holy water, to commissioning more specialized and expensive components of complex devices or magic items.

Adventure Hooks

* Adventurers who take on the familiar task of transporting items through dangerous areas might face unusual challenges when their latest shipment is a fragile consignment of glassware.

* The party might find that they need to commission a complex or expensive item that can only be created by a master glassmaker (e.g., a glass container made of rare materials or imbued with magical protection that can be used to entrap an entity from another plane, an arrangement of lenses of bizarre properties and design to obtain clear sight of an unearthly location or to focus unusual energies). They might have to undertake further explorations and tasks to obtain the unusual sands or other minerals needed to create this special glass.

Jeweler

Jewelry shops are places run by artisans skilled at turning precious metals, gems, ivories, woods, and other materials into jewelry, ornaments, art objects, and other items of beauty worth more than the sum of their separate components. While such items can vary great-

ly in purpose, appearance, and value from one society to another, almost every culture has individuals adept at creating them.

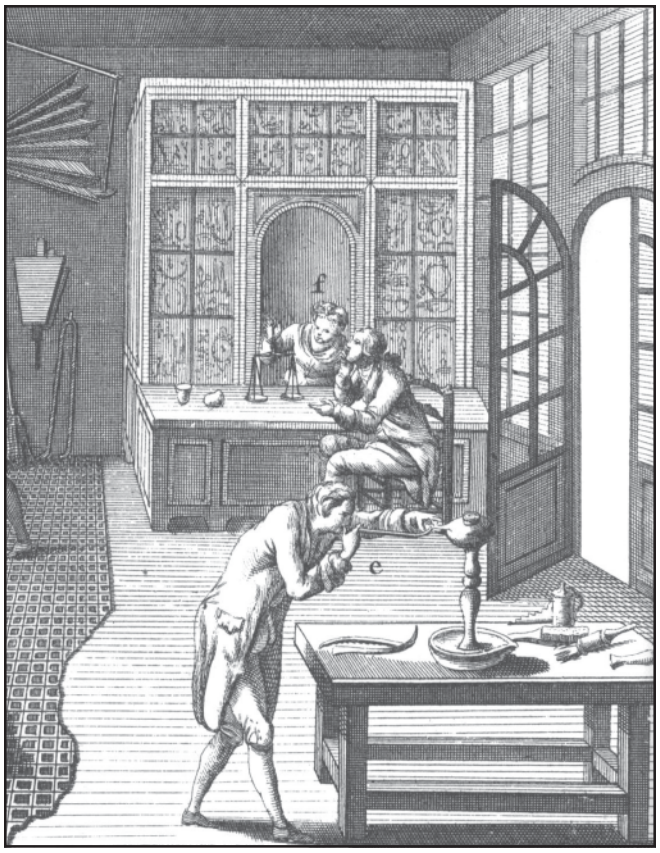
Jewelers are often highly specialized and include — for purposes of this book, at least — goldsmiths, who are skilled at casting, turning into leaf, and otherwise crafting gold; silversmiths, similarly adept at crafting silver; gemners, expert at cutting and setting gemstones; artificers, skilled at working with clockwork mechanisms, including those used to measure the passage of time; engravers, skilled at etching metal, gems, or other materials; and costume jewelers, who substitute materials like pinchbeck and paste-glass to simulate gold and gemstones.

Some jewelers might also incorporate into their creations other crafts, such as leatherworking, embroidery, or portraiture, or provide highly-crafted items as components for very expensive items of clothing or furniture (in collaboration with various other sorts of artisans).

A jeweler might also specialize in certain sorts of items, such as rings, necklaces and earrings, bracelets and anklets, chains, seals or signets, ornaments such as jeweled eggs, or even noble and royal insignia or coin dies. Others specialize in creating items for members of certain classes (e.g., holy symbols for clergy) or work closely with spellcasters in the creation of various sorts of magic items.

Jewelry shops are almost always run by master jewelers of the various sorts mentioned, who will usually have one or more apprentices or journeyman artisans working for them. Such characters might be of any race, and each race has items or materials in which they specialize (e.g., Gnomes are known for items with intricate moving parts, Dwarves are skilled at working with metals and gems of all sorts, and Elves often create beautiful items from wood and other organic materials).

Customers at each jewelry shop vary depending on the cost and prevailing uses for the objects that the establishment creates. In societies like that of ancient Rome, for example, where only people of a certain rank were allowed to wear many kinds of jewelry in public, patrons will tend to be members of the upper classes. In settings similar to that of medieval India, on the other hand — where people from all levels of society carried much of their wealth in the form of jewelry — customers from all walks of life will patronize jewelry



shops commensurate with their level of affluence. Buyers who are not of a high social status but wish to suggest otherwise for professional reasons — such as actors and other entertainers, traders, court-parasites, and sex workers of all kinds — buy either costume jewelry or genuine jewels depending on how successful they are in their professions.

In a traditional ancient, medieval, or fantasy game setting, successful adventurers might need to visit various sorts of jewelry shops fairly frequently for purposes as diverse as having gems, jewelry, and other swag appraised; liquidating such items into ready cash or converting excess cash into easily hidden and transported gems and jewelry; commissioning masterwork items for use as spell components or as the basis of various sorts of enchanted rings, brooches, amulets, and other jewelry; or purchasing precision items like music or puzzle boxes, clocks, or components for fine mechanical traps.

More so perhaps than any other sorts of artisans,

jewelers must be on guard against thieves, bandits, or others willing to steal or kill to obtain the valuable materials they work with and the items they create from them. Security measures might include reinforced doors, barred windows, intricate locks, traps, poisons, decoys, and clever hiding places. Jewelers are also much more likely than other craftsmen to give the city watch a stipend to keep a special eye on their establishments, pay protection to the local thieves' guild, or hire guards to watch over their shops.

Tools likely to be found in a jeweler's shop include loupes, delicate scales, magnifying glasses, polishing cloths, small crucibles, and fine versions of tools like hammers, picks, and files.

Adventure Hook

* For various reasons, a particular jeweler must personally deliver something to an important client. Although he would normally travel in disguise as the member of a caravan under such circumstances, he has reasons not to do so this time, and hires one or more characters to discreetly guard him on his journey.

Leatherworker

A leatherworker's establishment crafts the durable hides of oxen, sheep, and many other sorts of real and fantastic beasts into items both useful and fashionable. These might include outer clothing, gloves, boots and shoes, aprons, belts, scabbards and other holders, chests, cases, pouches and satchels, book-covers, drinking-jacks, saddles and harness, and — last but not least — armor, helmets and shields, often decorated by dying or bleaching, punched and incised designs, metalwork, fancy stitching, or ornamental leather pieces such as tassels and appliqué. Ability to reliably create some items might be predicated upon having other craft skills, such as ability as an armorer, and leatehrworkers without such skills might only create the components for larger items.

This craft has many specialists within it, such as cobblers (shoemakers), glovers, and saddlers, and maintains close relations with clothiers (particularly furriers), with metalworkers who provide buckles, rivets, studs, and other fittings and fasteners, and, naturally, with tanners, whose places of work are described also in this section.

Some leatherworkers might tan and preserve green hides themselves, but many will simply purchase them ready-to-use from tradesmen called tanners.

Adventurers may call upon leatherworkers for a variety of special orders, particularly custom-designed scabbards and bandoliers to keep their assorted weapons and special items discreet but ready to hand, as well as war saddles, bits and bridles designed for exotic beasts, superior boots, and harnesses to carry heavy or odd-shaped items — or simply many, many sacks of loot — on their long-suffering pack animals.

Many villages of the more prosperous sort host a leatherworker's shop to provide necessary gear for farming work and wilderness travel. Smaller or impermanent settlements, such as hamlets or herder's camps, might also have such facilities if their needs and isolation from larger communities warrant it or if their residents have an especial need for certain sorts of leather goods. Towns and cities usually have many leatherworkers' establishments, often organized into streets or guilds, often supplied from large-scale tannery dis-



tricts outside of the town walls. Non-human communities typically have similar needs for leather goods (with the possible exception of certain communities of Elves who clothe themselves solely in plant-based materials to avoid doing any harm to animal life).

Leatherworkers of all kinds have the attributes of typical craftsmen, and the best are nimble-fingered, clever, and have a degree of artistic flair. They often wear well-made examples of their craft. Master leatherworkers often attain high social positions within towns known for manufacture of such goods.

Leatherworkers' workshops are similar to those used by other sorts of craftsman (see the section in Chapter 1 on "Buildings" for more information on such structures). The most characteristic leatherworker's tools include awls, heavy needles, various odd-shaped knives and creasing tools, and sometimes a small forge to reheat rivets, operating in a limited space furnished with workbenches and stools.

Leatherworkers' workshops do not usually require stringent security measures, unless a particular craftsman works with very rare hides or especially valuable decorative materials, such as gold leaf or beads made from precious stones.

Adventure Hook

* While many traditional leatherworkers craft goods made from only one sort of hide, such as that obtained from cattle, those in some milieus — especially fantastic ones — might work with the skins of considerably more exotic creatures, such as crocodiles, rhinoceroses, and even dragons. Obtaining the hides of such creatures might form the basis of various adventures, for everything from mercenary adventurers working to obtain certain kinds hides for leatherworking shops, to characters hunting down specific sorts of dangerous creatures as a rite of passage and subsequently having their skins made into gear for their personal use.

Sculptor

Sculptors are craftsmen of an artistic bent who create three-dimensional works from a wide variety of materials that commonly include wax, clay, stone, metal, glass, and wood. Most societies and all urbanized ones have made wide use of sculpture, especially for memorials and in conjunction with public works, and sculptors will thus likely be present in almost any game setting.

For a variety of reasons, many sculptors specialize in one or more forms of work, and these might include but are not limited to sculpture in-the-round, bas relief, busts, equestrian statuary, monumental sculpture, mobiles, architectural sculpture, and grave memorials. Any given work, of course, might combine two or more of the listed specializations (e.g., a monumental bas relief running along the top of a religious structure, such as those typical of ancient Greek temples).

Most sculptors also have a range of other craft and trade skills that they use in conjunction with their finished works and might thus be adept as painters, potters, jewelers, or any other sorts of craftsmen.

Many sculptors also prefer to work with just a few different materials. Wax and bronze, for example, are a common combination and used in conjunction with each other for certain types of casting (although, historically, sculptors inclined to bronzework often had to content themselves with marble in the absence of their preferred material). Depending on the milieu and its technological and magical capabilities, the media available to sculptors might be vastly expanded and include plastic, light, fire, water, wind, sound, plants, and any number of other materials.

Most nonhuman peoples create sculpture as well, in keeping with their abilities and inclinations. Dwarves, for example, prefer massive sculpture of stone and metal; Elves tend to work in wood and other natural materials and have been known to incorporate living plants into their works; Gnomes enjoy creating sculpture with moving parts or clever secondary uses; and Halflings enjoy fashioning topiary sculpture and smaller works from foodstuffs for use as centerpieces. Even the coarser humanoids will frequently create sculptures of their heroes or deities, often to commemorate military victories.

Sculptors' workshops tend to be similar to those used by other craftsmen, as described under "Buildings" in Chapter 1: Communities. As with other craftsmen's establishments, one or more such places can almost always be found in communities of town size or smaller. Because sculptors who create large works often find it useful to be located near the source of the materials they work with, however, it is also sometimes possible to find a sculptor's workshop in a community of village size or smaller if it is located next to an appropriate resource, such as a quarry.

Items found in a sculptor's workshop will vary de-

pending on the specific sort of work the craftsman does, but might include tools like hammers, chisels, and sculpting knives, molds, one or more kilns, and possibly even a blast furnace.

Security at sculptors' workshops tends to be typical of that for any other craftsmen, as described in Chapter 1, but the most skilled and those working with expensive materials might have additional security measures appropriate to the milieu. These might include appropriately thematic defenses, such as the threat or actual presence of automata.

Adventurers will not likely need to visit sculptors' workshops very often but might periodically need to for any number of reasons. These might include commissioning the bodies for golems or other automata; seeking a buyer for valuable stone or other materials that a particular sculptor might be willing to purchase; and seeking expert information about the properties or vulnerabilities of various types of sculpted items.

Adventure Hook

* A sculptor under contract to a particular temple hires the party to find, quarry, and transport a wagonload of rare marble, destined to be used for the altar in a major new temple, in time for it to be sculpted and dedicated. During the expedition, the party is harassed by a party of characters affiliated with a cult opposed to the religion associated with the new temple and must also deal with a number of other hazards that arise to complicate their mission. *(This is the basis for one of the adventures in the Skirmisher Publishing LLC book Tests of Skill v.3.5.)*

Stonemason

Stonemasons are craftsmen skilled at working with materials like rock, stone, and brick and using it to construct buildings, fortifications, and all other sorts of structures. Although some specialize in specific aspects



of this craft—such as working with concrete or building certain types of structures—most are generalists capable of fulfilling a wide range of tasks.

Almost all civilized Human societies have valued the works of stonemasons, which include great works like the Acropolis of Athens, the aqueducts of Rome, the Great Wall of China, the Taj Mahal, Stonehenge, Chartres Cathedral, and the pyramids of Egypt. Famous stonemasons include Hiram Abiff.

Stonemasons often work with quarrymen, a type of tradesman adept at extracting stone from the locations where it is found and cutting it into transportable blocks; engineers, who plan the more sophisticated sorts of structures created by such characters; and sculptors, who sometimes embellish the works of stonemasons. Some stonemasons are skilled at one or the other of these trades, having advanced from the ranks of quarrymen, into the ranks of engineers, or been cross-trained as sculptors.

Dwarves are the preeminent stonemasons amongst the demi-humans and are unmatched in their ability to work stone and use it to create structures inconceivable to other peoples. Gnomes and Halflings also have some skill at working stone, while Elves are the least adept and generally prefer to work with other sorts of materials. Humanoids, especially Goblinoids, are often adept at stonework, especially as it applies to fortification and other military uses, and some races of giant are similarly skilled as well.

Stonemasons' primary work areas tend to be wherever they are building something or otherwise fulfilling a commission. Some may have offices in structures similar to those used by other craftsmen, or operate out of complexes consisting of wooden or stone sheds and yards for the storage of stone. Such sites might be established in conjunction with quarries for easy access to stone but will usually be within easy reach of communities of town size of larger, where their skills are required.

Tools and other materials associated with the workplaces of stonemasons—in addition to stone, of course—include a variety of hammers, chisels, picks, trowels, levels, wedges, wheelbarrows, chalk, and mortar. Other resources might include heavy wagons for moving stone and equipment and draft animals for pulling them.

Security at stonemasons' workshops tends to be typical of that for any other craftsmen, as described in Chapter 1, but the most skilled and those working with expensive materials might have additional security measures appropriate to the milieu (e.g., stone rather than wooden portals).

Adventurers will not likely need to visit stonemason's workshops very often but might need to do so for any number of specific reasons, most likely for purposes of having a stronghold or other structure built. They might also need to consult with such characters for various sorts of information, such as the characteristics of a type of place they are planning on exploring.

Adventure Hook

* Rumors have begun to spread through the grapevine that the local Stonemasons Guild—in conjunction, perhaps, with those in other areas—has begun to function as more of a secret society than would be usual for such an organization and to exert its influence into areas unrelated to its trade. Various interested parties might hire one or more skilled adventurers to investigate such a possibility by any means expedient.



Silver Favorites (1903), by Sir Lawrence Alma-Tadema

Chapter 3: Entertainment Places

Adventurers, who spend most of their professional lives tramping through lethal dungeons, crumbling ruins, and teeming wilderness, battling monsters and villains, and being exposed to all sorts of other stresses and dangers, are as likely as anyone to need the relief provided by the various entertainments that their societies have to offer.

Just as visiting various entertainment venues can be fun and diverting for characters, so too can it be enjoyable and interesting for players to periodically role-play outings to such places. It can also be a good way for game masters to introduce parties to new allies, enemies, or other non-player characters and to allow characters to interact with them much differently than they would in an openly hostile environment. And, naturally, such places can also sometimes themselves be sites for adventure, or sources of information that lead to or otherwise affect missions.

Some of the main entertainment places characters might visit before, during, or after adventures include carnivals and circuses, menageries and zoos, museums and collections of curiosities, theaters of various sorts, and parks, all of which are described in this book. Other sorts of entertainment venues characters might visit include racetracks and hippodromes, arenas and coliseums, and other places designed for various sorts of sporting events, performances, or pastimes. Activities at such public places are generally intended to appeal to many sorts of people with a broad variety of tastes.

Entertainment venues can be of almost any size and are as varied as the diversions presented in them. One thing many such sites have in common, however, is that they are built specifically for the activity in question and, beyond simple gathering-places, are not suitable for much else. Such places are intended to temporarily distract people and allow them to forget about their day-to-day lives and concerns, and are often decorated or designed throughout with those goals in mind. For example, the walls in the entryway of a theater might be painted with scenes from popular plays; a small park might be laid out to enhance the illusion that visitors are in a sylvan area rather than a city; or a domed room in a museum might be designed to make visitors feel as if they were underwater or under a night sky.

Dedicated entertainment venues, which are expensive to build and maintain and require a large population base to support, are usually characteristic of communities of large town size or bigger. Traveling sorts of entertainments might cater to small towns and villages in ancient, medieval, or fantasy game milieus, however, and these could include minstrels who can entertain in any home or tavern, actors who likewise can use large chambers or set up temporary stages wherever they stop, and mobile venues like carnivals.

Some entertainment venues also serve as homes for the people who run them. Large places like theaters and racetracks are not likely to also serve as dwellings for performers, but might have caretakers of some sort present much of the time. Traveling venues like carnivals, on the other hand, are likely also to include mobile accommodations for the people associated with them.

Entertainment places typically have appropriate furnishings for spectators, equipment associated with the activities performed in them, and places to store it (e.g., a hippodrome will likely have places to keep chariots, a sporting arena will probably have storage rooms for discuses, javelins, and the like and perhaps an arsenal as well, and a theatre may have sets, props and costumes if such are used). Most will also store on-site all of the tools and equipment needed to maintain the place.

At times that an entertainment place is open for use, a main gate or reception area usually controls entry to the area, perhaps with staff employed to administer requirements like selling tickets or viewing passes. The establishment may also have guards, rangers, or the like to deal with misbehaving fans inside, or to prevent illegitimate entry around its perimeter.

After hours, security at entertainment places is usually not elaborate and is often limited to the people associated with them keeping an eye out for trouble or perhaps a night watchman to keep assets from being carried away. Places with valuable items, however — such as museums — or subject to violence — like many sports venues — might have greater or more elaborate measures in place.

City Builder Chapter 3: Entertainment Places visits the locales to which people in the game milieu might go for leisure and recreation. Specific places of this sort that it covers include carnivals, menageries, museums, parks, and theaters.

Carnival

Carnivals are fairs designed to entertain people with attractions like games; tests of skill, strength, or luck; mechanical and animal rides; food vendors; sideshows of various sorts; and other things that they might find new, interesting, or exotic. Other attractions frequently include appearances by local celebrities and entertainers. Real-world examples of carnivals include fun fairs, state and county fairs, small circuses, various sorts of exhibitions, and the like, many of which retain traditions inherited from the medieval entertainers known as strollers and players.

Most carnivals travel regular routes around the country and stop at communities for short periods of time, while some are permanently established in locations where the clientele regularly changes, such as seaside resorts. Many itinerant carnivals are also run in conjunction with recurring regional events like harvest festivals, sporting events, municipal celebrations, beer or wine festivals, or holidays devoted to local deities, any of which might include locally-sponsored arts-and-crafts shows, livestock contests, or rodeos. At especially significant events, or in times of declining patronage, two or more carnivals might combine their resources into a single large attraction.

Carnival folk — often known as showmen or carnies — tend to be somewhat clannish and insular, and many carnivals will be run primarily by members of the same race or subculture (e.g., Orcs, Gypsies). Many carnies are born into the nomadic life of the traveling fairs and will only marry or regularly deal with others of their caste. Indeed, some carnivals are owned by families who have been in the business for as long as they can remember.

Some carnivals have sole proprietors who own all of the equipment associated with them. Most, however, have one organizer who owns a majority of the large attractions but then hires on however many additional entertainers or vendors he thinks he will need for specific periods of time (e.g., a season, a year).

Traveling carnivals must have some means of transporting around their attractions and related equipment, and most use conventional means like wagons and carts, which they employ as both conveyances and mobile homes. Depending on terrain, prevailing technology, or the resources of a particular carnival's owner, however, they might employ altogether different means (e.g., camels in a desert country, barges in riverine or coastal areas, yaks or humanoid porters in mountainous areas).

When they arrive in a particular community, traveling carnivals usually set up in areas like village squares, fallow fields at the edge of town, designated fairgrounds, or land owned by the local municipality, nobles, or temples. Most traveling carnivals will have a specific configuration they like to use, which might include setting up their most impressive attraction in a central tent or enclosure, placing attractions intended variously for adults or children to either side of it, and then strategically arranging around them rides, side stalls, food vendors, and whatever else they have to offer.

Carnivals are only profitable when large numbers of people in the area attend them, and most proprietors will pull up stakes and move on once things slow down too much. Indeed, many would just keep traveling around all the time if they could, but extremely adverse weather conditions — like rainy seasons, very hot summers, and severe winters — usually force some downtime upon them.

Historically, mechanical carnival rides were rare and will likely be uncommon at best in a typical ancient, medieval, or fantasy milieu. It is possible that some might be present, however — especially if they are built and operated by mechanically-inclined races like Dwarves or Gnomes — and likely candidates might include carousels of various sorts, Ferris wheels, and possibly even simple roller coasters or "haunted-house"-style rides. If they exist at all, of course, such rides are much more likely to be present in stationary carnivals, as they must be disassembled, packed up, and moved by those that travel.

With a dearth of rides, sideshows are likely to be one of the main sorts of central attractions at carnivals. Examples of these include displays of exotic beasts or monsters (whether real or counterfeit), freak shows, wax works, and theatrical performances that include acrobats and variety and burlesque-style shows. Prize fights open to all comers are another possibility.

Beyond the large attractions of a particular carnival, most are also likely to include a large number of side stalls that run a variety of games and tests of skill, strength, or luck. These games can range in difficulty from laughably easy to nearly impossible and might make use of devices like optical illusions or physical relationships that are difficult to judge. Prizes vary

based on local tastes and preferences (e.g., stuffed animals at modern American carnivals). Other side stalls sell a variety of foods that are likely to be similar at all carnivals in a particular milieu (e.g., cotton candy, peanuts, and corndogs).

Many carnival folk in a particular game milieu will speak a special language that is similar in many ways to a thieves' cant and is a composite of the common tongue, one or more foreign or even dead languages, double entendres, and slang and idiomatic phrases specific to their trade. In the real world, for example, English-speaking carnival folk use the terms "fairings" for sweets, "swag" for prizes, "swagman" for a carnie who hands out prizes, "sand scratcher" for a colleague who has established a stationary fair in a seaside area, and "flatty" for a non-carnie.

Like other trades, carnivals and their activities are often regulated and supported by guilds that establish rules for managing, organizing, and running fairs, settling disputes between members, and protecting members from outside forces like municipal laws. Due to the geographical spread and traveling nature of many carnivals, such guilds are more likely to operate across a province or an entire nation-state than a single city.

In part because of their insularity, carnivals and their folk are sometimes regarded with some misgivings by local authorities, who often see them as sources of trouble that include thievery, vice, and immorality. While these perceptions are not without some basis in reality, in the real world they are marginally less true now than they were in the past and may be either more or less valid in a game milieu.

Adventure Hooks

* Because they travel around, carnivals are ideal fronts for bandit gangs, cults, or any other sort of criminal enterprise that benefits from not staying in one place for extended periods of time. As many people tend to be suspicious of carnivals and their ilk anyway, however, those who use such attractions for illegitimate purposes must necessarily be very careful in their exploits.

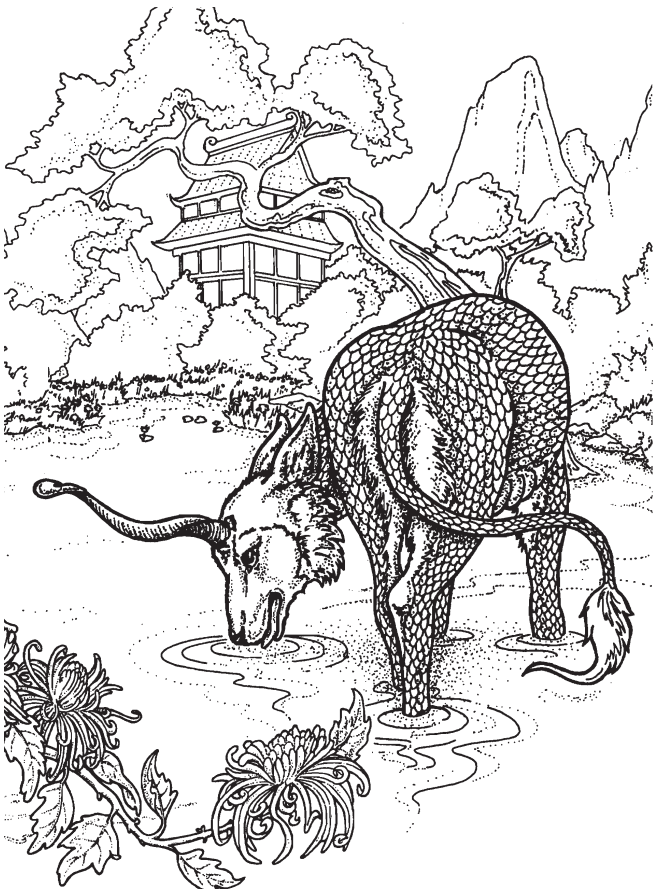
* Player characters with appropriate skill sets might decide to run a particular attraction for an itinerant carnival, traveling around the country while both dealing with the hazards of the road and adventuring in the places they visit.



Menagerie

Predecessors of modern zoos, menageries are col-lections of exotic wild animals that, in a fantasy milieu, might also include all sorts of magical beasts and monsters. Whereas modern zoos are generally intended to support scientific and educational ends, however, this is not necessarily the case with menageries, whose owners are usually more concerned with displaying their power and wealth. Historic examples include the Tower of London Menagerie, which dated to 1204 and was reputed to include leopards and lions; French King Louis XIV's menagerie at Versailles in the 17th century; and the imperial Austrian menagerie at the Schönbrunn Palace in Vienna, which exists in a modernized form to this day.

While the owners of historic menageries were generally wealthy aristocrats or others who had the land and resources to support large collections of exotic creatures, the owners of such places in a fantasy milieu might also include other sorts of powerful beings or institutions. It is also possible for such a place to be run more along the lines of a public attraction, as with modern zoos, than as a private collection. Beyond their owners, of course, menageries also need staffs of handlers capable of feeding, cleaning up after, and otherwise caring for the creatures they house. Such workers will likely be led by sages, professional hunters, or nature priests.



Who is allowed to visit any particular menagerie will depend on the preferences of its proprietor. While a menagerie run by a municipality might be open to visitors for a small fee or for free on holidays, one run by a local nobleman might be open only to other members of the local upper crust or those he wishes to impress, if at all. Adventurers might be interested in menageries for any number of reasons, of course, including trying to sell them monsters they have captured in the course of their exploits or observing the exhibited beasts to learn about creatures they think they might have to face during upcoming expeditions.

Menageries are generally established in places like gardens or parks, where at least some of the animals can be exhibited in settings that their owners believe are accurate or appealing while being separated from visitors by walls, fences, moats, or magical barriers (or perhaps even prevented from doing harm through magical control). European Baroque-style menageries, which gained great popularity with aristocrats during the Renaissance, had a circular layout. In their middle was an ornate pavilion from which walking paths radiated past enclosures and cages. Each enclosure was bounded on three sides by walls, with bars on the side used by the visitors, and had a building at the far end for the animals. Game world menageries might have layouts that are similar, more akin to those of modern zoos, or altogether different than either.

Despite their open-air locations, conditions at most menageries will still likely be far inferior to what would be ideal for the creatures housed in them, and are terrible in the worst such establishments, with creatures confined in undersized or inappropriate enclosures. In a game setting, however, this might not necessarily be the case at any particular menagerie.

Security, from just about every point of view, is a major concern at menageries of all sorts. Stupid and cruel visitors need to be kept from antagonizing ani-

mals for the good of everyone concerned, animals need to be prevented from attacking visitors or escaping, and animals that do break free need to be recaptured or restrained.

Adventure Hooks

* A fanatic and somewhat unstable ranger is planning a raid on a local noble's menagerie, with the idea of killing a number of exotic beasts whose existence he is opposed to. With this plot in mind, he is casting about for adventurers of a like mind willing to accompany or otherwise support him in this endeavor.

* A bizarre magical event or a wizard's curse could leave a party of adventurers trapped in the forms of dangerous beasts, captive in a menagerie or in the camp of hunters intent on taking them to such a place, from which they must escape while restricted to the physically strong but limited bodies of animals.

Museum

Museums are places devoted to collecting, safeguarding, and displaying various sorts of items and artifacts and might be devoted to any particular people, race, art, science, pursuit, or other subject or combinations thereof. Historical examples include the original Library of Alexandria — often considered to have been the first true museum — the Uffizi Gallery in Florence, the British Museum in London, and the Louvre in Paris. While such places have traditionally figured only rarely in game scenarios, their role in books, movies, and reality allude to the many fascinating ways in which they might be incorporated into adventures.

In a typical fantasy, ancient, or medieval environment, many museums will be less like the public institutions familiar to people today and more like private collections of various sorts, including "wonder rooms" and "cabinets of curiosities" and might be much more eclectic in nature than most modern museums. Such private collections may or may not be open to the public and might be accessible only to certain individuals (e.g., friends of the owner, people with something to offer to the collection). Other places of this sort might actually be more temple-like in nature and true to the derivation of the word "museum" as a place devoted to the Muses, the ancient Greek goddesses of the arts.



Regardless of their form, most museums in the context of the game world — unlike their modern equivalents — will not likely contain gift shops or other amenities (anything, of course, is possible).

Museums and their exhibits as described here might range in form and size from the esoteric contents of a single closet-sized area to entire palaces full of art and other treasures. Indeed, because the things they contain are often quite valuable — if only to other collectors — museums of various sorts will frequently have security measures in place as strong as those associated with places like banks and maybe even more exotic (e.g., a museum of arms might use animated weapons as a means of discouraging theft).

Curators of museums might include anyone from priests or professional sages who oversee an institution's exhibits fulltime, individuals interested in particular sorts of items and possibly in displaying them for fellow collectors, or the servants of wealthy patrons

who manage their masters' collections.

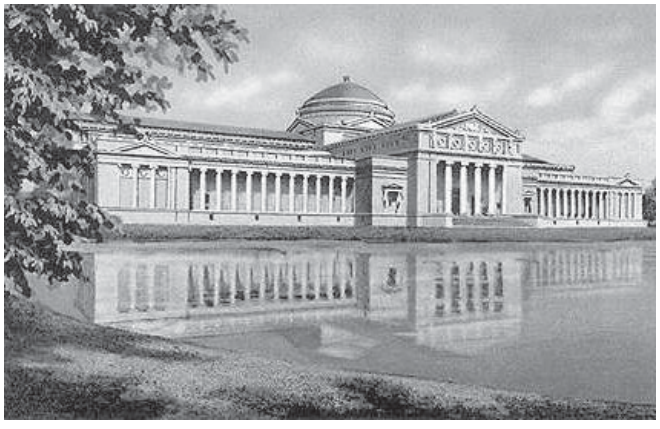
Visitors to museums might include everyone from the merely curious to people seeking to learn more about various subjects for any number of reasons (e.g., a weaponmaker might be extremely interested in a significant collection of arms because he might be able to apply in his own work what he can learn from it).

Adventure Hooks

* Owners and curators of any particular museum or exhibit — whether public or private — are always very interested in expanding or improving upon their collections, and might be willing to pay adventurers top coin to either acquire specific items or to just generally keep their eyes out for those that might be appropriate.

* A museum of almost any sort might contain, unsuspected on a shelf, a small, worn, and very ancient figurine that has been misidentified as a common early representation of a deity appropriate to the exhibit. The figurine could actually be an idol of a nearly-forgotten devil-god (who seeks to manipulate the characters into actions that lead towards restoring its cult); a magical item that can transform into a powerful servitor creature (upon some obscure method of command that the characters might accidentally provide); or a modern fake that is hollow and contains an illicit shipment that smugglers intend to collect from the museum.

* Player characters tasked with solving a series of mysterious killings might need to question visitors to or staff of the museum where one of the victims was attacked or where the body was dumped. Such potential suspects might have a variety of motives or alibis — legitimate and otherwise — that the characters need to investigate.



Park

Parks are bounded areas of land that are set aside for a variety of purposes that often include recreation, preservation of natural resources, or hunting. Such areas are usually owned and maintained by local governments or rulers but may sometimes be the property of affluent private parties. Many are open to the public and, especially in societies where large numbers of people live in urban areas, are specifically maintained to provide people with pleasant areas for leisure and recreation. In some societies, however, parks might only be open to certain privileged groups. From the Middle Ages onward, for example, many parks consisted of land set aside for hunting by the nobility. Those owned by private parties, of course, might be open only to those to whom the owner wishes to give access.

Most parks are managed in one way or another, whether to encourage what the owner believes to be their natural condition or to maintain them in an appealing landscaped state, and might range in appearance from wilderness to manicured garden or anything in between. Many combine elements of rolling grasslands and open woodlands, and some include or are built adjacent to wetlands, ponds, lakes, streams, beaches, canals, or other bodies of water. Grass is often kept short so that open areas can be used for picnicking, games, and other activities, and to discourage the presence of vermin and perhaps even larger creatures. Trees are often those naturally occurring in the area in question, but to these may be added other varieties, especially those considered attractive or useful in some way (e.g., shade trees, fruit trees). Likewise, plants and animals that are not considered to add to the value of a park might be culled from it. Many parks are also surrounded and sometimes subdivided with walls, fences, hedges, moats, or other barriers, often with an eye toward keeping game in, unwelcome visitors out, or both.

Parks can be of almost any size and shape, and might include small neighborhood commons created from abandoned lots; very long, narrow recreational zones established around areas like razed city walls; specially-designated quarters of a city; large but discrete ar-

eas like islands or dense forests; or walled tracts of land in conjunction with manor houses and their gardens that form the country estates of aristocrats.

Amenities in parks designed for recreation might include such areas as fields for locally popular sports, playgrounds, benches and tables, trails of various sorts (e.g., dirt, paved, graveled) and signage. Structures within highly developed parks might include fountains or pools; shrines and monuments; decorative shelters like bandstands, gazebos, or follies; stalls that serve snacks and drinks; storage sheds; and possibly offices or even dwellings for caretakers, rangers, or the like. Parks might also be built in conjunction with or adjacent to other sorts of recreational areas, such as outdoor theaters (q.v.) or fairgrounds.

Because preservation of the landscape and its natural resources is at least a secondary goal in most parks, and because parks are often shared by many people, there will likely be strictures as to what people are allowed to do in various parts of such places. Typical rules, for example, might include prohibitions against cutting down trees, fires except perhaps in designated areas, and the like. Because un-enforced rules might just as well not exist, most places with regulations will have personnel assigned to ensure they are followed (e.g., forest rangers). Some park-like areas — such as village commons — do allow specific activities like grazing, wood-gathering, or other exploitation, but even if these are permitted in a limited way, it will only be to those who have acquired licenses or are otherwise qualified (e.g., local residents, indigenous peoples living in areas adjacent to a large park).

Parks might prove useful to adventurers in many ways, serving as devotional sites for clergy of nature religions, a source for herbs or other plant products, or a location where animals of various sorts might be encountered by those who have connections with them (e.g., Gnomes' affinity for burrowing creatures). Because parks are often somewhat isolated places where law enforcement is limited, they might also be employed as venues for various sorts of illegal or questionable activities, such as duels, prostitution, or black magic rituals.

Adventure Hook

* Not everyone believes that parks are an appropriate use of valuable land, and characters might find themselves opposing forces seeking to despoil or abolish a place of this sort. Alternately, characters who are especially depraved might direct or support efforts to plunder a park's resources, have it legally re-designated for some other purpose, or otherwise harm it.



Racetrack

Racetracks are places used for staging races between creatures and vehicles like athletes, horses, dogs, camels, chariots, traps, and bicycles. Many sorts of historic structures have been used for such purposes and, sometimes depending on their specific functions, have variously been referred to as hippodromes, amphitheatres, circuses, circuits, speedways, velodromes, and racecourses.

Famous examples of racetracks include the massive Hippodrome of Constantinople, the Circus Maximus in Rome, and the Indianapolis Motor Speedway. Such

places were constructed and used throughout the ancient, medieval, and later periods of history and might appear in almost any sort of game milieu.

Racetracks are especially characteristic of large urban areas, where it is necessary to have entertainments that are both accessible to large groups and appealing to people with many different tastes and backgrounds. If set in smaller rural towns, race events often provide a rare occasion for people from the surrounding district to gather, and might coincide with other exhibitions of animal prowess, such as working dog trials and stock-breeding prizes. Racetracks will thus also often serve as venues for numerous other activities even on race days, to include such things as musical performances, and will often have a fair-like atmosphere.

Many racetracks, being large and expensive capital projects, are also used for other coequal or secondary purposes, depending on the needs and tastes of the community in question. Such uses might include fairs, spectator sports, military parades and displays, gladiatorial contests, or stage plays. Other racetracks might be only temporary facilities set on land that is unused, or employed for other purposes, when not being used for races that may occur annually, seasonally, or to commemorate special events. Occasionally, the venue set for a certain race may not involve a permanent structure or track at all, but only a defined route over existing roads or flat terrain such as a long beach.



Most racetracks are oval in shape and as level as possible but, depending on what creatures or vehicles race on them, special features of races (e.g., cross-country courses), and their secondary functions, might instead be circular, irregular, or some different shape altogether. Many also make use of the existing terrain in their construction.

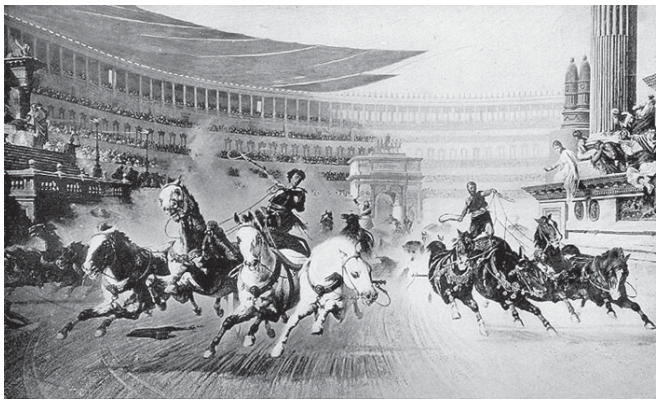
An ancient Greek hippodrome, for example, was usually constructed along the slope of a hill, the earth excavated from one side being used to build an embankment on the other, with seats for spectators built along the interior slopes. One end of such racetracks was semicircular, while the other end was squared and included a large structure that was faced with a portico and which held the stalls for horses and chariots in its lower levels.

Such places can vary widely in size but typically range from very large to enormous as compared to most other contemporary structures. Ancient Greek hippodromes, for example, which were used to race up to 10 chariots abreast, were generally more than 130 yards wide and more than 230 yards long. Roman racetracks, where the number of chariots racing at one time was typically only four, were often somewhat smaller.

Secondary structures associated with racetracks might include permanent or temporary stands for spectators, luxury boxes for nobles or other VIPs, pylons at the ends of the tracks around which racing creatures or vehicles turn, stables for mounts, dogs, or other race beasts, and storage sheds for chariots, traps, or other vehicles. Tertiary structures might include areas for concessionaires, guard houses for security personnel, large sculptures or other objects displayed in the area surrounded by the track, and temples or shrines devoted to deities associated with the activities held at the place. Greek hippodromes, for example, often featured a shrine to Taraxippus, Disturber of Horses, at the spot where chariots were most likely to wreck.

Many permanent racetracks will also be part of larger municipal, religious, or sports complexes and might incorporate or be adjacent to various support places, such as eateries, hostelries, and the like.

Security is frequently a major concern at racetracks, where all sorts of mischief can occur, including pickpocketing, organized criminal activity, brawling, and



outright rioting. Historically, the worst such incident of this latter sort occurred during the A.D. 532 Nika Riots in Constantinople, during which the army had to be brought in to suppress the rioters and tens of thousands of people were killed.

Disasters of various sorts, too, can be a major concern at racetracks, where thousands of people jammed into a relatively small area can be particularly vulnerable to the effects of earthquakes, fires, deliberate attacks, and other calamities. Crushing and trampling in resulting crowd panics can cause further serious casualties.

Owners of racetracks might include wealthy private individuals, temple complexes, underworld organizations posing as or expanding into legitimate business concerns, and municipal or even national governments, while actual managers are usually businessmen or professional administrators of some sort (or some combination thereof). Concessions of various sorts operated on the grounds of a racetrack might be owned by the same entities or be run by contractors or independent proprietors who likely pay substantial fees for the opportunity to hawk their goods and services to large crowds.

Use of magic of any sort, other than official religious benedictions and the like, is usually frowned upon at racetracks and may even be explicitly prohibited out of fears that spells might be used to illicitly sway the results of races, such as by cursing competing mounts.

Adventurers might end up at racetracks for any number of reasons, both as spectators and as participants in activities tying in with larger adventures, such as competing in races, owning mounts used in them, operating various concessions, or serving as security personnel during events.

Adventure Hooks

* While attending a series of events at a major racetrack in a large municipal area, the player characters are caught in the midst of a serious riot between opposing factions of rowdy race fans. Challenges might include avoiding harm from the combatants, not being identified as rioters during any sort of official response to the incident, and escaping before it escalates too far. Alternately, characters might actually be participants in or even instigators of such an episode.

* As the player characters seek information about an ongoing mystery from a master roofer working on a partly-completed temple, a band of thugs attack the construction site. The attackers display unusual swiftness of movement and spectacular leaping abilities, which the party can trace to *Hester's Hotspur*, a spell rarely used in battle but well-known to healers of animals. The criminals intended to silence the victim to cover up what he knows, through his ownership of a racing greyhound, about systematic enhancement of little-known dogs in order to collect heavily on race bets.

Theatre

Theaters are places where plays and other sorts of performances are presented. They can be as diverse in size, form, construction, and appearance as the entertainment traditions and peoples with which the are



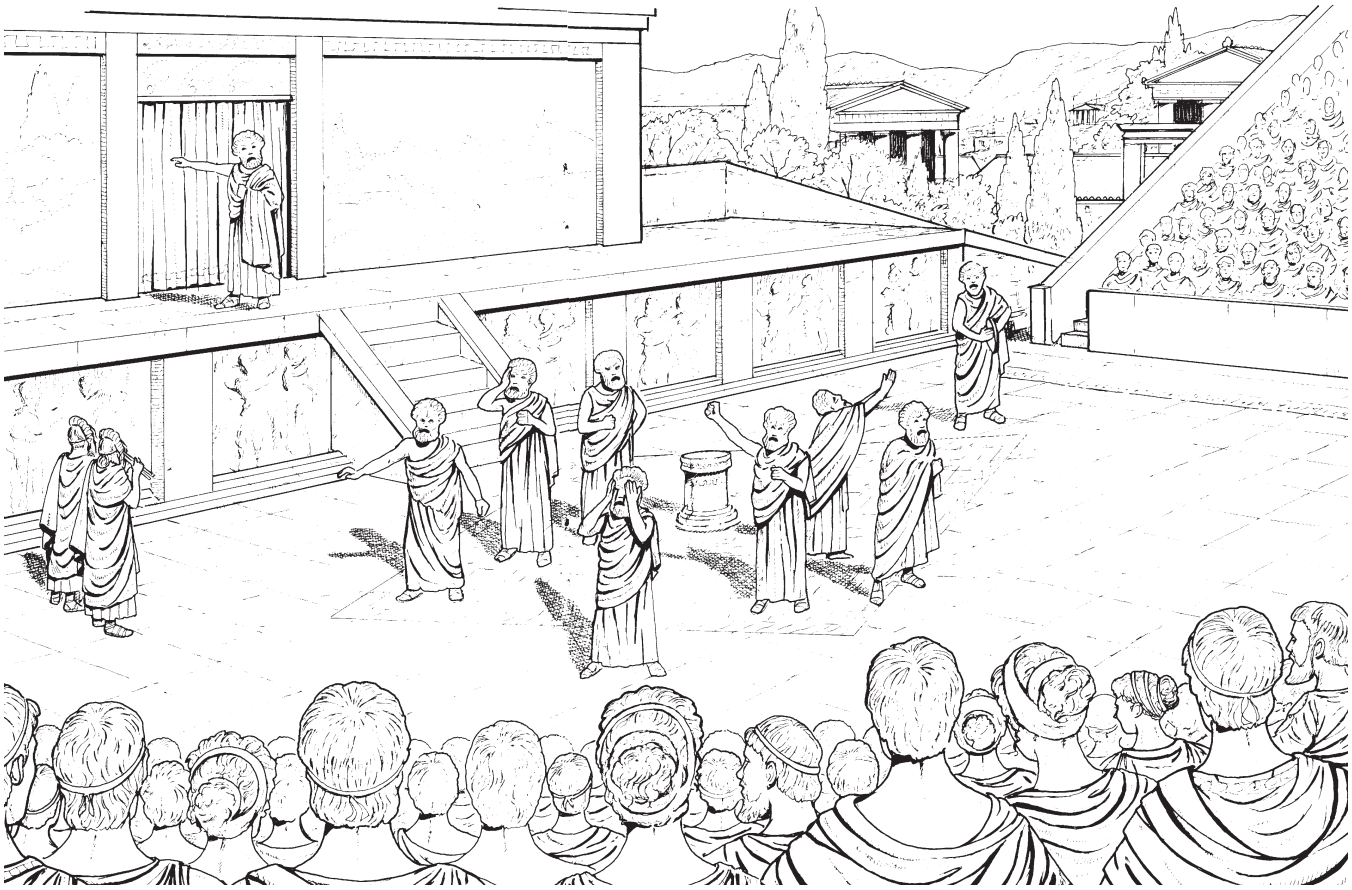
associated and can include everything from stages set up in taverns just big enough to hold a few dozen patrons, to temple-like edifices, to immense amphitheaters large enough to hold tens of thousands of spectators.

Significant historical examples include the Theater of Dionysius in Athens, Shakespeare's Globe Theater in London, and a variety of Roman theaters throughout Europe, some of which are still used to this day.

Most communities of town size or larger in a traditional fantasy, medieval, or ancient environment will have theaters of some sort in which entertainers present their various performing arts. The structures and elements of such theaters can vary widely — especially if the needs, inclinations, and tastes of non-Human races are taken into consideration — and game masters should adopt existing traditions or develop new ones in accordance with what is most suitable for their campaigns. Two traditions that are relatively familiar to modern people and recommended as some of the most suitable for these purposes are the Greek and English traditions (as exemplified by the afore-mentioned theaters in Athens and London).

At the least, all theaters recognizable as such will likely include a stage or cleared space for the performers and an area where an audience can sit or stand, generally tiered to allow a view from anywhere in the house. For anything beyond the simplest and most stylized performances, a dressing room, storage for props of different kinds, and private space for the troupe to relax and transact back-of-house matters are also necessary. Miniature, often portable theaters are also sometimes used for performances featuring puppets, small animals, or similarly diminutive entertainers.

The purposes of theaters and the performances given in them can vary widely and can include everything from producing art-for-art's sake to honoring the gods. Most of the time, however, the primary goal is



entertainment and other goals are secondary.

People of all races, classes, and social levels might enjoy theatrical productions. Indeed, theaters are likely to be almost universally attended in societies that do not have modern entertainments like television or cinema.

Proprietors of theaters will probably be either professional entertainers (whether retired or still players in their theater's productions) or promoters and impresarios. Other people associated with theaters include actors, singers, acrobats, and other sorts of performers; artisans capable of creating such things as backdrops, props, and costumes; and, in large operations, a diversity of characters that might include laborers, fencing masters, makers of playbills, adventurers or sages retained as story consultants, and business managers.

Adventure Hooks

* Seeking to win a script-writing contest, a playwright approaches a particular character or the party as a whole in hopes of learning about one of their recent adventures and basing a play on it.

* Plays often have controversial content, such as direct disparagement of real political groups or material that some groups consider immoral. Opponents who lack the political clout simply to ban a production they find offensive may take more direct action. Player characters might be watching a play when hired rowdies commence to disrupt the show, attack the audience, or even set the theater on fire. Or, they might be offered such an assignment themselves.

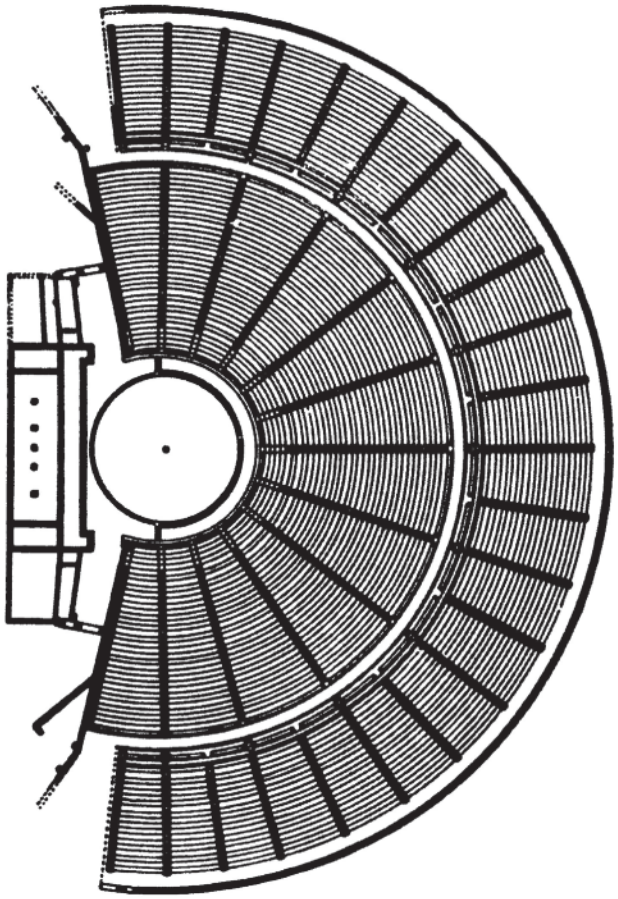
Sample Theatre Floorplan

Theaters can take many forms, from simple halls or taverns with a stage at one end, to complex structures like the Globe Theater of Shakespeare's day. The ancient Greek theater shown here is suitable for use in campaigns set in a Classical milieu, or almost any other setting where cultures reminiscent of Greece or Rome appear .

Such a theater — which could typically accommodate several hundred or even thousands of spectators — was usually set in the curving slope of a hillside, into which were built concentric rows of stone benches that were divided by staircase-aisles at regular intervals.

Action took place both in the orchestra, the large circular area in the middle of the theater, and the proscenium, a raised platform in front of the long hall that served as a backdrop of the theater. Props, scenery, and machinery ranged from simple (in traditional Greek productions) to elaborate (in Roman productions).

Many such theaters were part of temple complexes dedicated to appropriate deities (e.g., Dionysus the Classical world).



The Night Watch (1642), by Rembrandt van Rijn

Chapter 4: Professional Places

In the course of their adventures or in pursuit of advancement in their vocations, player characters may find it necessary to visit a variety of places devoted to the development of various professions. While some groups might simply haze over the events and interactions that occur at such places in a few minutes of discussion between players and the Game Master, others might find it more satisfying and realistic to have their characters periodically — or always — role-play activities like dealing with vocational guilds and seeking trainers to help them improve their class abilities, skills, or combat techniques.

Guildhouses, hospitals, mages' lodges, and training halls are four sorts of professional places pertinent to adventurers that are described in the following pages. Other sorts of professional places that might come into play in some campaigns — especially if they involve occupations in which characters hope to advance or professionals with which they must consult — are the workplaces of architects, lawyers, cartographers, engineers, and navigators.

Professional places are sometimes established in residential-type buildings of various sorts; a lawyer or cartographer, for example, might run their operations out of a townhouse of the sort described under "Buildings" in *City Builder Chapter 1: Communities*. Many professional places will be more institutional in form, however, and located in purpose-built structures. In any event, professional places are almost always found in or around urban areas — where the greatest number of people can avail themselves of their services — although if large enough, such places might be built in more isolated areas and even have communities of up to village size grow up around them. A historic example of this is the Asclepion, an ancient Greek hospital complex located in what is now Turkey.

Features of professional places might include, as appropriate, training areas, workshops, halls for events and for regular dining, trophy rooms, meeting rooms, offices, vaults for safekeeping of valuables, rooms for storing institutional records, and libraries of professional materials. Larger places might also include amenities for their members or staffs (e.g., private dining rooms, residential apartments).

Regardless of their sizes or locations, professional places are almost always intended to project a sense of substance, sobriety, and seriousness commensurate with the gravity of the vocations that are pursued within them.

The material on guilds that appears on pages 159-162 of this book has been adapted from text in the Skirmisher Publishing LLC d20 sourcebook *Experts v.3.5*, but all game-specific terms and references have been removed from it. This material is provided completely as a bonus and this book has been priced without consideration for it.

City Builder Chapter 4: Professional Places looks at institutions that some characters might need to visit in order to advance in their vocations, or to which others might need to go for information or various services.

Guildhouse

Guildhouses are the headquarters and seats of activity for the organizations that regulate businesses, crafts, trades, and professions of all sorts. As the physical manifestations of groups that are often very rich and powerful — and frequently want to be seen as such — structures of this sort are often large and well-constructed (but typically not overly ostentatious or garish). Guildhouses are frequently also used for other municipal purposes (e.g., the mayor of a city where a prerequisite for his position is to be master in a guild might have his offices in the city's main guildhouse).

Most communities of town size or larger in campaign settings with typical medieval- or Renaissance-era economic systems will have at least one house representing all of the guilds active in the city or region (if there are many guilds) or all of the guild-regulated activities in such an area (if there is only one guild). Smaller communities with business interests, such as large villages, might have a guild representative who conducts guild business out of his usual place of work. Larger ones, such as cities, will typically have one large, central guildhall used as a meeting place for the masters of individual vocational guilds (or the representatives of specific chapters, if the guild is constituted that way) and numerous lesser houses devoted to specific guilds or chapters.

Facilities at a guildhouse of any size typically include a hall for large gatherings, one or more smaller

meeting areas, offices for guild officials and their administrative staffs, storage areas for guild records, and a vault for guild monies and valuables. Larger guildhouses might also include kitchens and dining areas where guild staff can take their meals and members can purchase them at a nominal cost, living areas for the staff that include an apartment and private offices for the guildmaster, guest rooms for visiting dignitaries, and inexpensive lodgings where members traveling from other areas can stay (e.g., for half the prevailing local rate). Guildhouses might also include workshops where out-of-town members, those who have temporarily lost use of their own work areas, or those who cannot afford expensive or specialized facilities can work for a reasonable fee.

Furnishings throughout a guildhouse are typically sober, although generally also very comfortable, and often showcase the specialty of the guild (e.g., wooden wall paneling carved by local craftsmen that depict an idealized history of the local community). Decorations generally include examples of goods produced by guild businesses and awards or other honors that have been bestowed upon the guild or its members.



Functions practiced at a guildhouse typically include collecting dues from members; inspecting and levying fees on goods being produced, sold, or transported through the area; maintaining guild records; and providing services for both local and visiting members (e.g., issuing temporary permits to newcomers to pursue their vocations in the surrounding area).

Chief official at a guildhouse is typically a master of an appropriate craft or vocation who has worked his way up through the political structure of the guild and perhaps even the community as a whole. Such an official is likely very influential, and his favor or dislike can go a long way toward reflecting how his friends or enemies are treated in the community. Other personnel typically include an appropriate number of clerks and however many servants are needed to clean the guildhouse, cook for the staff and guests, and perform other necessary chores.

Security at a guildhouse will be commensurate with the prevailing level of threat and the value of anything kept on the premises (e.g., coining dies at a guild entrusted with producing a city's money). It might be provided by guards hired directly by the guild, by those provided through affiliation with a fighters' guild, by city watchmen who are themselves guild members, or by city guardsmen who are either moonlighting or provided through some arrangement with their superiors.

Adventure Hooks

* Adventurers who wish to pursue a particular craft, trade, or profession for purposes of gain will likely need to join an appropriate guild in order to practice it legally and avoid being fined or suffering other censures. This could lead to adventures for both those wishing to obtain guild membership and those striving to avoid it.

* A particular guildhouse might strike certain bold and independent-minded thieves as a tempting target, with coffers full of accumulated dues and little more than fat, plodding businessmen to protect them. Such perceptions might prompt the guild — or more traditional thieves who prefer orderly relations with local businessmen and the town council — to swiftly find such transgressors and wreak awful retribution upon them.

Chapter 4: Professional Places

Hospital

Hospitals are establishments where sick, injured, or otherwise unwell patients can rest, heal, and receive medical care and the attention of trained and qualified physicians and other medical personnel in appropriate surroundings. Such places can vary widely from one society or time period to another, and what is described here represents an ideal that might exist in a particular ancient, medieval, Renaissance, or fantasy milieu.

Specific sorts of such places might variously provide less radical treatments that permit patients to stay only briefly (outpatient care), act as centers of medical training or research, or disseminate advice on behalf of public health. Places related to hospitals include healers' consulting rooms, apothecaries, dispensaries, hospices, asylums, colonies for the diseased, quarantine stations, and temples dedicated to gods of healing. (See *City Builder Chapter 5: Tradesman Places* for apothecaries and *Chapter 9: Religious Places* for temples and shrines.)

Note that a number of circumstances could lead to the development and establishment of hospitals even in societies where magical healing exists. Such conditions might include such miraculous medicine being rare or costly enough that it cannot be bestowed upon the majority of the population; the longstanding prevalence of certain magic-resistant types of illness or wounds; or a desire to most effectively combat injury, disease, and other maladies through a synthesis of mundane and magical techniques.

A hospital might be established in a large town or city, perhaps as an adjunct to a temple whose priests support it, or in a country site chosen for its healthy climate or isolation. It might have been founded by a religious group — whether it is one with general religious beliefs that emphasize caring for others or healing, or a special order organized for the purpose — a ruler or civic government, or some beneficent organization (e.g., a guild whose members perform dangerous work that often leads to them to require care, a wealthy group of merchants concerned for the state of their souls or their reputations). The armies of more civilized states — or navies, in the case of hospital ships — may support temporary or mobile hospitals near the places where their troops are operating (e.g., the dispensaries that followed conquering Muslim armies), to



provide aid to the distressed civil population following a disaster, or both.

In settings where significant non-human societies exist, Elves may have individual healers of legendary skill but favor a tradition of individual care; Dwarves, though hardy and resistant to disease, might suffer many mine accidents and have developed techniques for dealing with disasters of this sort; and the various sorts of more brutish humanoids might despise public provision for the weak and see no reason not to attack a hospital, provoking particularly grim incidents in raids by such savage creatures.

Like other public structures, hospitals are generally large, solidly built, and often ornately-decorated complexes of brick or stone. Ideally, their founders provide them with the best possible access to light, fresh air, greenery, and other influences felt to be uplifting and healthful. Such ideals, however, often conflict with the scarcity and expense of land in a suitable central loca-

tion for all who need the services of the hospital to reach it easily or with medical philosophies not enlightened enough to incorporate them.

Most of a hospital's area is usually devoted to patient wards of a dozen or more beds in rows (or, less commonly, private rooms for particularly wealthy patients); physicians often find it helpful to segregate patients with particular ailments into separate wards in order to reduce infection and provide skilled care and treatment to them. Other areas typically include examining rooms, surgeries, dispensaries, lecture rooms, chapels, offices and record-keeping areas, storerooms, central heating mechanisms such as hypocausts, and discreet but thorough means of disinfecting cloths and tools and disposing of all kinds of waste matter. Interior surfaces in hospitals generally allow for easy cleaning though extensive use of tiles, smoothly plastered and painted walls, and close-jointed hardwood floors.

A hospital needs large stores of cheap linen; items for enfeebled patients like stretchers, bath-sponges, and bedpans; abundant supplies of water and firewood; and a variety of exotic vegetable, animal and mineral products for compounding of various medicines.

Day-to-day operation of a hospital requires skilled physicians with knowledge of medicine, surgery, diet, other physical treatments, and the proper environment to comfort patients and support healing; nurses, who may range from members of a separate religious grouping in themselves to hired servants or part-time volunteers from the community; counselors and priests to minister to afflictions of the mind and spirit that may cause or exacerbate symptoms of illness; and semi-skilled orderlies to perform menial functions and assist with labor-intensive tasks. The governors or trustees who administer a hospital might variously be members of the religious order that operates it, physicians, or specialists skilled in finance and management, and by virtue of their social position may speak for the group that funds the hospital (e.g., royal bureaucrats, temple hierarchs, members of noble families, guildmasters).

Security threats to a hospital include deranged patients, ex-patients and their relatives who may bear a grudge for unsuccessful treatment, enemies of powerful people who may be under treatment there, and thieves seeking to abscond with medical supplies (e.g., to sell, for those who are sick but have reason not to visit a hospital, for their mind-altering side effects). Guards who secure the entrances to a hospital complex and patrol it are often well-versed in non-lethally subduing those who deserve compassion more than violence, but may have to be prepared for serious incursions by criminal elements. As much as any physical protection, however, hospitals and their staffs generally benefit from the deference accorded to healers and the self-interest of those who might do them harm but for that they one day might require their services.

Adventure Hooks

* The player characters might have to rush an injured, sick, poisoned, or pregnant person to a hospital, all the while attempting to overcoming obstacles both comical and dramatic and trying to prevent the patient from getting any worse. The person at risk might be one of the party's hirelings, a party member's dependent or relative, an aristocrat or other important person, or a common villager, whose rescue abruptly falls into the party's hands through unusual circumstances or because they are the only ones thought capable of completing the journey.

* Player characters who visit a hospital (whether because they are hurt or ill, one of them works as a healer or in some other capacity, at the request of a patient's relative or some other concerned individual, or as a charitable gesture) might discover that a number of patients have died or disappeared under odd circumstances. The party must proceed to investigate, perhaps uncovering illicit experiments, a cover-up of serious neglect or sheer sadism, or kidnapping of patients who are unlikely to be missed for some dire purpose.

Mages' Lodge

Mages' lodges — sometimes also called guilds, covenants, convocations, brotherhoods, schools, or orders — perform many of the functions traditional to other guilds: they regulate how their members perform their trade; organize the training of apprentices; share and improve techniques; grant degrees of recognition; assist in the supply of necessary materials; and, possibly, honor the gods pertinent to their members. Because the regulated trade in question is magic, however, many of these activities work in unique ways. A particular mages' lodge may also perform complex rituals that require multiple casters. Historical examples include

the Order of the Golden Dawn in England, the various Black Schools rumored to exist in medieval and Renaissance Europe, and the Pharaoh's body of magicians in the book of Exodus.

Members of a mages' lodge are often egotistical individuals who are accustomed to the use of immense personal power, which they gain through willpower, threat, trickery, and intellectual superiority, and they frequently bring similar methods and attitudes to dealings with their colleagues. Unlike the organizations regulating other vocations, the greatest threats to the interests of a mages' lodge are more likely to arise from within — by the uncontrolled actions of members of the guild — than to originate with outside forces. In order to impose even a modicum of discipline and civilized interaction, the guild requires members to bind themselves with oaths threatening dire consequences to body and soul and enforced by powerful magic that will literally bring upon rule-breakers the curses that such oaths foreshadow.

A mages' lodge generally has an acknowledged leader whom all members swear to obey and follow (although the making and twisting of such oaths is the daily work of wizards). The lodgemaster must be an accomplished mage — although is sometimes not the most magically skilled of all lodge members — and holds his position generally by election but sometimes by force. Generally just below the lodgemaster, however, is a council of master magicians who have considerable say on all major decisions. Other structures are



possible, such as shared leadership between several senior mages, an inner council of equally ranked wizards who vote on all decisions, or, at the other end of the scale, subjection to the decrees of a powerful extra-planar being (or a leader who claims to transmit the commands of such a being) or an earthly ruler powerful enough to overawe the mages. An over-arching mages' lodge may also incorporate individual groups of mages who regularly operate and carry out rituals together, and these are often known as circles or covens.

Some mages' lodges keep their memberships or even their existence secret, while others are as prominent in their societies as guilds of other prestigious crafts and might even rule over certain cities. Either way, a guild usually meets in a securely enclosed and often hidden location to protect its assembled members, partly because of suspicion — if not active suppression — from major religions or nobles who see magic as a rival to their own power, and partly from observation or even attack by rival magicians. The guild's meeting place may also be in or beneath the home of a particularly wealthy member, or may contain a comfortable residence for the lodgemaster or some other well-trusted custodian.

The lodge itself — or at least its private interior chambers, if the guild is secret — is generally built of stone in a grand and impressive manner and contains many marvelous enchanted objects and items of arcane significance from distant lands or even other planes of existence. It often includes a library (including a collection of major arcane tomes and many mundane but rare, books on theories of magic and the planes, natural phenomena, obscure and nonhuman languages, and similar topics) with a scriptorium for copying books; a vault for powerful magic items available for common use by lodge members, and another for items that the guild considers dangerous and needing to be locked away from the world; chambers for socializing and for discussions on advanced magical concepts; shrines or a chapel to the deities that govern magical practice; chambers intended for the use of ritual magic that are often permanently inscribed with devices like summoning circles, thaumaturgic triangles, pentagrams, and the like; and accommodations, ranging from monastic to palatial, for members of the guild attending meetings and rituals that are held at odd hours or over multiple days.

Most mages' lodges keep servitors, whether humanoids or magical beings, for purposes as diverse as providing for the personal comforts to which the lodge members are accustomed, moving large objects necessary for rituals, or carrying out complex tasks like assassinations.

Adventure Hooks

* Membership or advancement in a mages' lodge might require a certain amount of volunteer service at its facilities, perhaps as much as one month a year in total (on the other hand, if the officials of the guild demand that members carry out field work, it will always be fairly recompensed in some way). This could lead to involvement in any number of encounters, and the characters might have to respond to the demands of imperious visitors, rescue and assist members injured in the course of experiments that they attempt in the lodge's workrooms, or help suppress the results of summonings gone awry.

* Surreal, violent or simply bizarre incidents erupt across the city as an established mages' lodge tries to crush a brash, upstart rival organization in a covert magical war. The player characters might hire on to defend the interests of one side or the other, have to deal with the consequences of a summoned creature or damaging spell, or come across a dead or dying mage in the street with a letter or item on his person that is vital to the outcome of the lodges' confrontation.

Training Hall

Training halls are places where warriors, athletes, and others can variously exercise, train with weapons, and associate with others of similar inclination, both for purposes of socializing and networking. This sort of place includes all sorts of gymnasiums, dojos, fencing clubs, martial arts schools, and the like. Individual training halls might be associated with specific weapons, fighting styles, philosophies, sports, or activities. In some campaigns, access to such a place might be required for characters to advance in their chosen professions or to learn specific skills or fighting methods.

Clientele at training halls will often be determined by the sorts of training or amenities they offer. Quite often, a significant number of their patrons will be

members of the same vocational or racial demographic (e.g., marines, mercenaries, cavalrymen, members of the city watch, Orcish fighters, citizens from the community's aristocracy and upper crust).

Proprietors of training halls are quite often former professional soldiers, adventurers, or athletes who have retired from the hazards of their vocation and turned the remainder of their energies to running establishments where others can build their bodies or learn the arts of war. Religious organizations devoted to gods associated with physical prowess sometimes have training halls associated with their temples.

Training halls can assume a wide variety of sizes and forms. At its smallest and simplest, such an establishment might consist of a one-room building or perhaps only an open-sided pavilion, with space adequate for a master and one or more pupils to train with weapons or at whatever other martial arts or activities in which they are seeking to improve their skills. At the other extreme, training halls might be multi-building complexes that include amenities such as dining areas and dormitories.

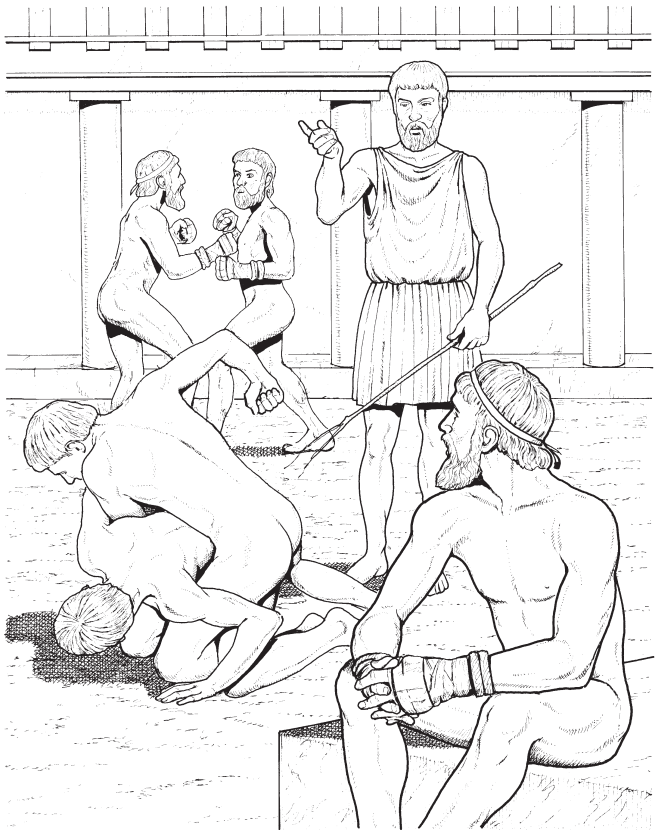
The primary service provided at a training hall is, of course, access to its facilities and trainers. Some might also provide the use of arms, armor, and specialized equipment. And, in societies where individuals sell their abilities as professional combatants, some may also serve as *de facto* fighters' guilds that help find work or provide other services for their members.

Price structures are often geared toward encouraging or discouraging clientele from certain levels of society. Entry criteria might also be enforced in order to include or exclude specific types of people (e.g., encourage citizens, males, or Humans, and discourage foreigners, females, and non-Humans). Some training halls might also function as private clubs and, like guilds, have specific membership requirements, such as providing services to support the hall and taking part in its social and civic activities. If access to a training hall is required in order for characters to advance in their careers, however, such places should not ultimately be made inaccessible to them, except perhaps temporarily and as an opportunity for role-playing, a side quest, or greater expenditure of excess treasure.

Adventure Hooks

* While training at a hall, one or more player characters fall afoul of a particularly unpleasant and aggressive mercenary soldier who provokes an altercation with them. This unarmed confrontation is broken up by the establishment's staff or other patrons, but leaves the antagonist enraged and itching for revenge. With that in mind, he shadows the party and, as they head out on their next adventure, leads his cronies out after them.

* The player characters might hear that a new training hall (whether nearby or isolated) teaches techniques of unparalleled effectiveness. One or more party members may be able to incorporate the training hall's teachings into their adventuring repertoire. The masters of the training hall do not accept just anyone, however, and the player characters may have to prove their worth by fighting a representative of the training hall's students or performing a significant quest. Alternatively, the prevailing ethos of the training hall may conflict with the party's beliefs or those of their superiors, goading them to destroy the place to prevent advanced fighting skills falling into the possession of evildoers.





Mill at Gillingham, Dorset (1826), by John Constable

Chapter 5: Tradesman Places

Tradesmen are characters who provide skilled services based on specialized training and knowledge. While player character parties usually have a wide range of skills and abilities at their disposal, there are times when they might need to visit the places run by characters of this sort and avail themselves of their specialized capabilities. Putting characters in the position where they need such skills can encourage role-playing or creative thinking, prompting them to either accomplish skill-based undertakings on their own or negotiate with non-player characters to do it for them. Game masters can also sometimes use the places associated with tradesmen as opportunities to insert adventure hooks into their campaigns.

Examples of tradesmen places that player characters might need to visit for various reasons include apothecaries, breweries, livery stables, mills, and slave pens, all of which are described in this chapter. Other sorts of places include establishments associated with animal trainers, butchers, exterminators, lime burners, miners, plasterers, painters, plumbers, roofers, steeplejacks, and undertakers.

Sizes, shapes, and locations of places associated with different sorts of tradesmen are often highly specialized or adapted to meet the needs of their disparate vocations (e.g., space to accommodate livestock, large vats, mill-works). Depending on what they are used for, such places might be variously located in communities of any size, military complexes, temples, isolated wilderness areas, or almost anywhere else.

Some tradesmen might operate out of mobile workshops, such as wagons, and move between the quarters of a city or the villages of a particular region. Others, such as chimney sweeps, may conduct all of their trade at their clients' homes or places of business and thus have no offices of their own, simply keeping any necessary equipment in their own homes or secure storage areas. And yet others, such as guides, have vocations based on moving around from place to place and will probably not have fixed worksites associated with them at all.

In ancient, medieval, or Renaissance societies, many tradesmen work — and often also live — in places similar to those used by craftsmen (see the Introduction to *City Builder Chapter 2: Craftsman Places*). A great number of trades, however, require purpose-built structures or need to be set in specific sorts of locations. An animal trainer's place of business, for example, might look an awful lot like a small ranch (depending on the sorts of animals he trains, of course) and is probably best located in a rural area or at the edge of town. A miller, on the other hand, will likely have a water- or windmill as his workplace and will need to have it built near a source of flowing water or ample wind. And in fantasy campaign settings, the workplaces of tradesmen might be set in any number of exotic locations.

Regardless of their sizes, configurations, or settings, tradesmen's facilities will generally contain all of the tools, equipment, and materials they need to pursue their vocations. Indeed, there may be certain tasks a tradesman cannot accomplish without necessary pieces of equipment. In general, the greater the capabilities and success enjoyed by a particular tradesman, the larger and better equipped his workshop will be.

City Builder Chapter 5: Tradesman Places examines places occupied by various sorts of specialized individuals with which player characters might periodically need to interact.

Apothecary

Apothecaries are places run by pharmacists, chemists, druggists, herbalists, apothecaries, and other tradespeople skilled at formulating, compounding, and dispensing drugs, medicines, and related substances and materials, using herbs, minerals, alchemical products, substances derived from creatures of various sorts, and other ingredients. Those set up as retail shops might also sell items like patent medicines, candy, and pipeweed. Apothecaries and their ilk might also be physicians, surgeons, midwifes, or other sorts of healers in their own rights or have knowledge of medicine, chemistry, pharmacology, and the natural world comparable to that of a sage. Such characters might thus be as useful for what they know as for what they can do.

Famous historical apothecaries include 16th-century French mystic Nostradamus; 17th-century English botanist, herbalist, physician, and astrologer Nicholas Culpeper; and 18th-century American general and traitor Benedict Arnold. One of the best cinematic depictions of an apothecary's workshop and its operations is

in the film *Curse of the Golden Flower*.

Apothecaries are frequently significant enough to warrant their own professional associations, such as that of the Worshipful Society of Apothecaries, founded in England in 1617. Regulation of such places might be by organizations like guilds and similar to that of any other commercial enterprises (most likely in a medieval, Renaissance, or fantasy campaign setting), strictly administered to by the government (as in our own society), or completely unregulated (as in many ancient cultures, including that of Rome).

Player characters will generally visit apothecaries' shops to obtain components for spells, ingredients for compounds like inks and potions, healer's kits, poison antidotes, acids, and possibly even various sorts of toxins (some of these items might also be available at an alchemist's shop — described in *City Builder Chapter 8: Scholarly Places* — and there is certainly some crossover between these two sorts of institution).



Medicines, drugs, and other substances prepared or created at apothecaries include teas and infusions of various sorts, herbal and chemical tinctures and ointments, fluid and solid extracts, herbal poultices, powders, tablets, and essential oils.

Typical equipment employed in apothecaries' workshops includes mortars and pestles — which are often used as the symbols of such places and the practitioners associated with them — scales, choppers, cutting boards, boilers, small ovens, distillation apparatuses, and pill molds. In many cultures, apothecaries may use systems of weights and measures peculiar to their vocation for measuring out precise amounts of small quantities (e.g., the now-obsolete apothecaries' measures used until the last century in English-speaking countries).

Apothecaries' shops must also include systems for cataloguing, organizing, and storing various sorts of herbs, chemicals, and compounds, and these often consist of purpose-built shelves, racks, drawers, and jars. If designed for retail areas, such storage systems are often decorative in nature and sometimes very expensive.

Adventure Hooks

* Adventurers' expeditions often take them to places where rare plants, molds, minerals, and other substances might be more easily retrieved by them than by professional apothecaries. Characters with some foresight might decide to establish a relationship with such a tradesman and thereby create for themselves a source of supplemental income. Likewise, a particular apothecary might make available to adventurers a wish-list of substances for which he is willing to pay, along with instructions on how to recognize them, collect them safely, and preserve their quality during transport.

* When an important person or perhaps a member of the party dies or is severely weakened by the suspected use of poison, the player characters might need the help of an apothecary to identify the substance responsible and its likely source. This could perhaps lead them to further actions to obtain a cure — if the victim is still alive — or to find the person who has administered or supplied the toxin.

* An alchemist asks the characters to assist with secretly introducing a strange additive into batches of



medicine to be distributed around the city through local apothecaries. This might variously be for purposes of incapacitating particular recipients of it for a short time, triggering bizarre or violent acts on their part, or even for surreptitiously providing an antidote for a disease or poison that their employer expects nefarious groups to spread among the populace.

Brewery

Breweries are places where tradesmen produce beer, ale, stout, and lager through the fermenta-tion of barley, wheat, and other grains to cheer paupers and princes alike. Related vocations are those of cellarers, experts in storing and serving beer; distillers; and makers of other alcoholic beverages, such as vintners, ciderers, and meadhers.

Breweries can range in scale from the operations of a single manor or village ale-wife, through the ubiquitous taverns and brewpubs that create beer for their own customers, to important merchant houses owning chains of large commercial breweries.

Besides taking commissions from brewers — who are often prosperous and well able to afford the specialized talents of adventurers to solve problems beyond the ordinary means of commerce — player characters might visit a brewery simply to sample its various beverages at their source, or to obtain a large supply for a celebration of a successful end to their latest venture. Village brewers and publicans are also often well-liked folk who are better placed than most to hear news of recent events in a small settlement that may bear upon the characters' mission.

The main features of a brewery are a broad stone floor for malting; a series of large lidded tubs with particular uses, including the mash tun, copper fermenting vessel, and conditioning tanks; fireplaces; a store of cold water for processes requiring cooling; and a variety of shovels, ladles, and buckets.

A brewery often has an attached cooper's workshop to make barrels and repair brewing vessels, storage areas for completed product, and a heavy horse-drawn dray if the beer is to be delivered to taverns and cellars rather than served from the premises.

The grain is first processed to a sugar-rich fermentable liquid called wort by malting (controlled germination of the seed), drying and/or roasting, mashing, boiling and cooling. Other grains require different processes such as pounding, pre-cooking, or even chewing. At this stage, a mixture of herbs called gruit (including sweet gale, rosemary, yarrow, heather, and even more psychedelic ingredients, such as henbane or wormwood) or, more commonly in modern times, hops can be added for flavoring and as a preservative. In milieus where both kinds of flavoring are used, beverages prepared with hops may be called beer and those without them ale.

Fermentation begins by exposure to the outside air, by pitching the yeasty flocculate, or by pouring in still-fermenting beer from a previous successful brew. It proceeds at a carefully controlled temperature over many hours or several days.

In ancient and medieval settings, fermentation of beer is a somewhat mysterious although mostly predictable process, occasionally improved by the studies of sages who have a professional interest in the minutiae of spontaneous generation. Lagers are a product of such philosophical inquiry, fermented over many days in certain cold underground caverns, inducing fermentation in the depths of the vessel rather than at the top, which produces a clear and strong brew with a distinctively crisp taste. In a fantasy campaign setting, other variations on the concepts of brewing might exist, possibly through the interaction of spellcasters of



various sorts.

Conditioning processes such as settling and filtering follow before the finished beer is casked.

Quality of water used in brewing is of great importance and one of the bases of the reputation of famous breweries, which often have exclusive access to specific springs, wells, or other sources.

A brewery often produces several different styles of beverage, such as the dark and strong brew called stout, by differing preparation of the wort and control of the fermentation period. A distillery may brew the equivalent of unhopped beer for distilling into whiskey.

The proprietor of a brewery — the braumeister — must be physically fit, shrewd, and dedicated, with keen senses and a knack for problem-solving and experimentation in order to maintain close control of the complex processes of brewing. Many brewers inspire great affection and loyalty from their customers in recognition of the convivial times that their product accompanies.

Adventure Hook

* A local ruler might outlaw, restrict, or levy onerous taxes on particular beverages, whereupon those drinkers determined to have their preferred tipple will pay well for defiant individuals to brew or supply it. Adventurers might have the task of intercepting shipments and finding brewhouses and stills, or might become smugglers, exercising their skills in stealth and trickery along with the unfamiliar complications of dealing with a heavily-laden wagon or boat.

Livery Stable

Livery stables provide for the needs of people with mounts by housing them and offering any number of other services related to the care of such beasts. A livery stable usually has proper accommodations and trained staff for only one kind of mount — whether it is horses, camels, elephants, riding dogs, or something else altogether — but larger facilities might have separate stalls and yards for several kinds of mounts.

Any community of village size or larger is likely to have at least one livery stable of modest size, while towns and cities are likely to have many such establishments, which might be of every size and offer a wide range of services and options.

The level of service and amenities at a particular stable might vary considerably and range from providing only stalls, fresh water, and hay for bedding but otherwise require customers to do everything themselves; partial livery that also includes feeding mounts and mucking out their stalls; and full livery that also includes grooming and exercising of mounts and any number of additional services. Any particular livery stable might offer all of these options or just some of them. Some might also hire out mounts and carriages (with the tack of each mount and trim of each carriage discreetly marked, of course, with the establishment's livery or colors); provide drivers and groomsmen for jobs away from the stable if needed; or sell, trade, or otherwise deal in mounts to some extent.

Many stable proprietors are farriers — tradesmen skilled at shoeing and otherwise caring for horses — or stablehands with many years of experience caring for mounts. Some, however, have some other experience with the sorts of animals they work with (e.g., retired cavalrymen, carriage drivers, former showmen who

specialized in displays using trained mounts).

A livery stable needs facilities similar to other places where many large animals are kept. Some are more geared toward keeping mounts in glossy good looks than in tip-top fitness, requiring more spacious stalls and a higher number of grooms to attend not just to the mounts but also to the safety and comfort of customers. Open yards or training facilities, to the extent that they are present at such facilities, might thus be primarily for parading mounts for customers' selection.

Stalls themselves will be sized — and perhaps strengthened or barred — for the particular sorts of mounts they are intended to hold and provided with suitable feeding and watering receptacles and mucking-out access.

Depending on the services offered by a particular livery stable, other areas might include fields for grazing mounts, a granary for feed, exercise yards, carriage houses with adequate room for maintenance (e.g., carpentry, polishing, painting, leatherworking), workshops for tailoring and the maintenance of horse-tack, storage areas, quarters for the owner and stablehands, an office, and perhaps a suitable parlor for the entertainment of upper-class customers.



Equipment present at a livery stable includes all sorts of tack for mounts, such as bits, bridles, saddles, stirrups, halters, reins, harnesses, martingales, and breastplates; items related to the care and comfort of horses, such as stable bandages, horse blankets, feedbags, and grooming equipment like brushes; miscellaneous items used by riders, such as spurs, whips, crops, helmets, and maybe even boots or other garb; and any equipment peculiar to any exotic mounts that a particular livery stable is set up to accommodate (e.g., ankuses at a place geared for elephants).

If a specific stable provides shoeing for mounts, it will likely also include horseshoes, nails, a forge, anvil, bellows, buckets for quenching hot metal, tools like hammers, tongs, and files, and protective gear like aprons and gauntlets.

A livery stable might be run in conjunction with some other sort of establishment, such as an inn or any other places likely to be frequented by mounted travelers.

Adventure Hooks

* An important visitor who uses the services of a livery stable may risk injury when an unfamiliar mount balks or rears — perhaps as an unfortunate accident that the characters are luckily on hand to help with (potentially earning the gratitude of a rich merchant or a noble), or perhaps due to malicious or supernatural interference with the mount.

* Believing they have made good use of their bargaining skills and either been especially lucky or almost bilked the trader from whom they purchased them, the characters have just acquired an excellent string of ponies (or other appropriate mounts) at cut-rate prices. These were liberated from a dangerous local warlord, however, who will not react in a friendly manner to whoever turns up with them.

Lumber Camp

Lumber camps are temporary communities of tents or bunkhouses established in seldom-disturbed wilderness areas where forests of large, mature trees are available for harvesting and are occupied by close-knit crews for weeks or months at a time. Such operations typically take place some distance away from civilized areas and often require strenuous and dangerous efforts by the resident loggers.

Different trees serve different purposes, including large, straight-growing trees for framing and shipbuilding, dense woods of attractive color and grain for cabinet-making, and low-growing forms with fantastically contorted grains to display in feature veneers and panels despite their limited structural strength. For the most critical applications, carpenters select better-quality logs that have been more carefully seasoned, sawn, and typically defined with a series of grades.

Rapid timber harvesting may also form part of the operations of a siege in order to construct siege engines, temporary fortifications, and fascines (brush bundles for filling in moats), and lumber camps may be established to support such operations.

Initial profits from logging depend on access to virgin areas of old growth, where the largest and best-quality trees are found, leading many timber barons to move their operations from place-to-place in a series of boom-periods, often followed by stagnation. The rapid land-clearing associated with such operations causes dramatic changes to the environment, such as erosion, enlargement and pollution of rivers, scattering and death of forest animals, and promotion of fires, so that loggers often make particular enemies of druids and other proponents of the natural environment. Later timber production from plantations and coppices — cultivated knots of young regrown trees — demands a different style of investment and management, as well as different saws, hauling equipment, and techniques to deal with younger, smaller logs.

Lumber camps are not usually located near urban areas or other large population centers, from which old-growth forests have typically been long removed, but might end up growing into hamlets or even full-blown villages. As such, various amenities might be established within them, such as taverns or general stores. If large and well-developed lumber camps also acquire other functions during the time the surrounding forests last, then they might survive their tenure as temporary communities and eventually be turned to other uses. Otherwise, they may be abandoned and turn into ghost towns or even be completely dismantled by their owners before they move on to fresh logging areas.

Apart from ever-expansionistic Humans, well-organized societies of Dwarves and humanoids might car-



The Woodcutter's Misfortune, by John Anster Fitzgerald, 1832-1906

ry out extensive logging operations, while sylvan races such as Gnomes and particularly Elves would seldom consider such wholesale destruction. Crews assigned to tree-felling typically use calculated saw cuts, wedges, and cables to drop each bole in a chosen direction, saw off its crown, trim its side branches using axes, and cut the trunk into logs for transport. The most experienced lumberjacks in a crew supervise the sequence of operations or perform tasks that require particular skill or that can cause serious inconvenience and danger if botched, to include felling, while less experienced loggers trim the fallen log or set and remove dragging cables.

Bullocks, draft horses, elephants, or even — in particularly advanced settings — specialized vehicles such as logging wheels or hot-air balloons are used to drag each log to a cleared area known as the landing for processing and transport onward. Roads built for this purpose are not intended to look attractive or last for a long duration but must temporarily bear heavy traffic. Thus, they are often constructed with corduroy — cut branches and scrub — laid over the clay and muck of the road cutting. Loggers may become known for their beasts of burden almost as much as for their backwoods work-clothing and the tools they bear.

If no sufficiently strong animals are available to haul the logs to a suitable worksite, loggers may instead build a temporary dam and break it open when filled with logs, sluicing the timber on the flooding water to lower ground.

For long-distance transport, a logging operation may instead haul logs to a waterway of sufficient depth to float them, bind them together in rafts, and pole them by water to their destinations. Spiked boots, known as caulk boots, help skilled lumberjacks to stand on and roll floating logs. Extracted logs moved by water then lie in carefully-constructed stacks at the landing for several weeks or months to season them and prevent green timber from warping and releasing its moisture once sawn and fastened into place, as well as making the logs much lighter to transport.

If the timber is to be used relatively close to the cutting area (e.g., for construction of a new settlement or major building), lumbermen will likely de-bark the logs on site and pit-saw them into framing timbers and boards using long saws worked vertically by two men — one standing on the log and the other in a pit dug below it — or hew them into shape with broadaxes.



Builders may instead choose suitably straight, clean boles as round timber for posts, heavy framing, and log construction. Such operations may collect bark and cut branches for sale where they have valuable uses, such as for tanning supplies, gardening, or firewood.

Because loggers are typically burly and well-armed, lumber camps can usually handle small or unorganized threats without disruption to their work. In areas menaced by humanoid tribes or other dangerous monsters, however, owners will either take precautions like building palisades and hiring mercenary soldiers — or simply forego cutting in such areas.

Adventure Hooks

* The deep forests harbor many creatures unknown to civilized nations. Loggers may call upon an adventuring party to protect them from roving carnivores such as wolves, giant lynx, or tigers, humans or humanoids who resent their arrival in the forested lands, or supernatural threats that they barely understand, such as a tribe of hidebehinds or even a snallygaster.

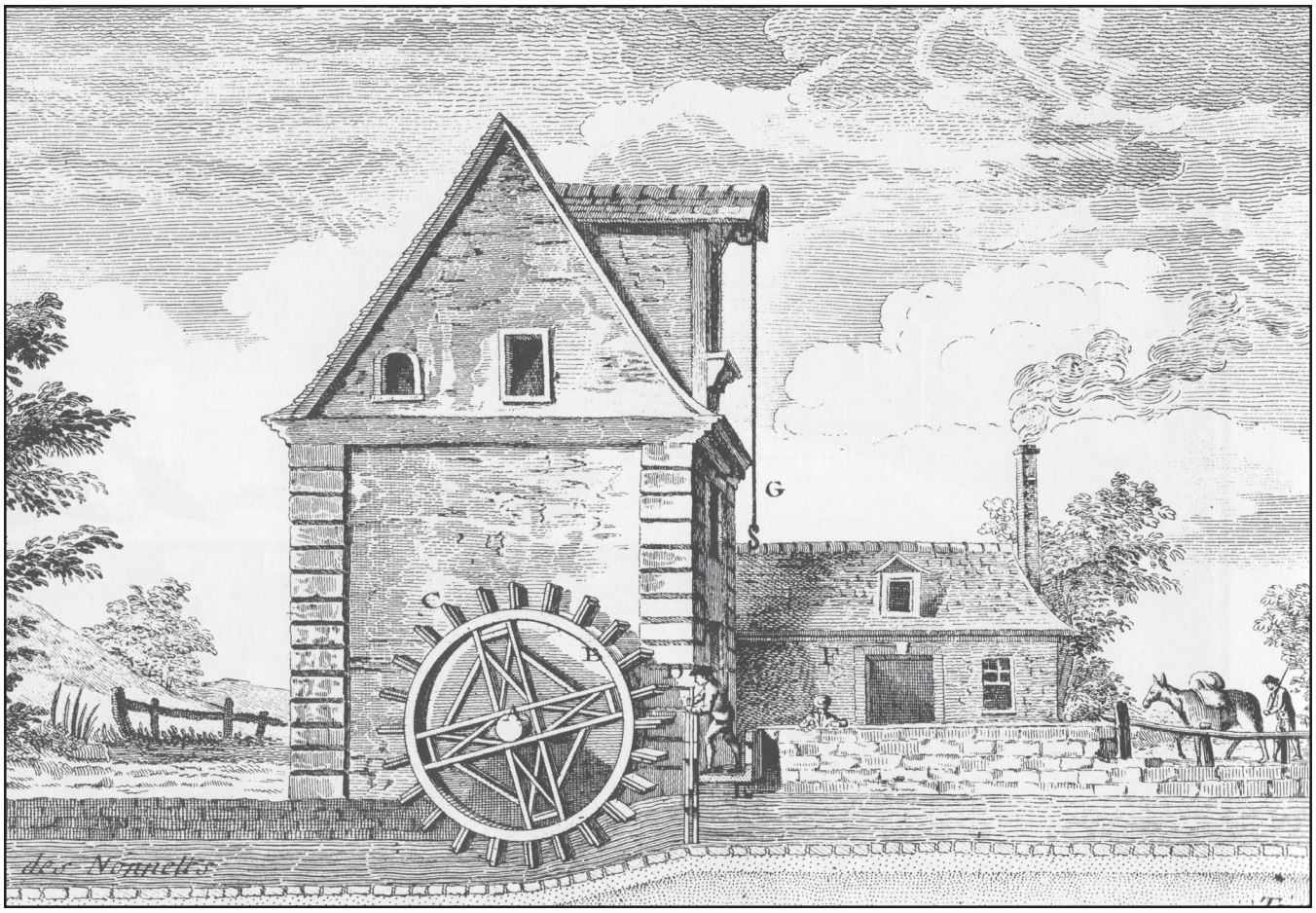
* A powerful Hill Giant and his animal companion, a giant aurochs covered with blue hair, has established himself in the campaign area as a one-man lumber crew. Being able to single-handedly do the labor of 10 other men, he has put many other loggers out of work while simultaneously making himself popular with camp owners. Characters might be approached by some of these loggers with offers of driving off the interloping giant, hired by an owner to protect a critical camp and personnel that includes the hulking logger, or otherwise come into contact with the buffoonish and destructive but apparently good-natured humanoid.

Mill

Mills house machinery designed to harness an outside source of power for a repetitive physical task, providing greater output and more concentrated energy than even a vast number of laborers with hand tools could achieve. Important tasks performed by mills include grinding grain, pumping water, separating olive pulp for oil-pressing, crushing ore, sawing timber or stone, circulating air in mines, lifting loads by cranes, manufacturing cloth, and powering hammers or bellows for large-scale forges (see *City Builder Chapter 2: Craftsman Places*).

The sorts of mills employed in any particular country will be determined by a number of factors, including the prevailing level of technology, available motive forces, products and industries to which mill-generated power can be applied, groups within the local society capable of constructing, operating, and maintaining mills and their infrastructure, and community attitudes toward technology (e.g., fear of unemployment, suspicion of new inventions).

Successful operation of a mill depends on the force and reliability of its source of power, and the location of mill complexes — and even entire towns and industries that require their output — thus depends on the presence of strong reliable winds or moving water rather than their users' convenience. In some areas this can also necessitate an effective system of medium-distance transport to bring raw materials to mills and take their products away from them (e.g., to market). Other mills — particularly those used to grind flour for everyday use, drain low-lying areas, or in conjunction with mines — must be situated in a particular site in order to be useful. Viability of such mills depends on how much free energy can be obtained from the source of power



the mill is designed to exploit or on the availability of sources like working animals that are not dependent on location.

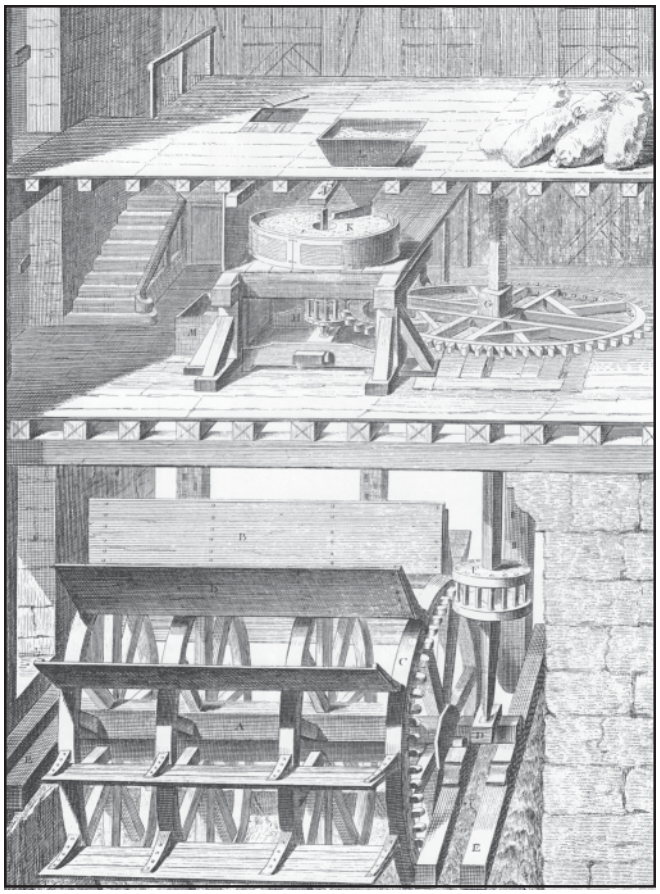
A hand-mill (quern), capstan or treadmill (worked by intelligent laborers), or animal-driven mill (using donkeys, steeds too worn-out to ride, mules, oxen, or more unusual creatures to provide a larger quantity of force) relies only on providing and feeding a sufficient number of the creatures that power the mechanism.

A watermill might be powered by the constant flow of a natural stream or river, waste-water from places such as bathhouses, or — much more rarely — by tides. Lands favorable for the use of watermills have fast-flowing watercourses — whether in numerous rushing streams, a few capacious rivers, or piped in aqueducts from nearby large water sources — and typically lie in or at the base of hill-country with high rainfall. Use of adequate water for mills might be secured by grants or licenses from the local government.

The mill-races and weirs that support watermills — particularly the more powerful overshot type — are significant works and features of the landscape that often support a variety of peripheral uses (e.g., fish-traps). Such areas are sometimes reputed to house supernatural inhabitants, such as nixies.

Windmills require strong and reliable winds, which are common in many level plains and lowlands and in networks of mountain passes. High ridges parallel to the coast also capture considerable wind-flow but are often difficult places to settle and construct substantial buildings, and often not convenient to the places where the mill's output of power is needed. A windmill requires some means to limit the speed attained when the wind is overly strong, to avoid scorching the grain or breaking the mill-gears, and — unless the prevailing wind is absolutely constant — a way to turn the whole mechanism to catch breezes from different directions.

While muscle, water, and wind are the most traditional sources of power for mills, others might be employed in particular campaign settings. Steam, for example, might also be used to power mills in milieus that have a technology level at least equivalent to that of the late Renaissance (or in places where it is available geothermally). Large treadmill-powered cranes using the same sorts of mechanisms as mills can be used to raise and move heavy loads more efficiently to assist construction of major buildings and cargo-handling at large ports. And supernatural sources of power might be harnessed for the operation of such places in fantasy campaign settings, where magical mills might be used to grind out marvelous things such as gold, enchanted dusts, good fortune, or curses.



When employed for the purpose of processing basic foodstuffs, the people of every settled region dependent upon agriculture need access to flour-mills (which very often also incorporate or serve local bakeries). In countries where inequalities such as serfdom persist, milling is typically a monopoly of the powerful, giving them an opportunity to levy lucrative fees and taxes and thus providing them a strong incentive to exact everything from fines to violent retribution against the establishment of unlicensed mills or home-based practices such as hand-milling. Likewise, those whom a ruler wishes to punish or drive away might be forbidden to have their grain ground at mills he controls.

Another vital, probably older, but more localized application of mills and other mechanical devices is to

move water into prepared channels for irrigation in areas with low or uncertain rainfall, or out of places where it is not desired, such as low-lying wetlands. The far-reaching effects of this function release viable farming land in terrain that is naturally too swampy or too dry for cultivation, allowing the growth of villages and towns across such regions. Water-moving mills of this sort can also be used to extend the depths to which mines can be sunk and, therefore, the amount of ore they can yield over many years.

Use of mills in various industries greatly increases the quantities that a region can produce and export, given a suitably copious and efficient input of raw materials. Villages might grow into industrial towns or entirely new settlements may spring up where an abundant power source allows such mills to operate.

Due to the size and complexity of a mill's machinery and the importance of its operation to a community, millers are generally substantial and trusted members of the community. If not literate, a skilled miller at least needs to be numerate to administer proper payment in coin or as a portion of the ground product (multure), which often serves as his primary source of income and which he can then both use personally and sell; record quantities received and dispatched; and reckon fees that he must pay in turn to the local ruler (risking severe punishment, due to the importance placed upon maintaining basic food supplies, if he cheats his customers or his lord). He must also be mechanically inclined, in order to keep the mill machinery in good working order.



Equipment and other items associated with mills includes spare millstones; tools for repairing components of mill machinery or fabricating new ones (e.g., chocks to hold gears temporarily in place, mallets, prybars, and wedges to loosen jammed components and make adjustments to machinery, pulleys for shifting millstones or other very heavy parts, tools used by both carpenters and stonemasons); and fishing gear in the case of watermills that have fish- or eel-ponds.

Dwarves, Gnomes, and Halflings — all mechanically or agriculturally inclined — often employ watermills of varying sizes according to their favored vocations. Goblinoids enjoy the concept of slave-driven mills, typically rickety and dangerous amongst Goblins and massive and brutally efficient for Hobgoblins, but alike in their grim toll of captive workers.

As technical experts, millers and mill-wrights are often well-placed to move about the campaign setting, plying their trade for different local rulers wherever the pay is best. Milling is typically a recognized craft, sustained by a country-wide system of apprentices, journeymen, and master millers, which shares innovative mill designs while it maintains efficient traditional patterns of millstone-dressing. The profits and evident freedom and prosperity of millers can inspire the envy of less-fortunate peasants, to the point where a number of folktales of the latter class describe the comeuppance of greedy millers or the footloose adventuring of their ne'er-do-well offspring.

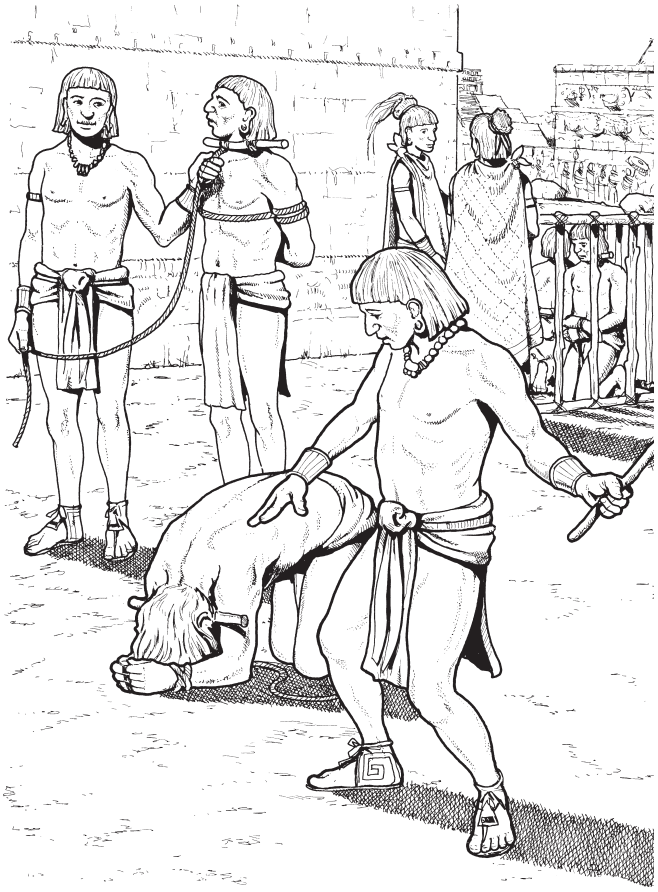
Adventure Hooks

* Adventurers captured by their enemies, or a group of common folk whom the party is motivated to protect, could be put to work at a capstan or in a treadmill, either to support the daily needs of their enemies (e.g.,

irrigating fields, grinding flour) or to support some major project that ultimately poses a threat to the characters' interests (e.g., construction of new and powerful warships or a strategically-placed fortress). Insufficient food, unrelenting work, and dangerous unprotected machinery may wear down or increasingly kill off workers, adding urgency to the need to end their toil.

* Shutdown of a mill, for any of various reasons, places a village or commercial operation that depends upon its output under great financial difficulty or even threat of abandonment. This can require interested player characters to quickly obtain components to repair the mill or find and escort a suitable expert to the site.

* A mill, being central in importance to daily life in a village, might be an ideal base of operations for anyone interested in monitoring, suborning, or influencing the course of events in a community (e.g., a cult, agents of a foreign government, non-human monsters). Such an enterprise, of course, would almost certainly depend on complicity or control of the miller, and anyone familiar with normal activities at the mill or paying enough attention to them might notice strange goings-on.



Slave Pen

Slave pens are places where Humans — or the members of other intelligent races — are bought, sold, and temporarily imprisoned while their disposition is being determined. Such facilities are run by slavers, amoral or evil individuals who have, to varying extents, the attributes of merchants, raiders, man-catchers, and prison guards.

Places of this sort are typically located in areas where there is a demand for slaves, especially large cities or market towns in agricultural areas where plantations or industrial operations like mines predominate. Smaller, fortified slave pens might also be operated in places near to where victims are captured and thereafter sold off to slavers intending to take them to other locations for resale.

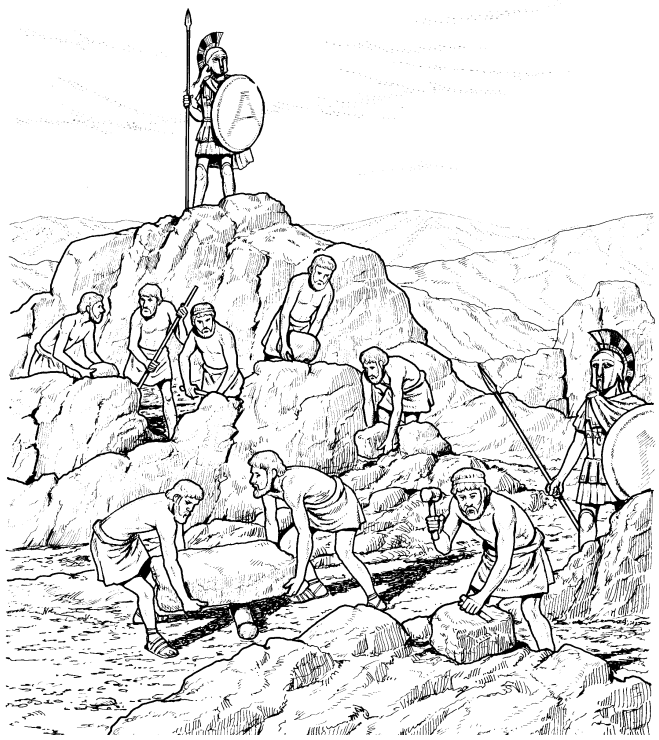
Communities in evil, amoral, or oppressive states that are also highly organized are the most likely to allow slavery, which will likely be illegal in nations where concepts like good or personal liberty are valued. Likewise, slavery is also likely to prevail in disorganized areas beyond the effective reach of any sort of enlightened governance. It is also possible for there to be secret slave pens in areas where slavery is prohibited and where the trade in people must be conducted illicitly, typically hidden inside buildings of different outward purpose or in remote locations.

Physical security measures at slave pens are designed both to keep slaves confined and prevent others from either stealing or liberating them. Specific elements are likely to include paddocks, cells, or cages for single prisoners or groups of them, which are further secured by their containment within a larger structure like a dungeon, prison-like building, or walled compound.

Any particular slave pen might also include barracks for guards, apartments for the chief slavers, and possibly even quarters for visiting merchants at the largest facilities. Other areas within a slave pen might include an area where slaves are displayed and auctioned off, possibly upon something like a raised dais, with a se-

cure seating or standing area for buyers; a bathhouse where slaves can wash and be groomed prior to being auctioned off; a kitchen for preparing food for slaves and staff alike; a forge to maintain metal shackles, bars, and weaponry; stables for draft animals and storage areas for wagons or other conveyances if slaves are transported in this way; an area for branding or otherwise marking slaves if this is the custom; and possibly a vault of some sort if wealth needs to be stored. There might also be areas used to test specific desired capabilities of slaves (e.g., sparring areas where the combat abilities of potential gladiators can be assessed) or areas to punish or execute rebellious or troublesome slaves, although such practices will likely be rare except in extreme cases where they are deemed necessary or under conditions where so many slaves are available that they are somewhat devalued.

Personnel at a slave pen might include one or more slavers, who likely own or manage the pen; a contingent of guards to oversee, control, and move slaves around as needed, possibly reinforced with dogs or other trained beasts; and a staff of attendants, cooks, and menials — possibly slaves themselves — to perform necessary chores around the facility.



Adventure Hooks

* While adventuring in a wilderness area, player characters might fall into the hands of slavers and be transported to and then imprisoned in a slave paddock pending their sale. The characters might variously have to escape prior to their sale, help other prisoners to escape too, or even confront the slavers and put them out of business.

* Characters in campaign settings where slavery is widespread might decide to generate a little extra income by capturing and bringing to market some of the people — whether opponents or not — that they encounter in the course of their adventures. This sort of potentially profitable opportunism, however, could lead to censure from institutions with which the characters wish to remain on good terms (e.g., temples affiliated with good-aligned deities, local goverments of areas where slavery is prohibited), and possibly even make them the target of retribution from formidable anti-slavery factions.

* It is possible to build an entire campaign based on the suppression of widespread slaver operations. Such a series of adventures might include encounters with raiders in the field, attempts to rescue captured friends, attacks on slave pens and stockades, forays into the dungeons beneath slaver redoubts, and assaults against the headquarters of slaver organizations that ultimately conclude in direct confrontation with the slave lords themselves.

Tannery

Before the skins of creatures can be crafted into useful items, they must be removed and properly preserved in a process known as tanning. Tanning of skins to make leather involves physical and chemical changes through long steeping in pits filled with tanning liquor that is traditionally based on tree bark, or oils, fats, alum (tawed hide), or alchemical compounds. The most rigorous of these processes can make "true" leathers capable of withstanding repeated wetting.

The most common process for supply of bulk quantities of leather from the hides of cattle or similar domestic beasts generally starts with purchasing skins from a butcher, washing and rehydrating them, remov-

ing their hair and remaining flesh by first soaking in stale beer, urine, or lime and then scraping with characteristic two-handled blades, preparation by either soaking in a warm solution of dog or pigeon dung (a process known as bating) or drenching in fermenting grains, initial soaking in old and spent tanning liquors, then tanning for a year or more in pits layered with shredded bark.

After drying, the tanner generally sells on the rough leather to be softened, scoured, sometimes dyed, and polished to the necessary texture for its intended use by the separate trade of curriers.

In order to maintain the quality of the finished merchandise, guild regulations often forbid a butcher to be a tanner, or a tanner to be a currier, relying on a free market between the different tradesmen to select only good-quality materials for each successive stage.

Whittawyers use different pastes combining alum, salt, oatmeal, or oils to produce smaller, less durable, but more finely cured skins from such animals as dogs, goats, sheep (first stripped of wool by the fellmongers), and deer, while skinners or furriers preserve pelts with the fur still attached. Nonhuman specialists of this sort might work with the skin of rats, other humanoids, or other creatures that would be considered taboo in most societies.

Tanners are best known for an ineradicable stench of decaying flesh and ordure, in some societies even relegated to an outcast position due to religious stigmas attached to handling dead bodies and filth. They require considerable strength to haul about and pummel heavy, waterlogged hides and, like certain other occupations, benefit from a deficient sense of smell. Lime burns are an occupational hazard, but tanners are mysteriously resistant to diseases, perhaps because the stink is so acrid that the plague itself hangs back, or due to certain molds that grow about their workplaces.

Tanners' facilities are usually fairly sizable, requiring large open areas like sheds or covered yards for tanning pits, vats of urine, and air-drying of hides, but any structures associated with them tend to be rude and roughly built. Tools present in such workshops generally include the shovels and poles needed to work the tanning pits, knives for unhairing, fleshing, and shaving, stiff brushes, burnishing stones, mallets, stakes, beams and workbenches, large tubs, and warm stoves for rapid controlled drying.

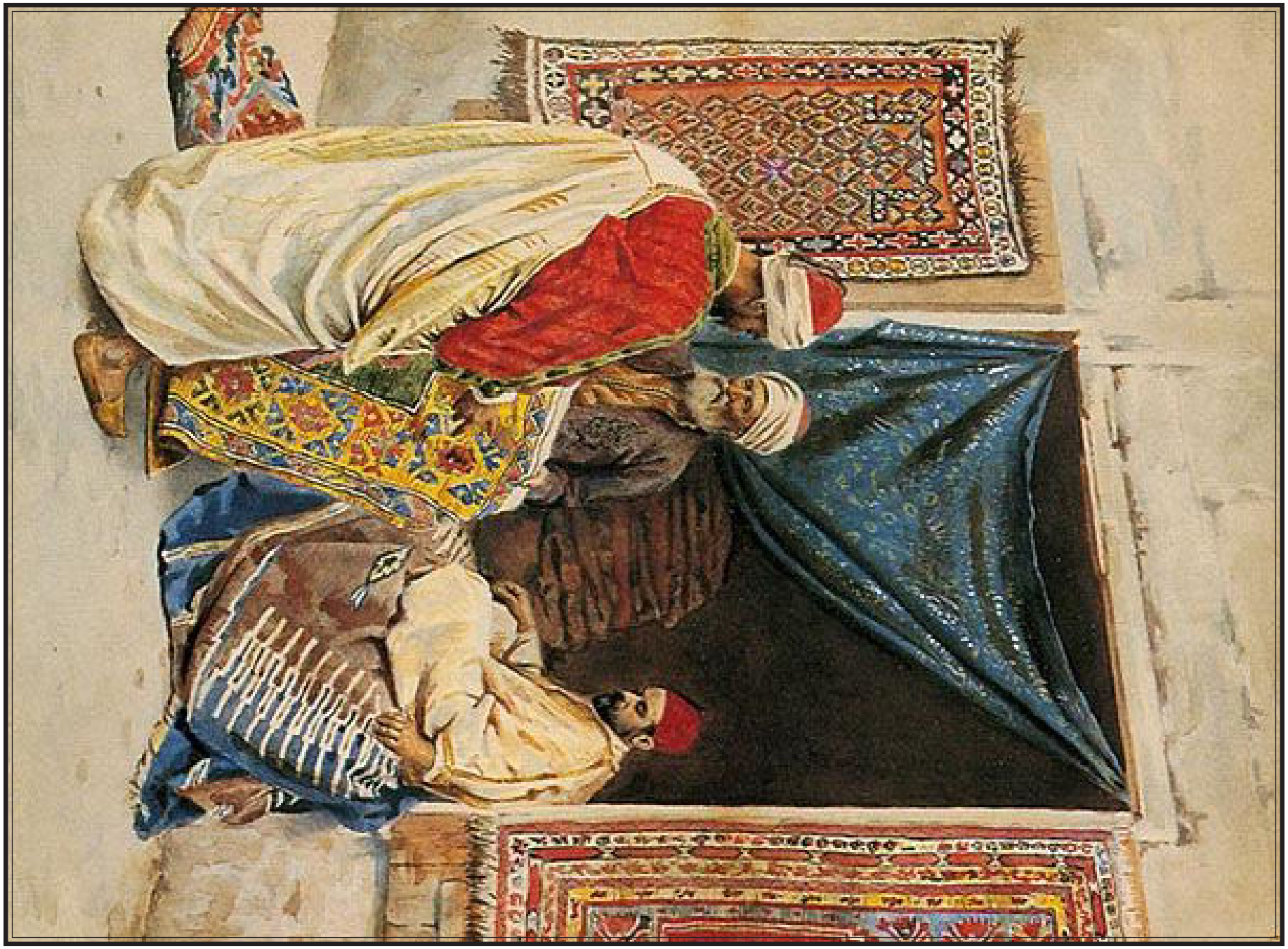
Such places require access to stockyards such as those found at market towns, but due to their discharges of noxious smells and foul liquids, the other residents of the town typically require them to be situated downwind and downstream of all but the poorest residential quarters.

Security is rarely a concern at tanneries, as there is usually nothing sufficiently portable worth stealing and in that tanners tend to be a rough and burly lot with tools that can readily serve as weapons.

Adventure Hook

* Dragon dung is an excellent material for tanning certain difficult skins — concentrated, highly caustic, and available for the taking in deep deposits — but collecting it is not the safest of occupations. A leatherworker may call upon a party of adventurers to return to the erstwhile lair of a slain dragon to recover the necessities for proper processing of its hide.





The Carpet Merchant, by Giulio Rosati (1858-1917)

Chapter 6: Mercantile Places

Wealth in various forms is a big part of most roleplaying games, and characters need a variety of places to liquidate, spend, and safeguard the swag they acquire in the course of their adventures. While playing out every financial transaction obviously does not serve the interests of a lively game, reenacting some of them can add a new dimension to scenarios and allow for some interesting and lively roleplaying. This can also allow characters to utilize skills — such as appraisal, bargaining, or various areas of knowledge — that they do not usually have the opportunity to use in the field.

Places of a mercantile nature that characters are most likely to visit prior to adventures include city marketplaces, village general stores, and wilderness trading posts, where they obtain provisions and much of the general equipment they might expect to need on their adventures. Places many will need to visit after their adventures — if they are successful, of course — include brokerages, where they can sell items they have decided not to keep, moneychangers to convert foreign currencies into local legal tender, banks to safeguard excess wealth or arrange loans to underwrite expensive ventures, and perhaps even warehouses to store quantities of bulky items that they need to hold onto for a period of time. All of these sorts of places are described in this chapter.

Mercantile places that sell various sorts of things are likely to be found in communities of almost any size, and even at crossroads or oases along trade routes. Places that perform higher financial functions, however — such as banks — are not likely to be found in communities smaller than town size.

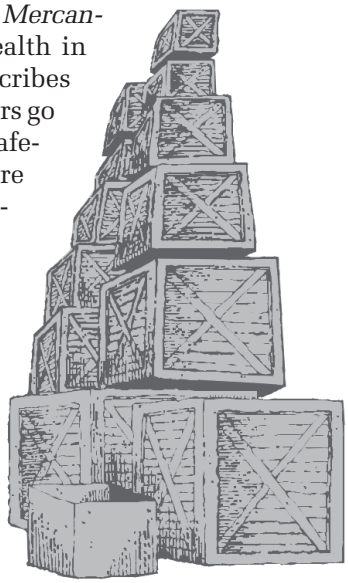
While mercantile places can vary widely in size, construction, and appearance, one thing most have in common — to a lesser or greater extent and as appropriate to their functions — is an effort to project substance, affluence, and success. Some are established in structures similar to those described under "Buildings" in *City Builder Chapter 1: Communities* (e.g., an urban broker might operate out of a townhouse, a rural general store will likely be run out of a wattle-and-daub longhouse). Others, such as banks or warehouses, will likely consist of large, solid, purpose-built structures made of stone or brick.

Another thing mercantile places have in common is a need for security that is more costly and stringent than at almost any other sorts of establishments. This is, naturally, in keeping with their function as places used to store or actually safeguard various sorts of valuable commodities and wealth. Measures are likely to include reinforced or solid-metal doors, the best locks available, stone or metal vaults, cages or grills to separate customers from employees, and the fulltime presence of armed guards. Magical or high-technology safeguards — if they exist in the milieu in question — will likely be employed as well.

In addition to the commodities kept in them, items present in mercantile places are likely to include ledgers, files, and forms for keeping track of inventory and transactions; materials for writing, sealing, and otherwise preparing documents like receipts, invoices, and bank draughts; shelves, containers, or other systems for storing (and sometimes for displaying) various items of stock; and whatever sorts of tables, desks, chairs, or other furnishings are required to facilitate comfort, document-handling, and interactions between customers and proprietors.

Whether the proprietors of various mercantile places dwell on the premises or not depends to a large extent on the size, location, and affluence of the establishments in question (e.g., while the owner of a country general store would almost certainly live in an adjacent backroom or loft, the manager of a bank would not likely have an apartment inside the establishment he runs).

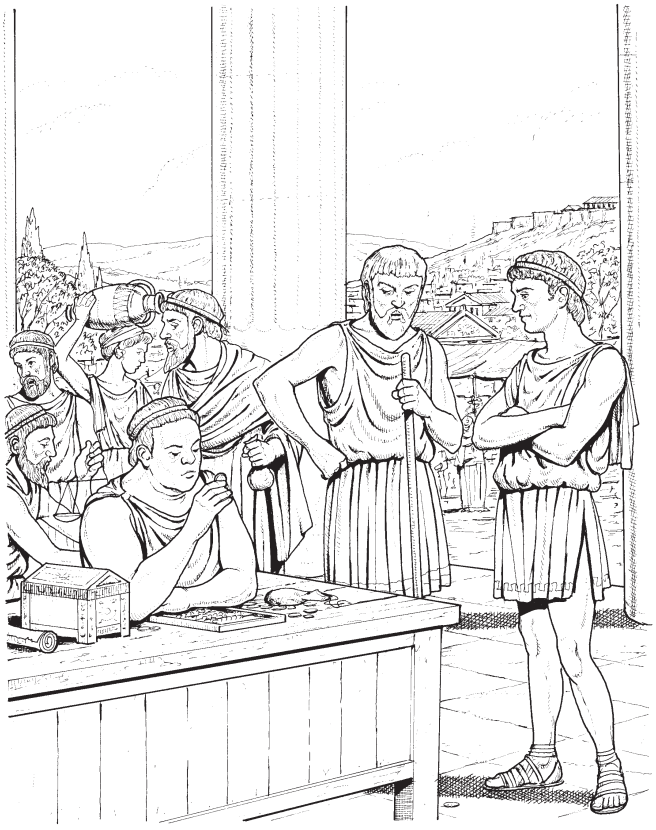
City Builder Chapter 6: Mercantile Places deals with wealth in its various forms and describes the locales where characters go to liquidate, spend, and safeguard the loot they acquire in the course of their adventures. They are, naturally, among some of the most visited places in many campaign settings. Places of this sort covered in this chapter include Banks, Brokerages, General Stores, Marketplaces, Pawnshops, Trading Posts, and Warehouses.



Bank

Banks are institutions that provide various sorts of financial services and often have profound influence over prevailing economic and political circumstances. In a traditional ancient, medieval, Renaissance, or fantasy gaming milieu, services provided by banks will likely include safeguarding valuables; accepting deposits of money; lending money and investing in commercial ventures of various sorts; issuing and cashing checks, bank guarantees, letters of credit, and the like — particularly to transfer money more safely between distant countries — if such instruments exist in the milieu; and money-changing. Some banks may also have charters from the local government to mint or otherwise produce coinage, banknotes, or whatever financial instruments are accepted as legal tender in the society in question.

Historically, banks have had strong links to international merchant enterprises and are among the most profitable sorts of institutions. Real-world examples include Swiss banking, which dates to the Middle Ages; the military order of the Knights Templar, which financed the activities of monarchs until it was destroyed in the 14th century (probably so that the king of France would not have to repay his debts to it); and the Florentine financial institutions of the Renaissance.



Commercial banks generally make money by charging interest, often at usurious rates, on loans and investments and by assessing fees for services like safe deposit boxes and money changing. (Banks in some historical and present-day societies have been prohibited from earning or paying interest, but these still typically profit through the assessment of fees.) Deposits of money can usually be made for free at commercial banks; some of these funds are then loaned out or invested in other ways and a small proportion of them are held in reserve to cover depositor withdrawals and unforeseen demands.

While most banks operate as private businesses and for profit, it is possible for some — or all of them in some societies — to operate as non-profit institutions or to be owned and operated by the government. Such banks — often called central banks — may be charged with controlling interest rates and money supplies within a nation. And, while many banks offer their services to the public at large, some offer their services only to specific economic or demographic groups (e.g., the wealthy, the poor, guild members, merchants, farmers, Dwarves).

In some societies, banking might be controlled largely or entirely by members of certain races, ethnic groups, or subcultures, or prohibited to the members of others.

Security is paramount at banks and may be greater at them than anywhere else. Indeed, in an age predating government insurance of banking institutions, loss of assets from robbery could destroy a bank and those whose money is kept in it. Traditional measures are likely to include stone walls, metal vaults, the best locks available, and armed guards. Magical or exotic defenses, to the extent that they are available, are more likely to be employed in banks than in any other sort of commercial institution.

Adventure Hooks

* After the bank where their fortunes were deposited is robbed, one or more of the player characters are ruined. In order to have any chance of retrieving their

fortunes, they will need to participate in the investigation to find the thieves and possibly take the lead in apprehending them.

* Safe deposit facilities of banks often hold articles of exceptional value — such as financial documents, jewelry, or powerful magic items — or secrets and evidence that are worth even more (at least to their owners). Characters who need to obtain a specific item held in a safe deposit box might have to find a way to defeat the bank's security, either by physically breaking into the vault (perhaps preceded by the still more difficult and drastic steps of overcoming the guards or taking the customers hostage) or by first obtaining the number and key and then employing some sort of disguise or subterfuge to pose as the legitimate owner.

Brokerage



Known variously as brokerages, factors of imports, and clearinghouses, institutions of this sort are intended to allow the efficient sale of large quantities of goods (whether those of a particular kind or many different sorts that have common requirements for finance, storage, or transportation). One or more institutions of this sort will likely be present in most communities of city size or larger, and are most prevalent in large urban areas and metropolises, free trade zones, and other areas where intensive commerce is encouraged.

Brokerages can assume a wide range of forms and sizes, from townhouses or small offices that conduct business in the front room and store inventory in the back, to sprawling warehouses owned and operated by major trading houses.

Services available at brokerages include having goods appraised and selling them in quantity at wholesale prices. Customers might also be able to purchase items in large quantities through a brokerage. As such places are generally clearinghouses for items that are soon after resold, however, it is more likely that a broker would accept an order — with suitable guarantees of payment — and fulfill it as soon as they receive appropriate goods or are able to acquire them from a third party.

Proprietors of brokerages are typically merchants, bankers, or other characters skilled at appraising the value of goods, managing inventory, raising large loans and letters of credit, and reselling commodities at a profit. Their workers tend to be junior partners aspiring to develop similar skills and business connections.

Because large sums of money and goods or commodities of great value are exchanged at such places, brokerages are typically well constructed, with reinforced doors, good locks, and sturdy vaults. Those dealing with large quantities of cash, goods that might be easily stolen, or in high risk areas will usually also utilize guards or other security measures. Whatever protective measures are present will, in any event, be commensurate with the value and volume and the goods being dealt with, and might thus be similar to those employed in banks (q.v.), warehouses (q.v.), or anything in between, as appropriate.

Adventurers interested in quickly unloading large quantities of swag might be encountered at an establishment of this sort. Other clients might include foreign merchants without the benefit of contacts at local trading houses, those wishing to sell large quantities of

goods in one place, and — depending on local laws and mores — pirates, privateers, or mercenary bands needing to liquidate their prizes.

Adventure Hooks

* One or more brokers approach the player characters and offer to purchase as much of a particular commodity as they can lay their hands on. Naturally, this is something that is currently — or expected by those in the know to be — in short supply. It is also something that might be difficult to obtain or have inherent or incidental risks associated with it (e.g., an herb found only in a range of hills recently overrun by a horde of Goblins).

* Less honest or experienced brokers entrusted with large sums of money and consignments of valuable goods are sometimes tempted to borrow these funds temporarily to put together side deals for their own profit — or simply to embezzle the cash and somehow attempt to take it all before decamping and disappearing forever. If such an attempt went sour and the broker's superiors or clients ever found out about the breach of trust, they would likely take severe or even violent retribution, and in expectation of their anger the broker might be driven to desperate measures to cover his tracks. A party of player characters might be hired by the broker's employer to investigate a possible theft on the quiet, or they might be drawn into a case of murder or kidnapping when the broker attempts to silence someone who knows of his misdeeds.

General Store

General stores are retail establishments that offer a wide selection of merchandise packed into a relatively small space, and are intended to allow people to purchase most of what they need at one time and to place special orders for items not in stock. Such places are typically located in frontier or rural areas, oases or crossroads, or communities of village size or smaller, rather than towns or larger communities where a broad variety of goods are available from more specialized vendors (although in the modern world, box stores, corner stores, convenience stores, and many drug stores fulfill the same function in urban and suburban areas). Many general stores in smaller and more isolated settlements are combined with other sorts of establishments, such as trading posts, post offices, or taverns. Such establishments are also variously known as village shops, provisioners, traders, or company stores.



Merchandise at general stores typically includes all sorts of dried and preserved food (including canned food if available), manufactured household goods and tools, one or more sorts of bottled alcoholic beverage, outer-wear, outdoor supplies like fishing gear, local produce, crafts, and souvenirs. Such stores may also feature a wide variety of items that the proprietor might have obtained second-hand or from traveling salesmen or other sources and put on display in the hope that they might sell. In the context of a roleplaying game, general stores — particularly those in areas frequented by adventurers — carry most or all common sorts of adventuring equipment. And, if there is a demand for them and local ordinances do not prohibit it, such stores may also carry simple armaments for hunting and home

defense like bows, crossbows, spears, daggers, shields, helmets, and perhaps even light armor or second-hand pieces of heavier armor. More specialized items might be available by chance (e.g., 10% or less) or if they can be readily obtained locally.

Keeping the shelves stocked at general stores in especially isolated areas is often a challenge, and the proprietors of such places might thus be willing to purchase items obtained by characters in the course of their adventures. The quantities they are willing to purchase will likely be limited by the amount of storage space and cash at their disposal and how quickly they believe they can unload them, and they will not likely be willing either to buy repeated consignments of unusual items (e.g., foreign-made weapons) or pay more than 50% of what they believe they can sell them for. They might also be cash-poor — or claim to be — and more willing to offer store credits rather than currency.

Because the merchandise at general stores must usually be shipped there by merchants from other areas, it is also sometimes much more expensive than it would be at its point of origin. Game masters can determine, for the sake of simplicity, that the prices given for such items in the game represent purchases from a general store; can deem that a general store charges double those prices (or some other multiplier) because of isolation and restricted competition where the items are being sold; or can set prices based on how far afield a particular general store is.

Proprietors of general stores can hail from a wide variety of backgrounds and include petty merchants, former adventurers, and owners of other local concerns who have established such places with an eye to increasing their incomes.

General stores can be of any size and their forms will usually be determined by where they are located (e.g., a general store located in a timber fort will probably be run out of a log building). Many will be set in sunken huts, long houses, and the other sorts of general purpose buildings described under "Buildings" in *City Builder Chapter 1: Communities*.

Security measures at general stores are usually not elaborate but are typically commensurate with the prevailing level of threat — often with higher levels of precautions in stores that remain open at night — and those established in areas subject to banditry or other violent crime will likely be set within protected areas. Most include doors and windows that are barred or which can be locked and/or shuttered when the store is closed, and are run by people who can generally take care of themselves and who can count on support from their neighbors or the local authorities.

Adventure Hook

* Adventurers in especially isolated frontier areas — especially those where not-particularly-benign rulers or cartels of traders hold sway — might find themselves having to buy much of what they need from "company stores" that charge extortionate rates for standard items. This might be the inevitable result of restricted supply or inflation caused by gold flowing in from nearby dungeon areas, but that is not likely to make it much more palatable.

Marketplace

Marketplaces are designated areas within many communities — whether temporary and open for a specific period each month or year or permanent — where a wide variety of goods and services can be conveniently purchased in one place. Historic examples include the weekly markets held in the main squares of villages worldwide, the seasonal markets held in major European cities, the agoras of ancient Greek city-states, the forums of Roman cities, the grand covered bazaars of Turkey and Iran, and the souks of North Africa and the Middle East.

Wares available at marketplaces can vary widely. Any particular market might provide a general variety of wares, exclude certain things (e.g., those that are considered contraband in the society), or specialize in just one or a few (e.g., produce and foodstuffs, weapons and armor).

Some societies also have a tradition of wholesale markets, places where practitioners of certain crafts, trades, or professions can purchase the supplies they need to conduct their businesses. Historic examples include the Billingsgate Fish Market, established in 1699 in London. (In game terms, prices at wholesale markets will generally range from half to two-thirds those of full normal retail prices, but minimum quantities must be purchased and might only be sold to members of certain guilds or those with specific licenses or permits.)

A marketplace is often set in a large open area — such as the main square of a village or town or a large

square in a city — where commerce is conducted from temporary stalls that often surround some prominent central feature, such as a monumental statue or an ornate fountain.

A marketplace might also be set in a purpose-built enclosed area, such as a complex of covered arcades, or on a wide bridge over an intra-city canal.

In addition to merchants of all kinds, marketplace vendors might also include a wide variety of craftsmen, tradesmen, growers, and gatherers, all of whom create, cultivate, or collect their wares in places far removed from the marketplace and then avail themselves of its central location to sell them. Criminals of various sorts are also often interested in selling things — including stolen goods and contraband — and might attempt to use legitimate marketplaces for these purposes, or hold their own black markets at night or in isolated or unregulated areas.

Customers at marketplaces include everyone from household servants with shopping lists to adventurers provisioning themselves for their next expeditions. Marketplaces often attract many other sorts of characters, including government or guild inspectors; spies and secret policemen; various kinds of entertainers; pickpockets, shell-game operators and other types of rogue; and all forms of proselyte and public speaker. They also frequently serve as popular meeting places.



Whatever security is present at a marketplace will likely be as much a function of the organization and attitudes of the community as it is a response to any actual threat. In a city governed by guild interests, for example, a patrol of guildsmen tapped to serve as a watch might patrol the marketplace. In an area ruled by a strong central government, security might take the form of a police substation or guardhouse (q.v.; see *City Builder Chapter 5: Governmental Places*) set up in or near the marketplace.

Characters might visit marketplaces in their communities of origin or those they pass through in order to provision themselves or seek special items needed for their adventures. They might also sometimes find it useful to obtain space and operate a stall for any number of reasons (e.g., to sell at full value bulk quantities of some items they have obtained, as a cover for spending time in a marketplace for some ulterior reason).

Some marketplaces might also have specialized areas within them peripheral to trade, such as shrines to deities of trade, mercantile courts, special exhibits, chamber of commerce offices, and the like.

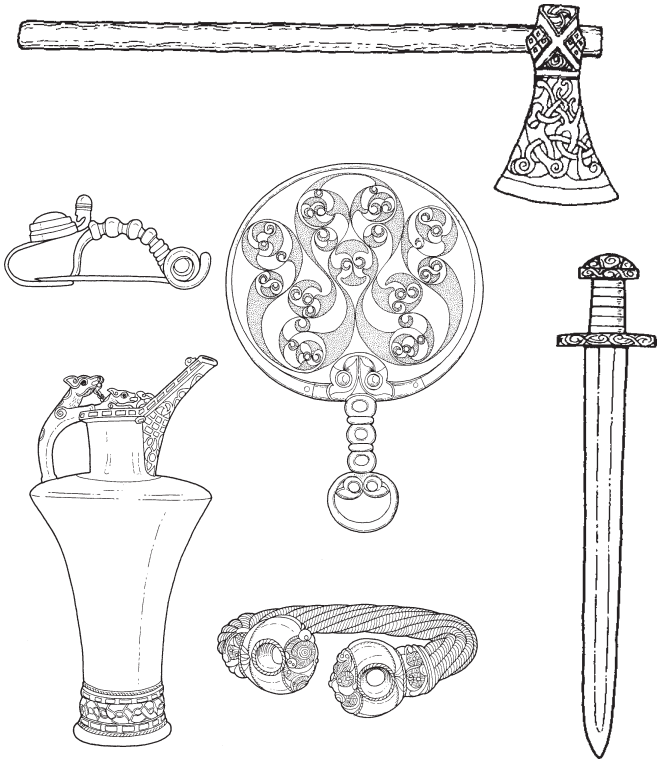
Adventure Hooks

* A local footpad attempts to pickpocket a player character during a visit to a marketplace. At the Game Master's option, this attempt can be assumed to succeed, possibly resulting in the loss of a valuable or critical item, thus compelling the characters to try to retrieve it or to somehow compensate for its loss.

* A character who has an unusual area of expertise — such as a little-known language or knowledge about certain types of goods — notices a valuable book or ornament stacked carelessly in a second-hand dealer's stall. The character may seek to profit from this chance find, or investigate further where the junk seller acquired such an item.

Chapter 6: Mercantile Places

Pawnshop



Pawnshops are businesses that offer monetary loans in exchange for items of value, which the pawnbroker holds as collateral and are subsequently called pledges or pawns. Under the terms offered by such an establishment, the owner of the item is allowed to redeem it within an agreed-to period of time for a price equal to the amount of the loan plus a fee that is usually based on monthly interest. If, for whatever reasons, the owner does not redeem the item within the stipulated period of time, the pawnbroker is entitled to sell it.

Historically, pawnbrokers existed in China since around 1000 B.C., were known to the ancient Greeks and Romans, and had spread to northwestern Europe by the 11th century A.D. Such establishments were among the forerunners of modern banks and most, beyond merely making loans in exchange for the pledge of items, also served as moneychangers or performed other financial functions, such as appraising items for a fee. In the West, the historic symbol for a pawnbroker is a cluster of three gold coins or spheres, and is derived from the symbol of the Medieval financiers of Lombardy, in Italy. In China, the symbol for a pawnbroker is a bat holding a coin.

Pawnbrokers exist at all levels of affluence. While many at the lower end of the spectrum trade mainly in personal items of a relatively modest value, those at the opposite extreme might be involved in transactions involving items of very high value indeed. In 1338, for example, King Edward III of England pawned his crown jewels to Lombard financiers to raise money for his war with France, and King Henry V of England followed suit in 1415.

The operations of pawnbrokers — including the interest they can charge, the period of time they must allow for a customer to redeem an item, and safeguards they must take against receipt of stolen goods — are usually closely regulated by the authorities and have traditionally been subject to many limitations (indeed, most modern Western law related to pawnbrokers ultimately derives from ancient Roman jurisprudence). Illegal variants on pawnbrokers include loansharks, who do not necessarily accept collateral but charge usurious rates of interest and typically employ violence to enforce repayment; and fences, who may strive to run operations that look legitimate but specialize in purchasing stolen goods and even working in collusion with thieves (in such cases using the Pawnshop mostly as a front to explain their possession of a variety of valuables).

Pawnbrokers cannot generally exist in societies that prohibit assessment of interest on loans, and these have included some Christian and most Islamic societies. Even when the operations of such financiers are not prohibited outright, they might be harassed or severally hampered in their operations by officials that dislike their trade.

What a particular pawnbroker is willing or able to accept can vary widely. Most, however, are eager to deal in items such as gold, silver, gems, jewelry, musical instruments, and artisans' tools. Others might be disposed to deal in weapons, armor, horses, large items like wagons or vessels, or even real estate. Few will be willing to accept perishable items or things they do not think they will be able to sell if unredeemed.

A pawnbroker usually lends much less for items than they are worth, and this amount will almost never be more than one-third of an item's full appraised value. A customer can then buy back his item for this amount plus interest. Rates can vary widely, from the liberal 3

percent per annum in China to the much more usurious rates of 5 percent to 12 percent per month in most western institutions of this sort.

Periods of time that a customer has to redeem an item can vary widely from region-to-region and depend on the prevailing laws governing the operations of pawnbrokers. This period will almost never be less than a month and, in some societies, might be much longer (e.g., in China a customer generally has up to three years to redeem an item).

Many pawnbrokers operate shops where they sell items that have not been redeemed by their original owners within the agreed-to period of time. Proprietors of pawnshops might also be willing to purchase items outright for cash (e.g., for half their assessed value), and offer them for sale immediately.

Adventurers of almost any level of experience might periodically choose to avail themselves of the services of a pawnbroker, typically when they need to finance an expedition but do not wish to sell the items they intend to pledge. A low-level warrior, for example, might hock his best set of armor in order to buy additional equipment he wants on a particular dungeon-delve, while a more experienced character might decide to pledge a sailing ship that he will not need for the overland venture he is planning.

Characters might also find it useful to purchase items at pawnshops. At least half the items in stock at many such establishments will sell for between 60 percent and 90 percent of their full market value, so characters of limited means in particular might find some good deals at them.

Security is paramount at the establishments of pawnbrokers and second only to that of banks (q.v.), or even equal to them in cases of the most affluent establishments of this sort. In addition to the safeguards described in the section on banks, a typical measure employed by real-world pawnshops in the Far East is to have a counter too high for a typical customer to look over, requiring them to reach up to offer items for inspection. Pawnshops are also more likely than most sorts of financial institutions to be affiliated with Thieves' Guilds and other criminal enterprises and to have their interests protected by them.

Adventure Hooks

* While characters may sometimes find good deals at pawnshops, those who have failed to redeem items at such establishments might sometimes resent others who subsequently purchase them. Former owners of items unwilling to accept their loss for some reason (e.g., sentimental value, secrets associated with them) might go to any ends to retrieve them, including stalking, theft, and perhaps even violence.

* An item for sale at a Pawnshop at a very attractive price might, unknown to the pawnbroker, carry a magical curse. Perhaps the item is stolen property, or the former owner has decided to pawn the item at less than its monetary value and default on the loan as a way to rid himself of it, evading a restriction that forbids the item from being either given away or sold.

Trading Post

Trading posts are places established for the pur-chase, sale, and exchange of goods along and at the junctions of roads, rivers, and other travel venues, or in far-flung places where specific sorts of commodities can be obtained. Consequently, many such places are located in remote areas, along frontiers, or in sparsely populated or wilderness areas. There is thus a certain amount of risk and hazard associated with many such commercial enterprises, and they are often run by hardy adventurer-merchants and reinforced with fortifications and troops. Trading posts can range from tiny settlements centered on blockhouses or low stockades to entire fortified cities at isolated oases. Such places quite often have few useful natural resources available to them other than their locations.

Historic examples of trading posts include legendary Timbuktu, in what is now Mali, which linked the trade routes of north and west Africa with those of Europe; the Black Sea city of Caffa, founded as a trading post by Genoa in the 1300s; the trade and slaving stations established by the Portuguese along the coasts and spice routes of Africa, Arabia, India, and Southeast Asia in the 15th century; and the outposts built throughout North America by the French and English for purposes of trading with native populations and obtaining commodities like furs. Legendary examples include the Keep on the Borderlands, which functioned both as a military base and a fortified trading post.

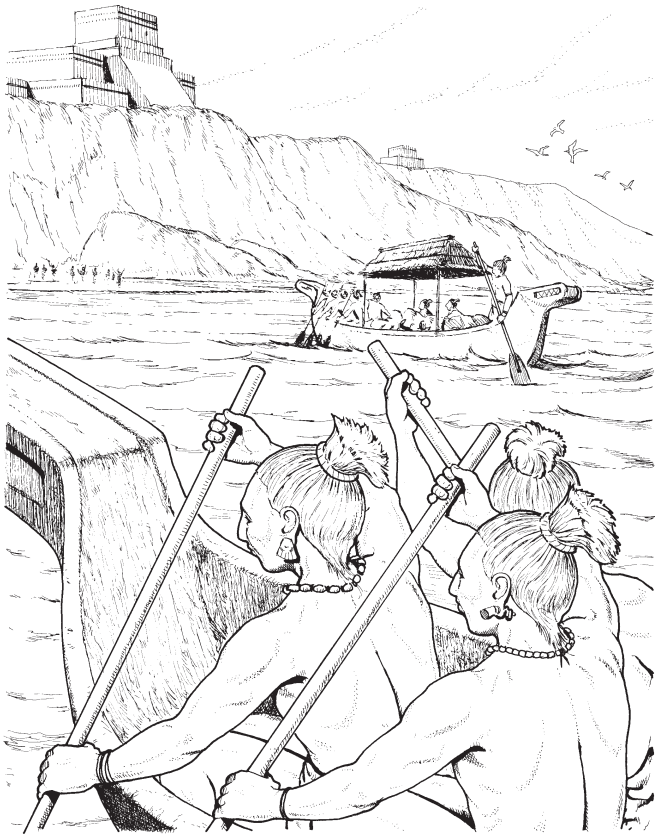
Goods available at trading post "general stores" (q.v.) traditionally include manufactured goods or other re-

sources that are generally unavailable in the area in question. Such goods are often sold at far higher prices than they would be at their points of origin and are often traded primarily for whatever local commodities in which an area is rich (e.g., gold, ivory, slaves, furs). Various services are also typically available at trading posts, including blacksmithing, stabling, and sleeping facilities.

Security at trading posts will be commensurate with the level of threat prevailing in the surrounding areas, which by the very nature of such an establishment are likely to be wild. A small trading post will thus, at the least, likely take the form of a sturdy timber blockhouse, while larger ones will include multiple secure buildings enclosed within a defensible stockade of some sort. If there is enough at stake and adequate investors to support such an endeavor, a particular trading post — or the organization behind it — might even have a body of its own troops (e.g., the British East India Company had its own military forces and used them, especially during the 18th century, to act as a virtually sovereign power).

Proprietors of trading posts — all of them seeking to make their fortunes — will likely include opportunistic adventurers, ambitious junior members of trading guilds and cartels, and minor bureaucrats of nations that pursue diplomacy and influence through trade.

Adventurers often patronize trading posts in the neighborhood of ruins, ancient tombs, or other places of interest to them. In a traditional campaign setting, characters typically use such places to equip themselves before expeditions, liquidate their loot and dissipate some of the proceeds after their adventures, and bivouac in relative safety in between them.



Adventure Hooks

* A local warlord with a grudge against someone inside an isolated trading post launches an attack against it with his mixed horde of Human, Hobgoblin, and other humanoid toughs. Characters trapped within the outpost must decide what they want to do, their possible options including trying to escape from the invested site, joining in its defense, or trying to figure out exactly why it is being attacked (if the goods it contains are not a good enough reason).

* Adventurers stopping off at a trading post in the course of an unrelated journey through barbarian lands might strike up a conversation in the place's tavern with a dissipated character who claims to know the whereabouts of some fabled site or treasure. Although the stranger has lost all his equipment, or simply lacks the wilderness skills or courage to go to the place himself, he may offer to draw a map or could possibly be persuaded to serve as a guide. The story might be genuine or merely a ploy to lead the characters into an ambush or convince them to disturb some dreadful creature, and the stranger himself may be more than the derelict he seems.

* A trading post — the most substantial collection of buildings in a recently settled region of wilderness — becomes a refuge for survivors as a horde of vicious creatures (e.g., humanoids, aberrations, undead) ravage the area and attempt to overrun the settlement.

Warehouse

Warehouses are structures used for both long- and short-term storage of large quantities of goods and materials and are a feature of all complex, organized societies. The first warehouses were built by municipal and national governments, which used them to store surplus food in order to protect their populations against crises like famine or siege.

Commercial warehouses are generally owned by individual merchants or trading houses, which typically use such facilities both to store their own goods and rent out portions of them to others, or by organizations that need to store large quantities of goods. Examples of the latter might include everything from major planters or agricultural cooperatives that need places to store their produce until it can be sold, to manufacturers that have to keep on hand large quantities of certain materials (e.g., a shipyard that needs to have on hand timber, nails, waterproofing materials, etc.).

Most communities of town size or larger will include some sorts of government and commercial storage facilities, and other sorts of communities — such as fortress or temple complexes — might contain them as well. Within such areas, warehouses are often located near seaports, highways, and other routes along which goods are moved; in industrialized areas near where raw materials are refined or goods are manufactured, or adjacent to marketplaces and other venues where all sorts of goods are sold.

Most storage facilities are built with certain broad categories of goods in mind and because of this are not necessarily suitable for other sorts. Grain towers, for example, are not going to be useful for storing bales of cotton, while a townhouse-style warehouse would not be conducive at all to the storage of iron ore.

Warehouses are generally built from materials that are sturdy, readily available, economical (e.g., brick or concrete in some milieus), and suited to the basic form dictated by the commodities that they are to hold. Aesthetics are generally not a major concern in the construction of warehouses, which tend to be almost notoriously plain. Such buildings are constructed to maintain a suitable climate for goods rather than for people and may thus be chilly in winter, stifling in summer, or otherwise uncomfortable.

Warehouses generally have ramps rather than stairs leading into them or connecting multiple levels, as well as loading docks appropriate to the modes of transportation used to move goods to and from them (e.g., loading docks as high as the beds of standard wagons). Many warehouses are also outfitted with built-in movement systems — such as rails, conveyers, stationary or suspended cranes, hoists, or elevators, depending on the prevailing level of technology — appropriate to the usual size and weight of containers or materials that the warehouse handles.

Movable equipment at such facilities generally includes handcarts, wagons, and other sorts of conveyances for moving heavy or bulky goods; small cranes, possibly on wheeled frames, and other devices for lifting goods as needed; and shelves and pallets on which goods are stored — both to keep them dry and make the most of the vertical space available.

Security at warehouses tends to be fairly stringent but, because the goods stored in them is generally pound-for-pound worth much less than things like gold and gems, nowhere near the level of that at institutions like banks (q.v.). Warehouses that store very precious commodities however — such as spices — will have measures in place commensurate with the value of what is kept in them. Precautions tend to include measures like walls or fences around warehouses or complexes of them; heavy doors, locks and windowless walls on buildings; strongrooms, cages, or other secure areas within individual buildings; and guards of various sorts (e.g., Human, canine).

Such facilities are usually managed by one or more merchants, government officials, or administrative specialists skilled at bookkeeping and staffed by brawny workers capable of stowing, retrieving, and moving around as needed the contents of their facilities.

Customers at commercial warehouses include anyone who has large quantities of goods they need securely stored for periods of time, ranging from overnight to indefinitely. Some of the most prominent in a typical ancient, medieval, Renaissance, or fantasy campaign setting will be merchants who need inventory held while they are waiting for events like ships to arrive or the trade season to begin.

Adventurers, especially those without large lairs, might need to avail themselves of such places in order to store large quantities of bulky swag, equipment, or trade goods that they plan on using to defray the costs of their next expeditions. They might also end up visiting warehouses while conducting business on behalf

of various third parties (e.g., traveling to a warehouse in another city to pick up goods stored by their patron).

Adventure Hooks

* The owner of a warehouse specializing in storage of expensive goods might seek to hire one or more characters to probe his security measures, with an eye to discovering ways to make it less vulnerable to actual robbery attempts.

* Characters might receive a tip-off that a gang they have been pursuing uses an isolated warehouse to meet and arrange various nefarious deals, and that a big transaction will take place that night. Whether the information is a trap from the start, or the villains employ much more numerous and cunning guards than the players expect, their attempt to infiltrate the warehouse should inevitably break into a massive running fight up and down stairways, across catwalks, along high and rickety racks with containers of merchandise crashing to the floor on all sides, and through high vaults fouled with accumulated cobwebs and dust that could flashburn in response to any use of fire (or even the sparks struck by clashing weapons).





Tavern Interior, by Adriaen van Ostade (1680)

Chapter 7: Service Places

After weeks of marching through wilderness and dank caverns, sloshing and struggling through muck, slime, and blood, and sleeping on flagstones and rock, most adventurers find it either necessary or enjoyable to seek the comforts of civilization. A return to a familiar and welcoming inn or eatery can serve to remind characters and players alike that not all in the world is grim, dangerous, or unpleasant, and that there are simple things worth fighting for.

Service places provide necessities like nourishment, accommodations, and facilities for personal sanitation. Such venues include inns, hostels, and rooming houses, and similar places, where characters can find lodgings; taverns, commercial kitchens, and restaurants, where they can obtain various sorts of food and drink; and barbershops and bathhouses, where they can have their hygiene needs attended to.

Facilities that provide such services cater to those who are away from the comforts of their own homes, among them adventurers, travelers, and itinerants, as well as townsfolk who wish to socialize with each other or periodically indulge in luxuries they cannot afford every day. Such places are prolific in the towns and cities of a typical ancient, medieval, or fantasy milieu, and might also be found to some extent in communities as small as villages. Settlements that have few outside visitors are unlikely to support many places of this sort, however, so in small and isolated communities occasional travelers might have to meet their needs in other ways (e.g., stay overnight at religious institutions or as guests with more affluent locals who have room to spare in their houses).

In rural areas, service places might exist in areas crossed by major transportation routes, especially at crossroads, natural stopping points, or waypoints mandated by the government. In such areas, facilities of this sort are usually established in compounds and provide accommodations, victuals, stabling, and perhaps several other lesser services or workshops within a building or enclosure with defensive features commensurate with the prevailing level of expected threat. Such intra-city facilities are, naturally, more likely to be common in well-administered areas with good roads and a strong government than in perilous Dark Age settings where any sort of travel is extremely hazardous (but to be more heavily fortified in the latter sort of milieu).

Service places of various sorts are typically run by private businessfolk with suitable backgrounds in provisioning and bookkeeping, but might also be established by major religious institutions or the civic government, either at subsidized charges or as acts of charity (often with the practical aims of keeping the indigent from dying inconveniently in the streets or resorting to crime). Former adventurers might also run such institutions, especially in marginal areas with which they might be familiar.

Service facilities can vary widely in size, appearance, and construction, although in a traditional game setting a great many of them are often simply roomier versions of the sorts of structures similar to those described under "Buildings" in *City Builder Chapter 1: Communities*. Service facilities with a larger clientele — especially those that cater to the workforce of large institutions — might require purpose-built halls or multistorey buildings of heavy timbers, brick, or stone or be expanded over time to a complex of interconnected buildings.

Most of the areas within service places are dedicated to the needs of their customers, and might include dining areas, bedrooms, or kitchens, as appropriate. In addition, there might also be storage areas, an office for the proprietor, private living quarters for his family and staff, a secure place for cash or other valuables (for both owners and customers), or small workshops.

Security at such areas is usually limited to vigilant staff and locks or bars on points of entry like doors and windows. Many such places, of course, especially those patronized by adventurers or military personnel, might also have bodies of customers that can discourage or foil attacks against them.

City Builder Chapter 7: Service Places describes locales that characters can visit to fulfill their needs for things like food, drink, sleep, and personal hygiene and include some of the most quintessential places associated with fantasy role-playing games. Places of this sort covered in this chapter include Barbershops, Bathhouses, Hostels, Inns, Kitchens, Restaurants, Rooming Houses, and Taverns. This book also contains an appendix with two random generators that can be used separately or in sequence to describe the kinds of inns and taverns found in a settlement.

City Builder

Barbershop

Barbershops are places that provide services such as haircuts, shaves, and trims for moustaches and beards. In cultures where people of certain social levels wear wigs, many customers might require little more than a simple crop or head-shaving to discourage vermin but still require work on beards or other facial hair in keeping with prevailing fashions or personal style. Most barbershops also sell pomades, lotions, patent medicines and hygiene items of all kinds, brushes, and small sundries. Legendary practicioners of this vocation include Doc Holliday, Sweeney Todd, and Figaro, the Barber of Seville.

As characters entrusted with passing razors over the throats of their customers, the proprietors of many barbershops naturally gravitate toward medical procedures like dressing wounds, lancing boils, bloodletting, pulling teeth, and setting broken or dislocated bones (conceivably, of course, a business could develop in the opposite manner, from medical to personal services). Such services might be widespread even in societies where divine healing exists but is not widely available to the masses or is prohibitively expensive for procedures that can be handled mundanely.



The Barber, Nicholas Gysis (c. 1880)

A barbershop often brings together for a brief time people from many different walks of life in a convivial social setting. Any particular place of this sort might be dedicated to serving the needs of men, women, or members of both sexes, those of various races, or those of specific social classes or vocations. Proprietors of such places have reason to cultivate a pleasant, confident, and upstanding manner that inspires trust, and barbers who attend privately on noble or royal clients may prove to be the only members of the tradesman class with whom such personages regularly have the opportunity to speak casually (beyond their own well-trained and obsequious servants, of course).

Features of a typical barbershop include a chair and workplace for each barber that is well-stocked with razors, clippers, towels, brushes, soaps, unguents, clean cold and hot water (the latter often maintained over a small burner). Barbers who also practice rudimentatry medicine or dentisty may also have surgical items like lancets, pliers, bandage rolls, bone-saws, and leeches handy for when they are needed.

Other amenities present in a barbershop generally include a comfortable waiting area, a cashbox, several small shelves with appropriate goods for sale, and perhaps various cheap cameos and busts of well-coiffed notables to suggest styles to customers. Sweeping and mopping up is relatively light and simple work and generally relegated to one or two children or charity cases. A barbershop might also be portable in nature, and run by a barber who carries his essential tools in a leather case or roll, traveling between towns and villages or calling on clients in their homes.

Beyond the regular services of a barbershop, characters might also need to visit such places prior to occasions when they might be required to don courtiers' or nobles' outfits and display a matching level of personal grooming. An especially skilled performance by a barber might even help a recipient of his arts impress certain groups of people, generally those of the same race and of those social classes who set greatest store by appearance (e.g., the middle class and the lowest echelons of the upper class).

Security at a barbershop is usually not excessive and is usually geared toward safeguarding the barber's equipment, which may very well be his most prized possession (and such measures might consist largely of him keeping these items with him even when away from his shop). Establishments with significant inventory, of course, will have sturdy locked doors, barred or shuttered windows, and the like.

Adventure Hooks

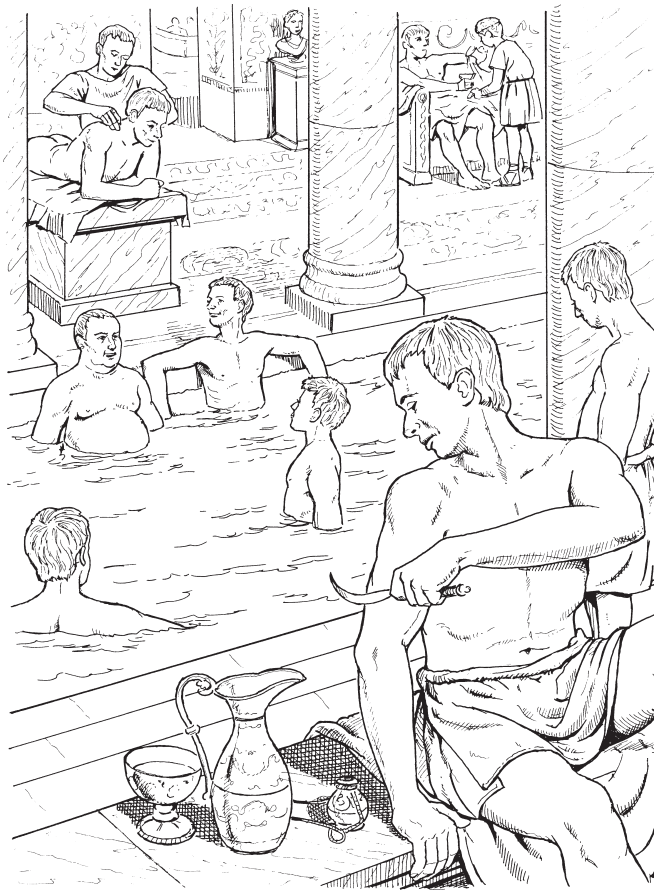
* Murder in the barbershop! A customer in a barber's chair places himself in a position of complete trust. If not attacked by the barber himself (as part of a secret career of robbery or body-snatching or as a well-paid assassination), the customer still presents an immobile target to a surprise attack, perhaps by a squad of crossbowmen or a swift sword-thrust, and has great difficulty in defending himself against a coup-de-grace for precious seconds.

* A patent medicine sold in a popular barber's shop, through the malice of an indwelling spirit infused from certain dubious ingredients, might have an unexpected delayed effect on its users and affect a broad range of apparently-unconnected individuals.

* An especially daring barber might wish to join a player character party on their journeys, hoping to see the world, expand his knowledge and skills, and enjoy the protection of trained adventurers in the process.

Bathhouse

Bathhouses are places where people can go to clean themselves and perform other hygiene functions. In many societies throughout the world, however, public baths have evolved into major institutions that have also served the functions of gyms, spas, barber shops, and social halls. Peoples for whom public baths have been important have included the Turks, the Russians, and the Romans, who built them in every city of their empire (some of which still exist and are used, albeit in a renovated form, to this day). An individual bathhouse also might also be associated with another facility, such as a stronghold, brothel, or temple, and used by its inhabitants and clients.



In cultures where bathing is important but where baths in homes are not universal, public baths of some sort will likely be available to everyone — even slaves, beggars, and the lowest classes of society — for free or a nominal fee. More sumptuous, privately-run commercial baths might also be available for those with adequate funds, of course.

Depending on cultural mores, baths might be wholly or partially accessible to members of one or the other sex, based upon whether men and women bathing together is accepted or frowned upon. Any particular bathhouse might thus be open fully to members of both sexes, open only to members of one gender or the other, or have separate areas for each (with perhaps mixed areas like a main swimming pool).

Proprietors of baths might simply be businessmen but are also quite often people with professions related to the functions of their establishments, such as barbers, masseuses, various sorts of healers, or people affiliated with another institution with which a particu-



lar bathhouse is connected (e.g., a brothel).

Baths are almost always built near ample sources of fresh water. If possible, they are also built near sources of natural heat, such as hot springs or geothermal vents — also favored for their medicinal properties — and if these are not available then artificial means of providing heat must be built into them. Baths are usually built of stone, brick, or other durable materials and might be entirely underground or have significant subterranean areas (largely because it is easier to direct water downward than upward).

At the least, a bath must include a place where patrons can wash themselves (e.g., a pool through which fresh water flows), and the smallest baths might all be contained within a single building or large chamber. Many baths, however, will include bathing pools with cold, tepid, and hot water; steam rooms and dry saunas; swimming pools of various sizes; and other appropriate areas (e.g., massage rooms, a barber shop). A major bath facility with many or all of these elements might be as large as an entire city block in size.

Other than the usual measures used to protect any establishment, security at a batthouse will likely be designed to help protect patrons and their possessions (e.g., through the use of lockers). Guards might also be present at large municipal baths — as at any public venue — to keep order or at smaller commercial ones to discourage non-paying guests. Such places will also likely have staffs of attendants on hand to help keep an eye on changing rooms, prevent patrons from drowning, and the like.

Adventure Hooks

* In societies where public baths are important, meetings and business are often conducted at them. Player characters might therefore find it advantageous to frequent such institutions in order to obtain assignments or learn information that might be of use to them.

* An inimical creature that requires large amounts of water to grow or possibly to breed in might choose a closed public bath as a suitable place. Player characters who learn of the secret presence of such a being might have to act quickly to forestall a major threat not just to the bath house but possibly to the surrounding community as well.

Hostel

Hostels are accommodations designed to meet the needs of less-affluent travelers. Such placesare of two general sorts. Commercial hostels are like cheap hotels that cater to itinerant workers like day-laborers, journeymen, petty hawkers, entertainers, and traveling barbers, as well as occasional parsimonious tourists of the middle class who have somehow learned the location of such an establishment.

Some hostels are intended only for members of certain social groups, races, vocations, or gender, and characters who do not fall into such categories might be denied accommodations or be made to feel unwelcome. One example of such special-purpose hostels are those run by religious groups, which are meant to provide sleeping quarters for pilgrims — many of whom may have renounced wealth — or the very poor, and often ask no more than what a guest is willing or able to freely contribute. Accommodations in all sorts of such places are also often segregated by sex.

Services and surroundings provided by hostels of charitable or religious nature are typically austere, intended to be sufficient to support a healthy existence without encouraging their clients to rely solely on the place for extended periods of time and to serve as many needy people as the available facilities can support.

This frugal attitude may devolve into neglect and sordid conditions when laypeople or corrupt officials appointed to manage a hostel abuse their positions out of laziness, greed, or actual animosity towards the guests.

Sleeping accommodations in hostels are usually reminiscent of those in dormitories or barracks. Such facilities are often established in large halls that may be converted from buildings originally designed for other uses (e.g., stables). Individual rooms, available at a premium if at all, typically resemble the cells of monks.

A step down from typical hostels are flophouses, distinguished by their cramped squalor and often by the absence of beds, instead requiring guests to use mats, hammocks, or the like or to sleep on the floor as well as possible in their cloaks. While vermin like lice and bedbugs are likely to be an omnipresent nuisance at any overnight establishments in a typical ancient, medieval, or Renaissance milieu, they will probably be especially bothersome in an establishment of this sort.

Hostels almost never serve more than a light morning repast to guests before they head out on their way, as most prefer their guests to depart early in the morning. It is usually not difficult for guests to find an evening meal or other services in the immediate area, however, as most hostels are located in clusters of similar visitor-oriented businesses and with a view for direct convenience to major routes of travel.

Security at hostels tends to be minimal and guests are generally expected to look out for their own belongings and well being. Doors into the facility and to guest rooms may not even be outfitted with locks, and securing of lockers or cubbies to the extent that it is possible will likely be at the discretion of guests. Staff members will usually be on duty 24 hours a day, however, in order to keep an eye on things and will likely call for the city watch in the event of any problems.

Adventure Hooks

* Hostels having recently acquired an unsavory reputation in some quarters, a group of adventurers might be led to believe — perhaps quite incorrectly — that one at which they are staying is a front for some sort of unsavory activity. Seemingly sinister but ultimately misleading evidence of evil-doing might characters to draw any number of incorrect conclusions and induce to them to undertake misguided actions in response.

* Knowing that many of those who patronize hostels live vulnerable lives, estranged from friends and family and often involved in dealings far beyond their capabilities to handle, the proprietors of a particular flophouse have, indeed, taken to abducting guests for some fell purpose. A player character party might detect evidence of such an event (e.g., ominous messages scrawled on the walls of their room, abandoned possessions of former guests) and attempt to determine the fates of the missing people without falling prey to the same end themselves.

* Leaders of a temple or other religious or charitable orgnanization that runs a hostel might be aware of some sort of unusual threat within their community and, unable to approach anyone within it, might seek out adventurers staying at their hostel to deal with the problem. While such an organization is likely to be cash-poor, it may be able to offer exceptional spiritual or political support (e.g., spellcasting, special items, information not commonly known, access to normally-restricted places where their followers have influence).



Inn

Inns are businesses that supply lodgings for large numbers of travelers to stay overnight or longer, providing more-or-less comfortable places to eat, sleep, bathe, have clothes laundered and boots cleaned, and mounts and carriages tended to. Such places are also often convenient settings from which to arrange excursions into the local area or meet privately with acquaintances or business associates. Inns often include or are affiliated with taverns, restaurants, or gaming rooms where guests — and locals of good standing — can share a drink or a meal and socialize. Many also provide guests with various amenities, such as posting letters, money-changing, and storing valuables.

Inns are common in the merchants' and foreigners' quarters of larger towns and cities that are centers of trade or which attract visitors to worship at their temples or see their widely-reputed wonders. Many well-traveled routes also have inns at regular intervals, to accommodate travelers during each night of their journeys (e.g., along roadsides, in small villages). Innkeepers may also establish lodgings at strategic locations near any sites that attract significant numbers of visitors (e.g., a temple that is a pilgrimage destination, a natural landmark of remarkable beauty).

A number of variations on the inn concept might exist in any particular milieu. Places of this sort on the periphery of wilderness areas that specialize in catering to people who visit them for recreational purposes are often known as resorts. Small country inns that provide accommodations and meals to visitors pursuing particular outdoor activities — such as hunting, fishing or skiing — are often called lodges. In some milieus, higher-end urban inns are often called hotels.

In widely literate societies, travel writers may publish or otherwise make known their good or bad impressions of inns, sometimes singling out one as the best in a locality or even giving a scale of ratings, allowing such establishments to develop reputations far beyond their immediate surroundings. In a fantasy setting, bards might even celebrate particular inns as the best in all the world, the last outposts of civilization on chaotic frontiers, or as reliable starting points for high adventure, lending them an almost mythic significance.

Although few other races travel as widely or as luxuriously as Humans, all of the civilized peoples maintain lodgings of one sort or another for visitors. Among the less-civilized humanoids, Goblinoids periodically run austere, barracks-like inns for those with business in their communities. Gnolls, too, sometimes maintain caverns, ruins, and the like for use by different bands — under a rough and often-disregarded custom of truce — as hunting lodges, occasionally with groups of subservient beings residing permanently nearby to render services.

Inns need numerous private, semi-private, or common rooms to accommodate large numbers of guests and, if located in villages or smaller settlements, will often be the largest privately-owned buildings there and either include numerous wings or be located in compounds with affiliated structures and businesses. A typical building design consists of two or three double-storey wings partly encircling a courtyard where carriages can pull in to unload guests and luggage, conveyances thereafter being taken to a coach house and draft animals to a stable by attendants. The innkeeper's office and residence are usually next to the main entrance in order to welcome customers when they arrive and to settle their bills when they leave. The inn may have a small postern-gate from which guests can venture out into the surrounding area.

Proprietors of inns might have worked in their younger days in some or all aspects of an inn's operations, depending on its size, and might be skilled at bookkeeping and purchasing and managing stocks of supplies. Inns are very often family businesses with relatives of different ages filling jobs appropriate to their abilities and experience. Retired adventurers also often take up the innkeeping trade.

In temperate countries — where the first desire of guests stumbling in from long winter journeys is to get warm — both common rooms and private chambers of inns are generally built around large fireplaces venting to a number of shared chimneys. Kitchens at such inns also consume a great deal of fuel, as hot meals and mulled wine are much in demand. As a result, collecting and stockpiling of firewood from any available woods is an important task, for which the inn usually pays local peasants.

While some inns provide nothing but accommodations — especially those in areas where a variety of other amenities are available — many also provide hearty meals to restore the spirits and keep up the energy of travelers. Often, aristocratic or wealthy guests are served in a separate dining room, or in their rooms,

while their coachmen and other servants eat in the kitchen or taproom, where they can gossip and interact with the inn's staff and various other working-class visitors (e.g., traveling hawkers, mercenaries, constables, royal messengers). Food served at inns is usually simple, common fare, but if an inn is known for a culinary specialty, it often consists of traditional local recipes that use ingredients such as game meats or wild herbs freshly obtained in the immediate area.

Beyond rest, inns can help fulfill guests' other needs, including preparing for anything from another hard day of travel to attending important business meetings, religious services, or other events. Most inns — at least those in societies where hygiene is important — will either have small bath houses or provisions for bringing hot water and toiletries to each room. Some will even provide personal services, such as barbering or cleaning and mending of clothing; arrange for tradesmen like clothiers to call on guests; or maintain a storefront near the inn to sell or rent appropriate formal wear (e.g., courtiers' outfits at an inn near a seat of government). And at finer establishments, the innkeeper or a concierge may assist guests with purchases or arrangements they wish to make, drawing upon local contacts that outsiders may not otherwise have access to.

Because the essence of an inn's business is to allow guests to rest peacefully and to travel through unfamiliar places without concern for injury to their persons or reputations, the proprietors of inns are known for their distaste for openly rowdy or disreputable behav-

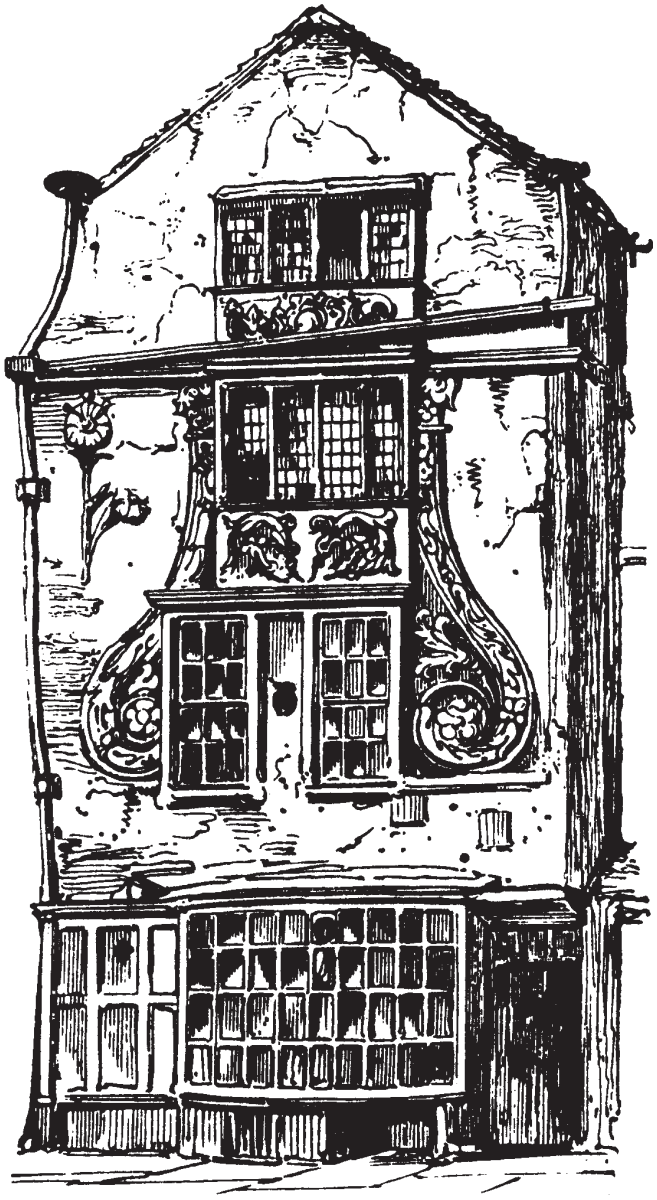


ior, often adding extra charges to a guest's bill to pay for damage caused. What goes on in private rooms, of course, is another matter.

Adventure Hooks

* An innkeeper might present characters who have stayed at his establishment with a long list of charges, totaling to an enormous sum that is more than they can easily pay. The player characters might be inclined to dispute the bill (e.g., on the basis of fraud or intolerably poor service), to skip out without paying, or to take on a side task to pay their debts.

* Private rooms at an inn often host meetings and assignations of all kinds. In some instances, the participants would much prefer to keep their contacts from public knowledge, while in others the parties at a meeting mistrust each other, even to the point of preparing for deadly violence. Anything that goes wrong in such a fraught situation might erupt into a violent assault, a conflict that spills from the room into chases through the corridors and stairwells of the inn, or an event unseen by others at the time that leaves behind a mysterious aftermath — and perhaps a dead body or three. Player characters might be drawn into such conflicts either as participants in the meeting, as unwittingly incriminating witnesses or targets of stray violence staying in the wrong inn at the wrong time, or by taking on an investigation that requires them to explain the events that took place in an inn chamber, hours, days, or even years before.



Rooming House

Rooming houses are accommodations intended mainly for members of the lower tier of the mid-dle class and the upper tier of the lower class and serve the needs of travelers who will be staying for a week or more in a particular area. For a reasonable price by the day — or much more cheaply by the week — the traveler can have a bed (often in a shared room) and a modest breakfast and supper. Both meals are typically served only during narrow prescribed times that may be more convenient to the management than to guests (e.g., strictly for a half-hour after dawn for breakfast and for a half-hour commencing on the hour after sunset for the evening meal).

Also frequently known as a boarding house, a rooming house is most often simply a relatively long and large, internally divided house of the sort used by craftsmen or tradesmen and described under "Buildings" in *City Builder Chapter 1: Communities*. In those with more than one or two rooms to rent, chambers are often arranged along a common corridor on each floor, but perhaps in a more haphazard way if the premises have grown by successive additions to an original build-

ing. A common dining room, kitchen, laundry, and a slightly larger apartment for a live-in manager typically connect close to the street entrance, for convenience of housekeeping in the common areas and in order for the manager to keep an eye on comings and goings.

Single folk who follow a somewhat uncertain course in their professional lives, such as adventurers, are often well served by staying for extended periods in a boarding house. They may also benefit from being able to give the establishment's address as a point of contact, provided that the management do not object to guests receiving visitors or having messages left. Indeed, many rooming houses are known also for the extensive rules established by the landlord or landlady, to avoid disruption to their lives and reputations by the antics of lodgers of uncertain morals.

Adventure Hooks

* A sage, gemner or other professional who has been recommended to the party as a source of advice might carry out business dealings from his lodgings — where the characters have to brave the suspicious gaze of his landlady as they arrive, especially if any of them are roughly or outlandishly dressed or otherwise seem disreputable.

* A former occupant of a room in a boarding house where a player character has taken up lodgings might have hidden something under the floorboards or in a hidden compartment (e.g., a valuable jewel, an incriminating document, a dead body). Danger follows for the new tenant who discovers the hidden item, or when the former owner or other interested parties return to reclaim it.

Kitchen

Precursors of modern cafeterias, buffets, and fast-food restaurants, commercial kitchens are typicalof many urban areas, where they serve simple but hardy fare at affordable prices to the masses. Institutions of this sort could be found in many ancient, medieval, and later cities and generally included provisions for either eating on the premises or carrying away their wares. Unlike taverns, the proprietors of kitchens do not encourage their customers to linger after completion of their meals or to use such places as drinking establishments.



Clientele at commercial urban kitchens are determined more by financial means and the neighborhoods in which they are located than any other common bonds, and a great diversity of people might be found at such establishments. Common laborers, craftsmen, tradesmen, entertainers, and anyone else without more than a few pieces of silver to spend on their main repast are likely to be found elbow-to-elbow with relatively impoverished adventurers.

Cooks' shops might take a wide variety of forms, from carts and wagons where food is prepared for passersby, to townhouses that can seat several dozen people, to great halls that can serve the culinary needs of hundreds at a time. Furniture — chiefly plank benches and tables or upended large barrels where patrons can dine standing — tends to be simple, sturdy, and marked with the grime and knifemarks of innumerable diners.

Fare at commercial kitchens can vary widely, but generally tends toward stewed, roasted, fried, or boiled

meats, boiled vegetables, and starches like coarse bread, pasta, and baked tubers. Variety is often limited, however, and daily specials are typical. Cheaper, much simpler meals — such as porridge — might also be available at about half as much as other meals for those on especially tight budgets. Outdoor stalls often sell just one or two items, such as pies, various sorts of meat wrapped in a bun or flatbread, or fried or roasted snacks (e.g., French fries, chestnuts).

In addition to selling food on the premises, cooks' shops might also provide catering services. Commercial kitchens might also be established temporarily only at certain times or for specific reasons. In many Islamic countries, for example, kitchens sponsored by restaurants and other institutions are set up in tents or other temporary structures and used to serve free meals to the faithful during the festival of Ramadan.

One unnamed but fairly typical London eatery is described by Charles Dickens as "a dirty shop window in a dirty street, which was made almost opaque by the steam of hot meats, vegetables, and puddings. But glimpses were to be caught of a roast leg of pork bursting into tears of sage and onion in a metal reservoir full of gravy, of an unctuous piece of roast beef and blisterous Yorkshire pudding, bubbling hot in a similar receptacle, of a stuffed fillet of veal in rapid cut, of a ham in a perspiration with the pace it was going at, of a shallow tank of baked potatoes glued together by their own richness, of a truss or two of boiled greens, and other substantial delicacies. Within, were a few wooden partitions, behind which such customers as found it more convenient to take away their dinners in stomachs than in their hands, packed their purchases in solitude."

Security measures are likely to be quite limited at kitchens and to be designed mostly to safeguard cooking implements, revenues, foodstuffs, the dining premises themselves quite possibly having little or nothing of value for miscreants to steal or destroy.

Adventure Hooks

* Soon after dining at a large commercial kitchen, the characters begin to suffer profound burning sensations in the stomach, along with any other symptoms the game master deems reasonable (to these can also be added various spurious saving throws). Accusations of any sort leveled at the proprietor will be met with indignant denials of any wrongdoing. A visit to an apothecary, healer, or other medical professional, however, will likely result in a diagnosis of heartburn, which can be treated with a few inexpensive herbal infusions. Whether this is anything more than a nuisance and a red herring is completely up to the game master …

* The simple fare of a food vendor can evoke strong memories of pleasant days of the past. A powerful person whom the characters refuse at their peril — such as a ruthless warlord or mighty wizard — demands that the party fetch her a meal from the cart that used to ply the market square in her home town when she was young. This could become complicated if the vendor is no longer trading, possibly requiring the party to employ measures like seeking out a relative who has the appropriate recipes or whose cooking will satisfy their patron's request.

Restaurant

Restaurants are businesses that strive to provide distinctly pleasurable, fine dining experiences to paying customers, serving good-quality meals with individual service in distinctive settings. A restaurant may specialize in providing a particular sort of food or the cuisine of a particular foreign country, though often such restaurants also provide common local selections.

Because they cater mostly to the middle class and to travelers, restaurants are typically found in large towns or cities where there are concentrations of such people. Races who disdain luxury or formal dining manners, such as Dwarves and most of the savage humanoids, seldom have restaurants, but Halflings, known to be gourmands, and Elves, with their refined tastes, support many types of restaurants suitable to their preferences. Goblins have restaurants of a sort, with various disturbing meats, often served alive.

There are various styles of service, but most often a customer may order from a selection of dishes, which are then cooked or otherwise prepared on the premises — sometimes in view of the patrons as an assurance of freshness or a form of entertainment. For large groups that make advance reservations, a restaurant may provide a pre-set menu that includes items not normally served or other special treatment. Restaurants also serve drinks appropriate to their meals, which a cellarer or similar specialist may select personally, and sometimes

provide minstrels on particular days (though this role is more typical for a tavern). For special occasions, either the restaurant or the guests' organizer may arrange touches such as place cards, small gifts, or entertainers, brought in specifically for the event, who might wander between tables for close-up performances.

The proprietor of a restaurant is often also the head chef, but might also be purely a business manager. Skilled cooks often move easily through their careers between owning and running their own restaurants, managing restaurants that are part of larger concerns (such as large inns or government centers), and serving as private cooks for wealthy households.

Restaurant kitchens typically contain an array of specialized professional cooking equipment, from knives, bowls, and dishes up to particular types of ovens, arranged as a production line from washing and peeling through to final presentation for the standard dishes served at the establishment. They often use cooking processes that are larger in volume, faster, and sometimes require greater skill than those typically found in common households (although the mansions of wealthy merchants and nobles might have kitchens that are very similar to those of restaurants).

Large quantities of standard ingredients are typically either picked out by skilled restaurant staff or the chef himself at wholesale markets, gathered or hunted fresh from the local countryside, delivered by specialist suppliers known as *providores*, or purchased in large bulk containers sold specifically for the restaurant trade; delivered daily to a back or side entrance; stored in a fashion that the proprietor, if not his customers, considers adequately clean; and brought out ready for the chefs to use. Lesser-skilled kitchen staff must also perform daily tasks like washing numerous dishes, pots, pans, and utensils and dumping large amounts of malodorous garbage.

Screened from all this, the restaurant's customers receive finished dishes served with flair by well-dressed wait staff, on tables that are often provided with ornamental centerpieces and even freshly-laundered covers, and provided with appealing — but sturdy and easily washed — crockery and often-specialized eating utensils appropriate to the foods served.



Trafalgar Tavern, Greenwich, by James Jacques Joseph Tissot (1878)

Adventure Hooks

* A family of nobles, organized criminals, or other powerbrokers who control a small city seldom leave their secure villas to gather together, due to their many enemies. Thus, when a special occasion brings most of the family to a banquet at an exclusive restaurant, the stage is set for a usurper to try to massacre them in a single bold stroke. The player characters might be hired as guards to protect the place during the meal, hired by the family's enemies to assault the restaurant, hired as guards and then paid off by the usurper to let in the assassins, or might just be innocent diners in the wrong place at the wrong time.

* One of the signature dishes of a famous restaurant is served only at special request and great expense because it requires a rare game-beast, herb, fungus, eggs, or some similar ingredient, difficult to find and dangerous to hunt or gather. The restaurant owner hires the player characters to go to the wild location where the ingredient can be found and return quickly with a sufficient amount for an upcoming feast.

City Builder

Tavern

Taverns are businesses that sell various sorts of alcoholic beverages and often food like snacks or simple meals, generally for consumption on the premises but quite often also for customers to take with them and consume elsewhere. Such places can be of any size, and include everything from street-side wine carts where patrons can stand and drink, to village longhouses where customers drink small beer in the room where it was brewed, to sprawling, multi-level halls serviced by gangs of sturdy beer maids.

Other places of this sort include pubs and bars of all sorts and places specializing in other kinds of intoxicants or stimulants (e.g., coffee, hashish, hot chocolate, betel-nut), which might be the norm in some societies. Less formal or licit arrangements, variously known as shebeens, keggers, raves, or drinking-cellars, might consist of no more than a suitable gathering-place and a supply of cheap alcohol — possibly brewed on the premises — where participants can pay a flat fee to drink until they stagger out or drop.

Most taverns also cater to a particular group or sort of regular patrons and just as important as the drinks they sell is the ambience they provide and opportunity for customers to relax or enjoy themselves and interact with each other. A tavern also serves as a convenient and anonymous meeting place for many purposes and a useful place to seek or disseminate information like rumors, local news, and offers of employment.



The Plough Inn, William Shayer Snr. (1788-1879)

Chapter 7: Service Places

Almost any settlement larger than a self-sufficient manor might support a tavern of some sort, and any typical city has a great number and variety of them. Places where significant numbers of people pass through or congregate, such as waypoints for travelers, holy sites, or industrial areas like large mines, might also have various sorts of "watering holes" associated with them.

Most Human cultures will have taverns of some sort associated with them. Races known for their drinking, such as Dwarves and Orcs, patronize a correspondingly large number of taverns, while sylvan races such as Elves and Satyrs, though they love to drink and revel, tend to favor parties thrown by individuals or held in natural settings. Militaristic societies, such as those of Hobgoblins, might prefer all members of the warrior class to eat and drink together in places more akin to communal kitchens (q.v.) or warlords' feasthalls. In any event, taverns catering to specific demographic groups might be inhospitable toward would-be patrons who are not members of such groups, or who are disliked by them (e.g., Orcs in a bar frequented by Dwarves).

Many taverns provide minstrels and other entertainers or host popular forms of gambling, games of skill (some of them dangerous), animal-fighting, and attractions like Goblin-tossing and prize-fighting. Some also provide conveniences to help inebriated guests find their way home (e.g., hire carriages, the sale of torches) or the opportunity to pass out under tables. Those that provide separate accommodations usually do so as a sideline, with a few small rooms on an upper floor above the bar, where noise passes up from below and guests can expect only slow — if any — service during business hours. Those catering to travelers, however, might place more emphasis on meals and amenities like rooms and stables for mounts and less on varieties of entertainment.

Disturbances or full-scale brawls can easily break out in taverns, particularly if the customers are from groups accustomed to violence or their aggression is heightened by intoxicants, stressful circumstances, ethnic tensions, or disagreements over the results of a tavern's games. Depending on the likelihood of such problems, the publican often employs one or more bouncers to prevent them by removing customers who are on the verge of assaulting each other.

Other security measures at taverns are usually for purposes of keeping an establishment from being robbed of its inventory or vandalized by miscreants during hours when it is closed.



Adventure Hooks

* Of all the places patronized by adventurers, the tavern is certainly the most quintessentially classic venue for characters to hire on for expeditions, hear rumors or learn information pertinent to their activities, and recruit comrades, mercenaries, or hirelings. This makes perfect sense and, in the absence of a more specific place for conducting any such activities, game masters are encouraged to continue with this venerable this tradition.

* Characters drinking in a rough tavern might be approached by an individual who offers to show them to a lucrative gambling game. The game could be fair, rigged, unpleasant in nature, or simply a ruse to lure drinkers outside to be set upon by robbers or a press gang.



The Old Scientist, or The Alchemist, by Jean-Paul Laurens (1889)

Chapter 8: Scholarly Places

Characters can often improve their chances of survival and success by obtaining in advance information about the characteristics and dangers of the little-frequented places where they are about to venture. Similarly, during and after their quests adventurers may need help in determining the characteristics of arcane documents, strange artifacts, or other esoteric items. For these purposes, characters often avail themselves of the services of scholarly places, which variously record, store, distribute, improve, and seek to diminish errors in all branches of knowledge (including the specialized knowledge of crafts and trade sources, which are of interest to guilds and mercantile cartels).

Scholarly places require a wide variety of specialized artisans, tradesmen, and merchants to provide them with the goods and services they need to support their operations (e.g., papermakers, ink makers, printers, vendors of exotic materials for spell components, laboratory equipment and chemicals for experiments). Player characters who follow scholarly careers themselves — particularly wizards — need to deal with scholarly suppliers for their own research, writings, and esoteric components.

Scholarly places that fulfill these needs in various ways include academies and colleges, libraries, alchemists' workshops, booksellers, scrollshops, scriptoriums, and the establishments of professional wizards and fortune-tellers, all of which are described in this chapter.

Other scholarly places that could appear in a campaign include universities, elementary or secondary schools, the schools of tutors of various disciplines, astronomers' observatories, and curiosity shops.

Fields of knowledge that scholarly places deal with cover every aspect of life, from religious and cosmological beliefs concerning the basic structure and development of the world, through lore about distant countries and exotic plants and animals, to everyday processes of crafts and trade. Some areas of knowledge enable greater advancement in scholarship itself, such as the study of foreign and archaic languages. People who use such knowledge likewise include almost every vocation and social group, from ordinary guildsmen seeking out practical records in support of their vocations, to nobles debating affairs of state, to philosophers and wizards pondering the most esoteric questions of the nature of the world. Students and apprentices who are likewise associated with scholarly places often play a significant role in the culture and even the political life of communities where they are present (e.g., university towns).

Institutions of knowledge are important elements of a society's heritage — and frequently regarded as investments in the honor and future prosperity of a state — and as such are often housed at the expense of a national or municipal government, or by institutions like major temples. Such places are often established in purpose-built structures of permanent and monumental character, constructed of stone and decorated with friezes, statuary, and murals depicting famous intellectuals associated with the place, vistas of distant and long-lost countries that the institution studies, and other inspiring subjects.

Other scholarly places of private nature tend to be much more modest buildings typical of the sorts described under "Buildings" in *City Builder Chapter 1: Communities*. Many such places, however, are built tall and with an emphasis on high windows, in an effort to capture natural light if the activities performed in them require reading texts and analyzing fine details.

To many scholarly institutions, the destruction of records is a greater concern than the perhaps unlikely event that someone would want to steal them and their security precautions thus generally focus on protection against fire, flood, vermin, and other disasters. However, some societies hold certain branches of knowledge as secrets that are intrinsically very powerful, and places that deal with such knowledge might be guarded just as strongly as other places of equivalent value, such as government storehouses or even branches of banks. And, because knowledge is the stock-in-trade of wizards and other spellcasters and many scholarly places are run by such characters or dedicated to their needs, magical safeguards are often employed if they are available and warranted.

City Builder Chapter 8: Scholarly Places examines places where characters might go to consult with their knowledgeable inhabitants or purchase goods and services from them. Places of this sort described here include Academies, Alchemists' Workshops, Fortune Tellers, Libraries, Scriptoriums, Scrollshops, and Wizards' Towers.

Academy

Academies, colleges, and other institutions of higher education are places where philosophers, sages, and experts in various disciplines instruct students in specific fields of knowledge or bodies of doctrine. Academies can teach almost any area of skill, fact, or belief that a society considers important and complex enough for citizens to give up hours, months, or years of their working lives to perfect knowledge of.

Specific kinds of academies include schools of philosophy (of which the school founded by Plato, near classical Athens, provided the origin of the term), schools of medicine, schools of magic, bardic colleges, seminaries that teach theology and the skills necessary for priestly responsibilities, and military colleges that train officers and strategists. Such places might sometimes be part of larger, more diverse educational institutions, like universities. Most academies will be set up for dealing with students of a particular age (e.g., adolescents, adults).



Players may want their characters to attend an academy — or to record the fact that they have done so in the past — in order to learn the advanced skills and techniques taught there, to consult with experts among the teaching faculty or senior students, to arrange employment as staff for one of the academy's field trips, or to hand over to the institution artifacts and first-hand accounts from unknown places that the adventurers have visited (e.g., for the love of learning, cash, or favors).

Academies are established by individuals like noted scholars, experts, rulers, religious figures, or great merchants and most often located in the large cities or metropolises where their founders have their seats of power or have made their careers. Some founders, however, given adequate resources and prestige, choose to place their campuses in small, isolated communities instead, whether because their intended regime of learning will benefit from isolation, because large open fields or private access to the sea are useful for practical instruction (e.g., for a military college, agricultural institute, or naval academy), or to take advantage of cheap land prices.

Any of the civilized races — except, perhaps, bucolic and unambitious Halflings — might organize academies of one sort or another. The more savage humanoid races typically lack the organization or respect for learning to support such places, apart from occasional war colleges operated by priests of the deities of rulership and battle-craft among some peoples (e.g., Hobgoblins).

Academies can range in size from a set of classrooms located in a good-sized townhouse or within a structure used for other purposes, to a campus of buildings, courts, open grounds, and landscaping that rivals a medium-sized town in extent and population. The largest academies might include numerous halls, lecture theatres, libraries (q.v.), scriptoriums (q.v.), laboratories, workshops, on-site dormitories, refectories, and sporting facilities.

The official head of an academy, often called a Chancellor, is usually either an eminent scholar or a former public figure and leaves the day-to-day running of the academy's functions to a Vice-Chancellor with stronger skills in management, business, and maintaining discipline among students and staff. Many of the officials and teaching members of the academy might have the right to reside on campus, which often proves highly

convenient for unmarried members or for those whose duties require them to be available at all hours (e.g., to deal with or counsel resident students).

Due to their size and sometimes because of a concern to protect an ethos of academic freedom against state interference (assuming they are not actually run by the government), academies often maintain their own security forces. Patrols by such forces are generally intended to restrict disturbances during the day and burglary and other mischief by night. Other security measures for individual buildings are commensurate with the value of their contents, as described for libraries and similar facilities. For unattended lecture halls and the like, these typically comprise simple locks mostly intended to discourage unauthorized use of the rooms, pranks, and vandalism.

Adventure Hook

* Adventurers are often experts in diverse fields of knowledge, both practical and esoteric, and characters who are thusly inclined might potentially make ideal instructors. Having an academic patron can provide all sorts of benefits for certain sorts of adventurers, such as underwriting for their quests. Such patronage might also come with a price, however, such as an inability to adventure when classes are in session, the obligation to undertake onerous or uninteresting expeditions, or the requirement to deal or travel with incompetent, annoying, or overly-ambitious students.

Alchemist's Workshop

Alchemists' workshops are facilities devoted to the activities of experts in alchemy, a quasi-sci- entific discipline devoted to extracting, refining, transforming, and compounding the basic elements present in all manner of common substances. Alchemists base their skills on complex metaphysical theories, setting forth a long-term experimental program with the ultimate goal of deriving the fundamental essence of all things — called the Philosopher's Stone in Western history or the Golden Elixir in Taoist practice — at the conclusion of a lifelong investigation known to them as the Great Work.

Such rarefied pursuits are far from inexpensive, and alchemists who are not independently wealthy or blessed with rich patrons must support their work in other ways. One of the most common is through the sale — often through shops like those used for any other items — of many of the substances they learn to create as a relatively minor side effect of the complex and lofty principles associated with their vocation.



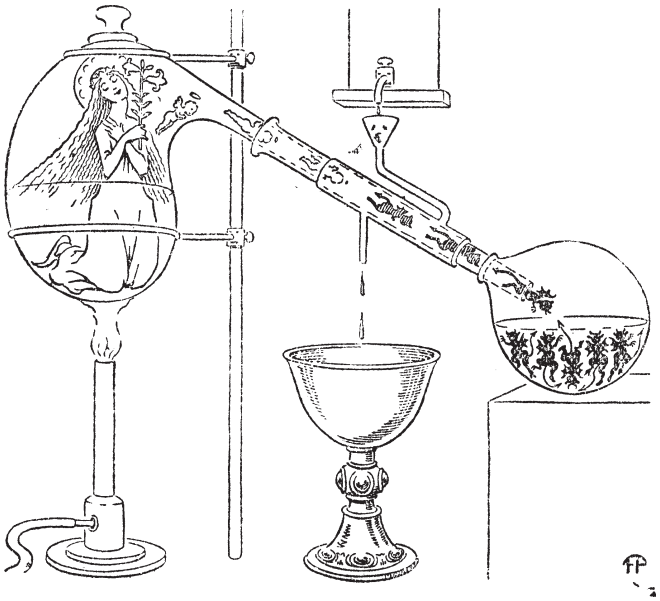
The Alchemist, by Cornelius Bega (1663)

Substances that alchemists of varying inclinations, specializations, and levels of ability might prepare and sell in their shops could include everything from items with mundane but nonetheless amazing and potent properties — such as pyrotechnics of various sorts, strong corrosives, and purified or highly concentrated materials — to those that, in many game settings, might be classified as minor magic items. Items of this latter sort could include various sorts of potions, oils, dusts, unguents, and the like (as well as the alchemical elixirs described in Skirmisher Publishing LLC's *Experts v.3.5*), especially those intended to cure an array of diseases and ailments, restore or preserve youth, transmute one element to another, or create artificial forms

of life. In addition to selling the products of their craft, alchemists might also trade in equipment, materials, and supplies associated with the practice of alchemy, or practice their skills on others' behalf for hire.

Typical customers include adventurers of all kinds, who tend to be especially interested in substances like strong acids, super-sticky pastes, alchemical lights, magic potions, and ever-popular liquid fire; specific types of craftsmen, such as jewelers, dyers and glassblowers; wizards, who require exotic components for spells and magic items; and other alchemists of different specialties or lesser skill. Nobles or government bodies more often employ alchemists as full-time employees than buy their products on a retail basis, as rulers can typically afford to support alchemists' transmutation projects and elixir-brewing, generally in the hope of long-term benefit to themselves, or to apply the industrial-grade destructiveness of the alchemist's corrosives and incendiaries to major public works projects or sieges.

Location of an alchemist's workshop must strike a balance between accessibility to specialist traders and craftsmen to provide equipment and rare raw materials, and separation from neighbors, who tend to complain of the smoke and the strong fumes given off by alchemical processes (not to mention occasional explosions, toxic outflows, or escapes of malformed experimental creatures). Thus, many alchemists establish their operations near the fringes of towns or cities rather than within them, or in urban quarters where noxious industries such as smithies and tanneries predominate. An alchemist with a patron or employer might also operate a workshop inside a noble's manor compound or as one component of a large-scale arsenal.



A master alchemist must be a dedicated scholar with many years of learning and experience. Operation of an alchemist's workshop might also require many assistants, ranging from skilled journeymen and apprentices in the alchemical arts to simple laborers needed to stoke fires, shovel stockpiles, and pump bellows. In many fantasy game settings, Gnomes have an excitable tinkerer's mentality and semi-magical nature that makes them especially suited to be alchemists. Otherwise, other industrially-minded races — such as Dwarves, Goblins, and Kobolds — might take a preeminent role in the profession, as might long-lived and scholarly Elves, each bringing a different perspective to the Great Work.

An alchemist's workshop typically extends over at least the ground floor of a moderately-large townhouse (as described under "Buildings" in *City Builder Chapter 1: Communities*) or a rural manse, which ideally should be of sturdy fireproof construction, such as brick or stone. The establishment needs large and constant supplies of water (typically from its own well or cistern), appropriate fuel for its furnaces and burners, and easy access for wagons to deliver fuel and other supplies in bulk.

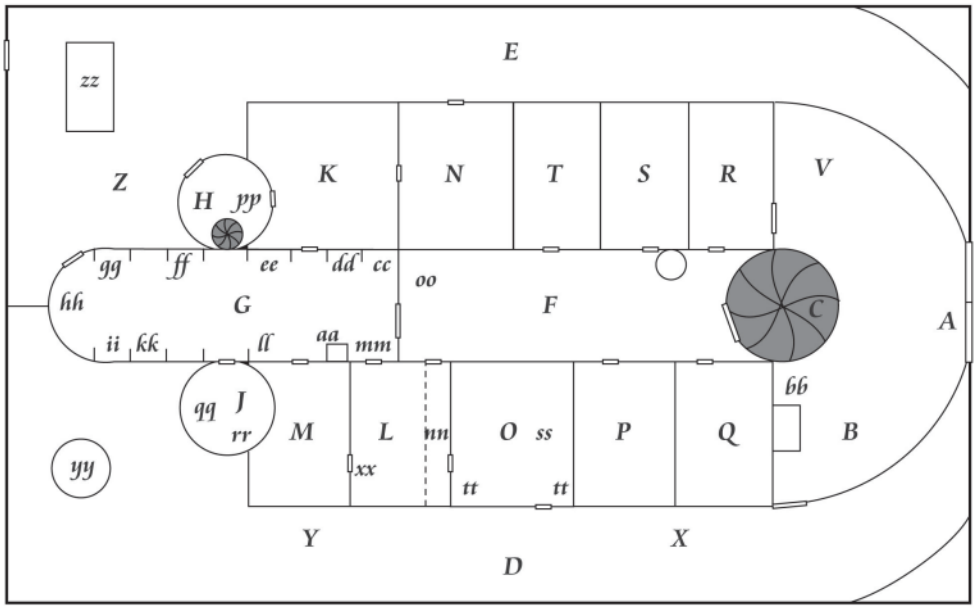
The central work area typically contains a number of furnaces of different designs vented to a common chimney, vats, tubs, baths, distillation columns, and other large pieces of apparatus, as well as workbenches with smaller vessels and hand tools to mix and prepare substances for processing.

Separate chambers accessible from the main laboratory include storerooms, often organized much like an apothecary's shop, for diverse raw materials; specialized workrooms designed to provide controlled conditions for precise operations; open-air processing areas for drying and procedures that might give off particularly dangerous gases; a library and study; accommodations, kitchens, dining areas, and servants' quarters to cater to the living needs of the master alchemist

Chapter 8: Scholarly Places

An Ideal Alchemist's Workshop

The alchemist Andreas Libavius published this idealized design for an alchemical institute in his 1606 treatise *Alchymia*. Set within a walled yard, the complex includes a main laboratory with furnaces for water-baths, ash-baths, and steam-baths, distillation apparatus for upward and downward distillation with and without cooling, sublimation apparatus, fireplace, a reverberatory furnace, and large bellows; an analytical laboratory with assay furnaces and analytical balances, some in cases; and a private laboratory with a philosopher's furnace. There are also in the institute a preparation room with press, a pharmacy, and a crystallisation room. Other features include running water and outdoor facilities for the creation of alum, vitriol, and saltpeter. A plan of the ground floor is shown below. Upper levels are devoted primarily to living quarters.







1. South-east front.
2. North-east front (with the main laboratory's chimney-stack).

A. East entrance with small door.
B. Main room with galleries.
C. Spiral staircase.
D. Garden.
E. Drive.
F. Vestibule of the laboratory.
G. Chemical laboratory.
H. Private laboratory with spiral stairs to the study.
J. Small analytical laboratory.
K. Chemical pharmacy.
L. Preparation room.
M. Bedroom for laboratory assistant.
N. Store room.
O. Crystallisation room (coagulatotorium).
P. Wood store.
Q. South store room.
R. Fruit store.
S. Bathroom.
T. Aphodeuterium (closet).
V. Vegetable cellar.
X. Wine cellar.
Y. Laboratory cellar.
Z. Water supply.

aa Doors to the laboratory cellar.
bb Entrance to the wine cellar.
cc Steam-bath.
dd Ash-bath furnace.
ee Water-bath.
ff Apparatus for upward distillation.
gg Sublimation apparatus.
hh Ordinary fireplace.
ii Reverberatory furnace.
kk Distillation apparatus.
ll Distillation apparatus with spiral condenser.
mm Dung bath.
nn Bellows, which can also be brought into the laboratory.
oo Coal store.
pp Philosopher's furnace in the private laboratory.
qq Assay furnaces.
rr Analytical balances in cases.
ss Tubs and vats.
tt Distillation "per lacinias" (table with vessels).
xx Equipment and benches for preparations.
zz Water tanks.

and his work force; and, finally, reception and display areas to meet with customers away from the heat and fumes of the laboratory.

Because their products and even many of their base materials are valuable, alchemists typically protect their premises with high walls and strong locks, measures which also help prevent curiosity-seekers and children suffering various horrible injuries from the substances stored within. Facilities of alchemists who are sponsored by powerful individuals to perform transmutation experiments often have large quantities of their clients' precious metals on hand and thus generally have much higher security measures, such as round-the-clock guards of soldiery. Alchemists might also protect their cash reserves, finished magic potions, or stores of gold and silver with particularly fiendish traps that incorporate various harmful substances. Some might even have various sorts of synthetic creatures at their disposal.



Adventure Hooks

* An alchemist might commission player characters to provide him with rare ingredients that he needs in his work, but which can only be obtained in a distant land or dangerous wilderness. For example, rare minerals might be available from certain foreign mines or jungle-choked prospecting areas, chips of worked stone or remnants of long-disintegrated burials may only be obtainable from a particular ancient ruin (perhaps one rumored to harbor equally old undead spirits), or unusual liquids could lie exposed in natural pools free for the taking, but deep within a distant and hazardous desert or mountain range.

* For some reason during the course of their adventures, a player character party must visit the workshop of a prominent alchemist. When they arrive at his establishment, however, they are refused a meeting with him or otherwise unable to satisfactorily complete their business. Investigation will ultimately reveal that the alchemist has been slain and his position usurped by a relatively sophisticated synthetic being that he created to serve him as both an apprentice and a consort.

Fortune Teller

Fortune tellers of various sorts are characters who draw upon mystical or psychic powers to obtain knowledge of the past, present, and future. Many perform their divinations with physical devices and methods like cards, dice, palm-reading, astrological or numerological calculations, or crystals, while others can make predictions without any material adjuncts. Such characters are known by a variety of names, including diviners, mystics, oracles, spiritualists, and seers.

Specialist diviners include dowsers, who specialize in finding lost or hidden things or discovering supernatural influences upon objects or places, and mediums, who contact and sometimes play host to the spirits of the dead and other entities.

Some fortune tellers can also provide other types of magical aid — especially in response to situations they have discovered by divination — such as healing, warding off evil influences, or cursing those who have secretly wronged their customers, thus providing services similar to those of a priest or hired mage. Other fortune-tellers provide customers with instructions they

can carry out themselves to receive an answer or solution to their problems.

Adventurers might visit a fortune teller to discover pertinent facts, learn their best course of action, or decide the best day and time to begin a journey or venture, especially if they have learned by reputation, experience, or some supernatural means that a particular fortune-teller has the magical gifts best suited to answering their questions. A diviner can also often provide an idea of the nature, benefits, and dangers of possibly-magical objects that the party has acquired in cases where none of the characters have such abilities.

Different fortune tellers, with varying methods, serve the needs of country, town, and city dwellers and of both the poorest and richest citizens. In some societies, fortune-tellers are even routinely employed to advise heads of state and other government officials as to the courses of action they should take.

A game master might also decide that a particular fortune-teller is secretly a powerful spellcaster with access to potent divinations or with a touch of divine providence. He could then use such a character to provide oracular directions and assistance consistently useful enough that such predictions can be used to steer the party where he wishes them to go.

A fortune teller's establishment is often a private house of modest size, similar to those used by craftsmen or tradesmen and described under "Buildings" in *City Builder Chapter 1: Communities*. An assistant typically shows customers into a waiting area while, separated by a curtain, the fortune-teller prepares for the reading.

The divining area itself is usually dim, with no outside windows and the only light focused on a table, often with the walls hidden by drapes, all intended to create a sensation of removal from the outside world. Such an area is typically furnished with seats for the fortune-teller and as many clients as he or she normally assists at once — from one person up to a large banquet-style table for séances and the like — and may have devices such as a crystal ball or inlaid magical diagram permanently set up.

It is also common for fortune tellers to work from market or fairground booths, to visit clients at their homes, or to live permanently in the homes of wealthy clients who are anxious enough about the future to need regular magical readings.

Adventure Hooks

* Introducing an adventure by a prediction uttered by a fortune teller — whether a person that the character decides to visit on a whim or one who accosts the character in a public place, overcome with an urgent spiritual message to impart — is a device almost as classic in general literature as the "meeting in a tavern" for fantasy gaming. GMs should not hesitate to continue this tradition as convenient in their own game sessions.

* All of the fortune tellers in the city, no matter what trappings they use, are swamped with predictions of horror, loss, and woe. Is the city truly under threat of all-encompassing doom, or are the diviners suffering the special attention of a malevolent or mischievous god — or some more down-to-earth enemy?

* A small band of rich, clever, and idle students at a local academy have decided to use their special talents to accomplish a major robbery, which the player characters — whether by being employed to provide security to the target or by chance — are in a position to forestall because of information provided to them by a fortune teller.

Library

Libraries are collections of books, scrolls, or infor-mation in other forms and are typically intended to provide a broad selection of the best available sources of knowledge on one or more related subjects. Some libraries are more along the lines of prestigious luxuries and contain books selected for their fame and rarity rather than any information they might contain, or from a standard list of popular works. Related sorts of places are archives, which hold the records of a particular organization; booksellers of various kinds; and scriptoriums for copying books (the latter are fully described in the entry for Scriptoriums).

In settings based on traditional ancient, medieval, or Renaissance cultures, most libraries will be relatively small and owned by wealthy individuals or affluent organizations that grant access to outsiders or members of the general public as a privilege, if at all. In premodern societies, books are generally very valuable and often irreplaceable and are thus almost never lent out.

Because such collections are generally organized

with unique, unrelated systems — or not at all — the assistance of a librarian knowledgeable about a particular collection is of paramount importance for locating desired information quickly and reliably.

A library might either be an independent institution or exist to support the aims of an organization or patron of at least moderate wealth whose interests require a collection of information on one subject or another. Most often, the groups in any society that maintain libraries are also those who are in some way dependent on written materials (e.g., mages, sages, clergy). It is also possible, however, that a rich but essentially illiterate aristocrat might keep a library — along with several scholars or an entire institute of studies — to provide him with advice, as a token of his support of learning and culture, or to ensure that scholarly debates in his dominion proceed along lines that favor his political interests. Bookstores, by contrast, are found overwhelmingly in the commercial areas of towns and cities (often in streets dominated by the same trade), much like other sorts of stores.

Head librarians and the proprietors of bookstores may be knowledgeable sages in their own rights, but their prime qualifications are as bookmen with expert knowledge of publishing sources, the authenticity of texts and editions, and the ability to assess the state of intactness of books and handle them with proper care. Understanding of literary forms and qualities, the history of recent centuries, and knowledge of different languages are also typical skill sets possessed by such characters. A library may also employ several assistants who are learning the same skills (and, at minimum, need to be literate and moderately careful and painstaking in temperament).



A library may fit within a single room of varying size, extend into multiple chambers and floors, or even require an entire building or complex of its own. The basic requirements of the place are typically a dry, high-ceilinged area away from direct sunlight to store books, scrolls, large folios or other sorts of information, typically on shelves or racks for ease of access or in drawers or book-presses to keep them in good condition; a quiet and well-lit area to read the texts, equipped with comfortable seating and sometimes desks or bookstands; and a direct — but sometimes controlled — means of access between the two.

A library's owner might keep refreshments, such as drinks, and writing materials for taking notes at hand in the reading area, provided that he trusts the library's users not to damage the books in the process. Because of its seclusion and comfort, a library is sometimes also a useful place for impromptu meetings.

Staff members employed at a library might need counters, desks, or similar stations to deal with visitors; small trolleys to carry books; movable steps to reach high shelves; an office and workroom to keep records of the movement of books and to make minor repairs to any that are damaged; and perhaps even their own areas for taking breaks, eating in private, and passing in and out of the facility.

Libraries typically emphasize the use of available light sources that avoid the use of open flames (which are likely to damage the books), such as high windows or clerestories that can direct any available sunlight, lanterns of advanced design, or magical devices that do not rely on combustion.

Because handmade books are difficult to replace and may be very valuable, libraries generally employ a number of precautions against theft. These are often attached to the books themselves — such as locking covers, chains fastening books to their shelves or lecterns, magical traps that sound an alarm when items are taken from a specific area, or those that harm thieves with-

out damaging texts — as well as locks on doors and windows and periodic checks after hours by any guards who normally patrol the area. While a library is open, a guard may be stationed near the entrance to assist librarians in preventing such things as attempts to enter without authorization or to leave with books (if the library personnel have reason to expect such disturbances).

Adventure Hooks

* In a milieu where books are relatively rare they are also very valuable, and tomes of various sorts that characters find in the courses of their adventures might literally be worth their weight in gold. Such books might warrant almost any efforts associated with safeguarding and transporting them to appropriate libraries or booksellers for sale. Appropriate texts might even help guide characters in the performance of difficult tasks or to advance in their vocations (a section in the Skirmisher Publishing d20 adventure and sourcebook *Tests of Skill* is devoted to this very subject).

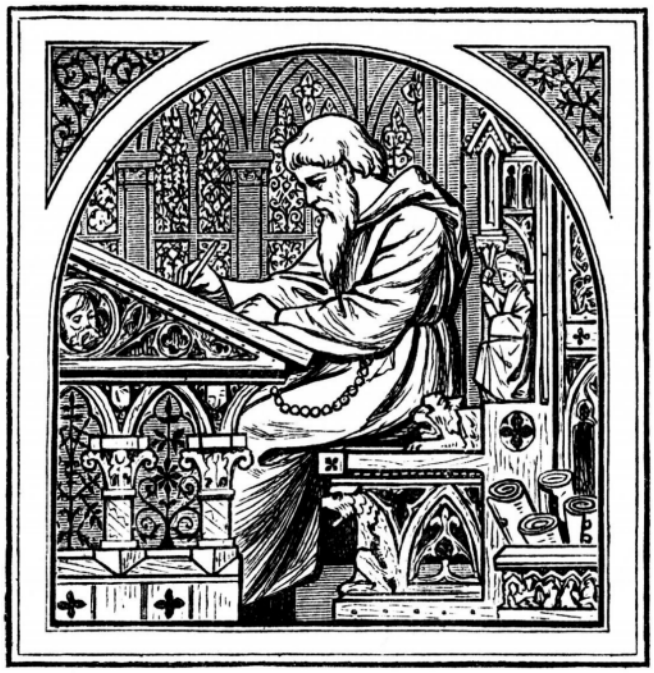
* A particular library might be targeted for destruction by enemies of the institution with which it is affiliated or simply by a depraved, evil, or fanatical group of people who despise knowledge or its products. A party of player characters might be the only thing standing in the way of such a travesty — or leading the way to make it happen.

Scriptorium

Scriptoriums, or scriptoria, are facilities devoted to the hand-copying and illustration of books. Places of this sort are often affiliated with other institutions, such as temples, monasteries, scrollshops (q.v.), and mages' lodges.

Pages prepared in scriptoriums are fashioned into complete books by bookbinders, who may contract out to other craftsmen the additional work required to make fancy covers of different materials and to provide tomes with secure bindings and clasps, including locks if desired. Associated vocations include those of scribes, who compose documents neatly and grammatically; calligraphers; translators; cartographers; and professional authors, including poets and playwrights.

Adventurers might make use of scriptoriums to purchase copies of books that are made there or to have books copied.



In societies where literacy is uncommon or little-valued, such as those of most savage humanoids, scriptoriums will likely exist only inside premises occupied by the scholars of other peoples. In societies favoring forms of writing that use something other than paper — such as Dwarves, who etch most of their records on stone or metal — the equivalents of scriptoriums might resemble the workshops of a different trade, such as those of masons, potters, jewelers, or smiths.

The ideal design for a scriptorium consists of a well-lit chamber — typically within or forming an attached wing of a larger scholarly institution — accommodating sloped writing-desks or a long table for the number of scribes who will labor there, perched on high chairs to work at the optimum angle for large and awkward manuscript pages. Related workshops, such as those of papermakers and bookbinders, might be attached to a scriptorium, as might the living quarters of such institutions' often-resident scribes.

Supervisors of scriptoriums might be of many different sorts, as they are often simply the more practically-inclined senior members of whatever scholarly institution the place serves.

Security for a scriptorium is likely to be equivalent to whatever is provided for any larger institution the

place might be affiliated with (e.g., a monastery, a university). In any event, such places often contain particularly valuable books loaned out from other sources for purposes of having them copied, and measures like sturdy doors and locks, or even magical wards or guards for when a scriptorium is not in use, are likely to be employed.

Adventure Hooks

* A party might be hired to investigate the theft of a shipment of books from a wagon traveling between a monastery that possesses a scriptorium and a noble with a good-sized library. The bandits most likely were tipped off by someone with direct knowledge of the wagon's time of departure, route, and the contents of the consignment. This might be a corrupt individual on one side of the business arrangement between the monks and the nobleman who wished to renege on the deal and pocket the profits, or by some third party who wanted to seize the books and make use of the information contained in them.

* Adventurers who acquire rare books or fragmentary writings in the course of defeating villains of the more learned sorts might provide them to a scriptorium for a fee to make multiple copies, so that their ancient knowledge becomes more widely available to the scholarly community — or members of the party might take the time to make one or more copies of the books themselves, in order at the same time to sell their takings for a profit and retain access to the knowledge within them.

Scrollshop

Scrollshops are stores that sell copies of scrolls, supplies for writing scrolls and other texts, or both, as well as peripheral items like scroll cases, inkwells, and pen knives. Specialists within this trade include vendors of art and drafting supplies, sellers of sheet music or religious tracts, and illicit suppliers to forgers who are experts in matching papers, inks, and sealing-waxes. Associated vocations include those of quillmakers, who make pens; papermakers; specialist jewelers who make signets and the like; and scribes, who are often employed at scriptoriums (q.v.).

Adventurers might make use of scrollshops to purchase scrolls, to have scrolls inscribed to order, or to buy supplies for accomplishing such tasks themselves.

Scrollshops are often suppliers solely to specialists in knowledge, such as academics or spellcasters, providing items that many inhabitants of a fantasy setting regard as luxuries or cannot use at all (e.g., if they are illiterate). Therefore, such places are most often found within or in the immediate vicinity of large institutions of study, such as universities, academies, monasteries, and mages' lodges, or gathered together within cities in those streets or precincts where many booksellers and similar trades congregate.

Because manufacture of different kinds of books and texts adheres to different standard sizes, colors, qualities, and preferences, many such vendors specialize in catering to a specific set of customers or do most of their business with members of a particular academy or scholarly guild.

In smaller settlements, the services of a scrollshop might be part of the stock-in-trade of an apothecary or general store (described in *City Builder Chapter 5: Tradesman Places* and *Chapter 6: Mercantile Places* respectively) — although the range and quality of supplies available at such outlets will likely be much reduced — or characters might visit a local wizard's tower (q.v.) to buy scrolls or obtain from him writing supplies suitable for inscribing arcane magical texts.

A scrollshop resembles the establishments of other small urban traders like apothecaries, typically being somewhat smaller than a bookseller as its stock can be sold efficiently from stacks and bins rather than displayed individually, and often occupies one of the small-



er examples of the tradesman's establishments described under "Buildings" in *City Builder Chapter 1: Communities*. Keeping such places dry and free of paper-eating vermin are primary concerns.

Scrollshops normally contain numerous broad but close-set shelves to hold stacks of full-sized, rough-edged sheets of handmade paper, parchment, and card in different grades; cutting-tables equipped with long metal straight-edges; racks for ink-pots and, if the establishment also compounds inks, containers of more varied nature for ink components, and tools such as mortars and pestles; pens set out in rows; materials such as quills or strong reeds for hand-cut writing implements kept in stacks or tubs; several sharp little penknives and paper-slicers; needles, thread, glue, and preservatives for bookbinding; gold leaf for illustrations and page-tips; boards and rods of lightweight, clean-grained timbers, such as birch, for use as covers or scroll-battens; complete book covers in various materials; and tilted display shelves for partly or fully-finished scrolls or books. Scrollshops also might sell or broker orders for specialized lamps and pieces of furniture suitable for scriptoriums and drawing-offices (although most have limited space and thus seldom have more than one or two such items on display).

In the case of wizards' spellbooks, the unearthly potency of greater magic spells is more than ordinary writing can express and in some traditions requires a certain proportion of the magical effect actually to be bound into the pages of the book. This can be accomplished by using writing materials that have an innate magical correspondence to the forces that the spell seeks to harness, such as pages made from the skins of diverse creatures, inks that incorporate crushed gems or the blood or ichor of rare beings, and writing instruments marked with runes or made from the quills or bones of magical beasts.

Scrollshops that cater to wizards must provide at least the basics required of their endeavors, such as papers and parchments of exceptional quality, giant squid ink purchased from whalers by the cask, fresh quills from hippogriffs or the like, and an array of ink components that correspond to the various schools of magical study represented in the game milieu. Spellcasters demand a high degree of probity in the provenance of such materials as well, as a sorcerer relying on components that he assumes to be of real quality might meet with disaster if they are actually counterfeit.

Proprietors of scrollshops more often possess the expertise of scribes or bookbinders rather than broad arcane or literary knowledge. They thus often tend to be more worldly and businesslike in manner than sometimes abstrusely enthusiastic booksellers, alchemists, or spellcasters. Their assistants might be either simple clerks or skilled journeymen learning their trade from the shopkeeper.

Although much of a scrollshop's stock is very valuable and expensive, their uses are also very specialized and a thief might have considerable trouble effectively fencing them. It is thus usually uneconomical for owners of such places to employ complex security precautions beyond shuttered windows and locked doors, along with inducing the city watch to keep an eye on the place during their nightly patrols. However, if a scrollshop holds highly valuable items, such as finished magic scrolls or gemstones, the place may have protections equivalent to those of a jeweler or pawnbroker — including keeping only a few sample items on display in sealed cases and fetching goods from a more secure back area upon request — and the proprietor might take the expensive items home at night if he lives elsewhere, accompanied by guards of whatever number and competence are required to assure his safety.

Adventure Hooks

* Scrollshops involved in the production or sale of magical scrolls, spellbooks, and other written works may constantly be in need of appropriate exotic components for inks, quills, writing media, and the like (e.g., kraken sepia as the basis for any special ink, cockatrice feathers for penning spells related to petrification, flayed demon hide for parchment of scrolls inscribed with protections against such monsters). Obtaining such materials might form the basis of complete adventures or periodically serve as a source of additional income for characters.

* Where player characters' investigation into a crime hinges — as sometimes it does — on finding the source of a mysterious note or letter, the party might seek out the expert knowledge of papers and inks possessed by the owner of a scrollshop — who might hesitate to reveal details that might incriminate him in unlawful events, if the materials in fact came from his store.

Wizard's Tower

Wizards' professional establishments are often constructed in the form of towers, buildings that are generally well-suited for the requirements of their sorcerous occupants.

Adventurers might visit the towers of consulting wizards for any number of reasons, including access to various useful magical effects that party members may not have the magical skill or particular spell knowledge to cast (e.g., removal of magical curses or conditions, scrying, summoning of extra-dimensional servants, temporary strengthening of characters and their equipment); identification of the nature and abilities of magic items they have obtained; in-depth advice on different forms of magic that can complement the characters' own experiences and specialties; a chance to trade in spells or even become a part-time apprentice to a more knowledgeable mage, for player characters interested in developing their spellcasting abilities; and the opportunity to commission the creation of magical items. Wizards also often provide related services, such as reading and translating obscure languages relevant to magical practice, that player characters may periodically want to avail themselves of.

If player characters wish to trade in magic items, a wizard might have on hand a small number of minor or non-permanent items that he or his apprentices have made, and might agree to trade such items and spells that he or his followers can use as payment — in whole or in part — for his services. In some spellcasting traditions, many of the spells that hired wizards cast create magical amulets or talismans for the client to carry, providing specific magical enhancements or protection. (Buying magical items from a comprehensive stock and selling items for cash, however, are more the province of magic item shops, which go under different names and specialties in different settings, including alchemist's shops, scrollshops, and curiosity shops. The proprietors of such places, although knowledgeable about their own wares, might not be wizards or spellcasters of any sort and might lack the formal qualifications expected of a member of the local mages' guild.)

Whether wizard non-player characters are willing to trade knowledge of spells varies by the general nature of wizardly practice in the setting. If individual spells are standard and widely known, such characters might be willing to trade the knowledge of a spell simply for another new spell plus the accepted fair market value for the costs of scribing it for another wizard's use. On the other hand, if spells are held to be secret and restricted to a select group, an NPC wizard might only willingly impart such knowledge to characters formally signed on as his apprentices. Likewise, the requirements for apprenticeship might be nominal or might involve significant pacts, magical bonds, and requirements to give up the character's time, personal resources, or to carry out significant tasks in service to the teacher.

A wizard's tower could be located almost anywhere, from the most desolate wilderness to the heart of a great city, and in areas that are either prosperous or poor. As wizards grow in power, they value their privacy more and more, particularly if they conduct experiments that could be hazardous or otherwise cause concern to those around them. Thus, the most adept wizards are increasingly likely to build their workplaces away from large settlements, requiring characters who wish to consult such archmages to travel through countryside or even into the wilderness or other planes of existence to reach their lairs. Any race whose members have the capability of performing magic might have wizards' towers in their lands, and wizards might also dwell alongside and provide services to otherwise non-magical peoples. Wizards of all races are liable to have more in common with others of their vocation in their habits and associations than they do with non-spellcasting beings with whom they are merely related by culture or even blood.

As their title suggests, wizards' haunts often take the form of multi-story buildings like towers. This is generally because their owners find tall buildings useful both as vantage points and to ensure that as few other buildings as possible overlook their windows and block their access to light and open air or encroach upon their privacy. Additionally, wizards generally have only a small number of followers and guards, making large buildings with many ground-floor entrances impractical and difficult to defend by traditional means.

Wizards are more likely than most to understand the principles of architecture themselves and to have access to cash reserves and skilled construction workers — and sometimes even magical techniques — that make it possible to erect tall, complex structures. And while their aboveground aspects are the ones that are most obvious, such places also often have extensive

networks of underground or even inter-dimensional passageways and chambers.

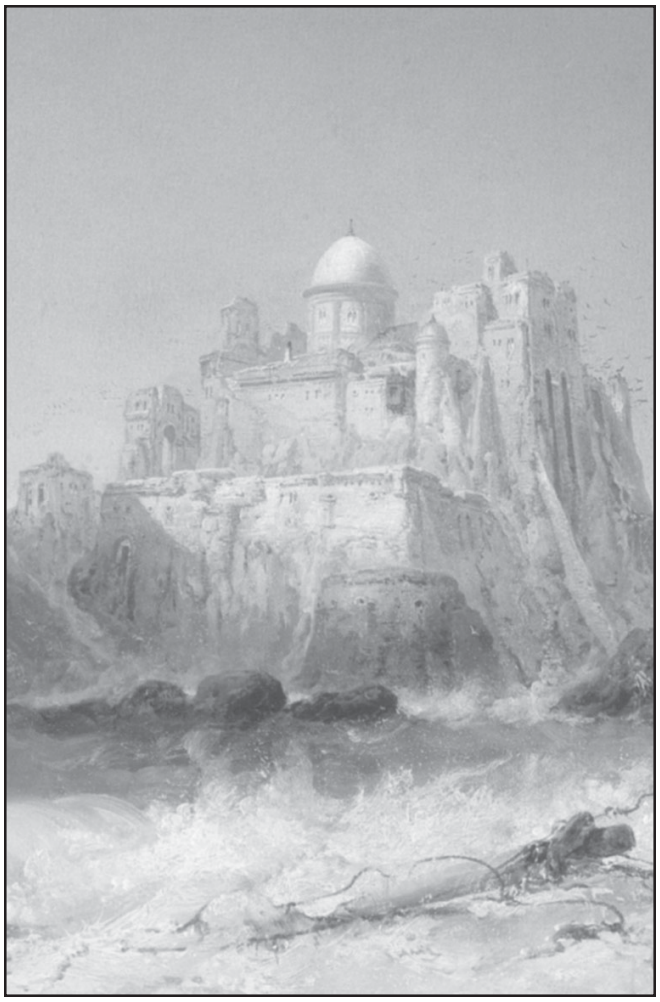
The occupant of a wizard's tower is generally a spellcaster of at least middling ability. If such a character makes his living by selling magical services, what he lacks in development of raw spell-power — and perhaps in respect among his peers — could be more than made up for by the breadth and practicality of his knowledge of magic. Occasionally, several such qualified mages might share the use of a tower (in an arrangement not unlike lawyers' chambers) or a nobleman might provide his house wizard with accommodation in part of his manor house, palace, or fortress. Wizards often share their dwellings with one or more apprentices of beginning to moderate spellcasting ability; familiars, unusual steeds, summoned beings, or other more-or-less magical creatures (any of which might serve the wizard, receive his supplication for increased power, or perhaps some of both); servants and guards performing mundane duties, who may either be members of the common races or more unusual individuals; and consorts, spouses, or children (unless the practice of magic in the society somehow discourages or prevents ordinary family relations). A wizard's tower is almost always his home as well as his place of work.

Security at a wizard's tower is likely to be stringent, dangerous, and unpredictable, in keeping with the natures of the occupants of such places and the many enemies from which they need to protect themselves. Measures might range from enhancements to traditional features like walls, doors, and windows, to wholly magical guards and wards unlikely to be encountered in any other sorts of places. Depending on their various areas of specialization, wizards might also have various magical or otherwordly creatures at their disposal. A wizard's own panoply of spells might also serve as a final and daunting line of defense against intruders.

Adventure Hooks

* Player characters who travel to a wizard's tower to purchase some type of magical assistance might find the front door ajar and various signs of violence and disarray inside. One of the wizard's rivals has overcome the tower's defenses, either battling and entrapping the wizard in some magical fashion, or entering to loot his goods while the wizard was kept away from his home as the result of some unexpected problem. If the adventurers take the opportunity to do some pilfering themselves, they are likely to run afoul of many untriggered traps, curses, and other magical hazards in the tower — as well as earning the enmity of the tower's owner when he returns. On the other hand, if they rescue the wizard from whatever peril he is in, the player characters can expect at least a little gratitude and perhaps some future collaboration.

* Hoping to test the integrity of his security measures, a wizard might decide to hire a player character party to invade his tower. The party might or might not be aware that their mission is actually on behalf of the tower's owner, and they may or may not actually be subject to life-threatening danger as the result of this expedition.



In the Mediterranean, James Webb (1825-1895)

The Priestess, by John William Godward (1895)

Chapter 9: Religious Places

Some of the most immersive, varied, and interesting places in many role-playing game settings are those devoted to the mythical deities and fantastic moral codes to which player characters might variously be fanatically devoted or zealously opposed. Religious establishments within a campaign setting can provide many specific game benefits as well, such as the opportunity to deal with serious ailments, injuries, spiritual distress, curses, or even, in some settings, untimely death; interaction with the leaders of religious sects in the setting, many of whom also wield considerable temporal authority; and advice from knowledgeable characters or extraplanar sources about dilemmas that characters face with regard to religion and the supernatural entities that form the elements of its mythoi.

Several sorts of religious place — including shrines, temples, monasteries and convents, and cemeteries and graveyards — are described in this chapter of *City Builder*. Other religious places that characters might encounter or visit include hermits' dwellings, tombs, oracles' fanes, initiation chambers, processional and pilgrimage routes, places of sacrifice, seminaries, charity offices, miracle sites, sacred wells, statues, monuments, and wonders, and even legendary locations like purported gates to the underworld or other planes of existence.

Religious places often stand at the heart of communities of believers and consequently vary in complexity and richness according to the size, history, ethos, and membership of their associated congregations. For example, a mature and well-organized religious group might be able to build a major fane at a holy site or as a newly founded settlement in the countryside or wilderness with resources provided by the central treasury of the faith, but a less prosperous sect will have fewer options. Religious structures — being generally well-built, associated with an institution more long-lived than mortals or their mundane enterprises, often protected by feelings of respect during periods of depredation by bandits and invaders, and potentially able to be reused for the purposes of a different faith — often remain intact after the peoples who first raised them have long since passed away.

Structures intended for religious purposes tend under ideal conditions to use the best and most permanent materials available to the faithful, most often stone or perhaps brick. Early structures of a new faith or community, of course, or the religious buildings of barbaric lands, might instead be constructed of sturdy timber or other readily available materials. Specific types of religious places might also make use of existing caverns or chambers tunneled into the ground — perhaps to connect to natural underground sites that are venerated as holy, or for climatic, security, liturgical, or economic reasons. Such buildings are often designed around the focus of worship or religious feeling for which they exist, with apartments for clergy and other ancillary areas secondary elements at best.

High, soaring central spaces lit from above, perhaps through multi-colored stained glass or from concealed light sources, with an eye toward uplifting or impressing onlookers with a sense of otherworldly glories, are typical of the places of worship for many faiths. Such chambers may have one or more levels of galleries, and incidentally provide some of the greatest structural challenges that a culture's architectural traditions may face.

Typical contents of religious places include images and symbols of the gods honored there; depictions of episodes from the religion's history, hagiography, or mythology (all of which might be intertwined and indistinguishable); sacred fonts, candles, lamps, and incense burners; vessels and implements for ceremonial practices such as sacrifices, ritual meals, or anointing of favored congregants; robes and costumes; mechanical contrivances for special effects (such as a statue that appears to move and speak); musical instruments; scriptures and other books; offering-boxes and coffers; and mundane tools for maintenance, cleaning, and other specific needs (e.g., excavation in a graveyard).

With regard to security, for many holy sites, religious awe and respect are adequate to provide a potent discouragement to thieves and looters, and in some settings these expectations of godly wrath are well-justified by divine magic laid permanently upon the site through its consecration. Sturdy soldier-priests adept at battle, fanatical bands of devotees, or dedicated holy warriors of great skill are also often present at such sites. Those who desecrate religious sites must reckon, too, with the widely accepted view that crimes against religion are worse than other sorts and deserving of more extreme methods of investigation and punishment.

In light of the above, many religious groups secure their buildings with no more than the sorts of simple locks that an ordinary residence might use at night. The ethos of the religion also might dictate that the site remain open to all. Religions that are less humane and more secretive, however, or which regard the inviolability of certain religious places as a law transcending concern for human welfare, might surround the forbidden areas of their fanes with all manner of deathtraps and guardian monsters (and it is just such areas, of course that might serve as some of the most difficult and memorable challeges for adventurers).

City Builder Chapter 9: Religious Places looks at places where characters can visit to fulfill various spiritual needs, meet with the people associated with them, or try to commune with deities or their agents. Places of this sort described here include Cemeteries and Graveyards, Monasteries and Convents, Shrines, and Temples.

Cemetery/Graveyard

Cemeteries and graveyards are places where the remains of dead people are interred (and are technically differentiated by the presence of a place of worship in the latter and a lack of one in the former). Famous cemeteries of note include Père-Lachaise in Paris, Forest Lawn in Los Angeles, and Swan Point in Providence, Rhode Island.



Graveyard Under Snow, Caspar David Friedrich (1774-1840)

Customary methods of laying the dead to rest vary widely amongst various cultures and religions, and may also be influenced by such things as the circumstances of death or the wishes of an individual. Beyond burial of a body — possibly with grave goods and tomb-markers and sometimes with the later removal of the bones to an ossuary — various peoples might also dictate that a dead person ought to be burned, preserved for display, given to the sea, or exposed for consumption by wild creatures (e.g., birds, rats).

Perhaps equal to or even more important than the disposition of mortal remains themselves are grave markers that honor the dead and allow surviving kin — or expected descendants in future ages — a place to visit and remember the lives of the deceased. Those of modest means might have graves marked by low stones or mass-produced busts of popular gods (or nothing at all for the most indigent), the middle class generally tends toward markers and statuary as impressive as they can afford, while the true aristocracy and old wealthy families of a community favor tombs or vaults as large as small buildings. Royal tombs might be of almost any size and extravagance, comprising many of the architectural wonders of a particular age. People lost at sea or buried far from their homelands may also merit a memorial stone in their home communities, and larger memorials, often in the form of walls or cenotaphs, are sometimes employed to list the names of groups whose headstones have been shifted or lost over the ages or who met a common fate (e.g., those who died in a great disaster or war, the victims of a particularly terrible shipwreck).

A burial place is often also equipped with one or more funerary chapels, as well as ancillary structures like toolsheds and perhaps even dwellings for custodians. Workshops for embalmers or stonecutters, shops

for vendors of flowers or grave-ornaments, or carriage-houses for hearses and their draft animals might also be located on the premises or conveniently nearby.

An individual burial ground might be attached to a major church that claims preeminent right to inter its worshippers there. Most communities generally expect, however, that dead people who have no place of their own faith to rest can also be laid to rest in the local graveyard, barring a lack of material resources or transgressions so dire that they are actually denied ordinary burial. Separate burial places used variously just for indigents or transients, often known as "potters fields," are thus often located on public or granted land at the edge of communities.

As facilities serving a broad constituency, cemeteries in a large town or city might instead be administered by the civic government, or by a council of representatives of different religions, sects, or congregations that divides the allotment of space and responsibility for maintenance in each place among the religious bodies that it represents. Potters fields in particular are especially likely to be administered by secular community officials.

Once interred, bodies are vulnerable to desecration or defilement by causes as diverse as disrespectful behavior, vandalism, scavenging animals, cannibalistic undead or people, or depraved beings like necromancers who seek to commune with the spirits of the dead or animate their remains. To prevent such abuses, the keepers of cemeteries generally rely on such measures as walls, fences, and regular inspection by attendants; ceremonial protections such as funeral rites or which dedicate burial places as holy ground; and possibly even various sorts of magical protection. When such measures are not adequate to prevent serious problems (e.g., infestations of undead beings who terrorize a community as much as anything by their resemblance to once-living loved ones), religious and community leaders will generally respond in ways dictated by tradition and ritual (e.g., burning necromancers, de-animating bodies in special religious ceremonies, contracting adventurers to dispose of them).

Adventure Hook

* A wealthy and influential but infamously cruel man has died — perhaps the PCs had something to do with bringing it about — and the party must help convey his body with proper respect to his family's ancestral burying-ground and see him interred with appropriate honors in order to be absolutely sure that his spirit will depart quietly and not haunt the countryside, doing further evil.

Monastery/Convent

Monasteries are places where monks, nuns, or other people set apart for a religious pur-pose live and work. Monasteries are among the most restrictive sorts of religious communities and require their members to live on the premises, work and worship together collectively, and follow specific rules that are more severe than those applying to common worshippers of a deity. A religious community of this sort that exclusively admits women might be called a convent or nunnery. Other sorts of religious communities have varying aims but tend to be somewhat more lenient than monaster-





ies or to not require their members to share every aspect of their daily lives.

Depictions of monasteries in literature and film include those in Umberto Eco's *The Name of the Rose*, Ellis Peters' "Brother Cadfael" mysteries, and in Matthew Lewis' classic Gothic novel *The Monk*.

Characters who are not themselves monks, priests, or holy warriors sometimes need to visit monasteries in their roles as centers of learning and crafts, to speak with particular people who have taken holy vows, or to find lodgings in an otherwise isolated area. It is also possible that one or more characters may need to seek sanctuary from assault or persecution in a monastery—provided, of course, that the characters can convince the monks that they deserve the protection of their facility.

Many religions might operate monasteries or equivalent establishments, provided that the religion is sufficiently wealthy, politically favored, and organized — both in doctrine and practice — to support members who devote their time exclusively to the service of their deity. Monasteries are less likely to prosper among cultures where the struggle for survival exceeds tolerance for, or interest in, abstract philosophies, or which recognize overriding social bonds that conflict with the necessary vows of devotion that a monk must make to a religious order (e.g., clans, totems).

Because monasteries are as far as possible self-sufficient and separate from the society that surrounds them, they can usually exist equally well either in the countryside or within a town or city. In the latter case, a monastery often plays a major role in civic affairs despite the restrictions on contact that apply to the monks, providing vital services such as schooling or healing, or even acting as the feudal guardian of several villages or towns.

A monastery is usually a compact arrangement of well-built permanent structures, typically of brick, stone, or excavated from rock, sufficient to serve the daily needs of all of its members without the need to leave the premises. Such a complex generally has a minimum number of entryways, each handy to the quarters of an appropriate senior monk who can observe and intercept visitors as they enter or novice monks as they leave. These features lend themselves easily to defense, even if the monastery is not deliberately fortified. Many monasteries are built with security in mind, however, especially if established in unsettled wildlands or during periods of political turmoil or threat to the religion in question.

As a religious institution, the largest building and dominant component of a monastery complex is typically a temple or prayer-hall. The living facilities of a monastery are sometimes attached to one side of this sanctuary, and often around one or more courtyards or cloisters (quadrangles of roofed walkways facing onto central open areas) and include a dining hall (refectory), formal meeting hall (chapterhouse), common room, sleeping quarters (dormitories or individual cells), and the abbot's or abbess' chambers. Ancillary structures, usually toward the periphery of the complex, often include quarters for guests of different types, an infirmary, schools, gardens, workshops, stables, and pens for farm or working animals.

Backgrounds of monks vary widely and the personality and motivations of those who join a particular religious order vary with the ethos and aims that the community promotes — for example, characters who would join a military order such as the Knights Templar are much different than those who follow a doctrine of deep contemplation and universal compassion like Zen Buddhism. Generally, however, those monks who join out of true devotion to their religion live alongside many

others who enter a monastery to escape, hide from, or atone for events in their former lives (and, in the case of a convent, often unsuitable romances or betrothals); to remove the burden of their support from their families; or even to infiltrate and steal secrets — whether for their own advancement or on behalf of others.

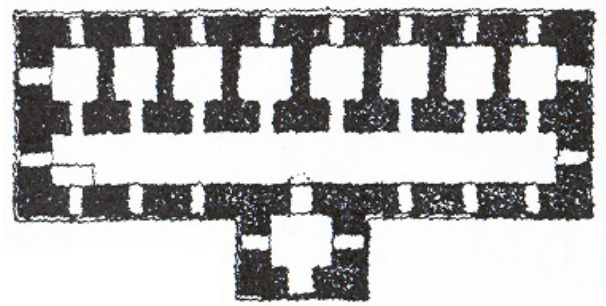
Daily activities of monks depend on the specific needs and rules of their order, but usually include many sessions of organized prayer, lessons, meditation, common meals, chores, manual labor, and perhaps pursuit of some vocation. Many of the latter sorts of activities are with an eye to providing for the monastery, both by producing necessities for use within the community and by making items to sell outside of it. Beyond the grade of novice, this often still allows a good deal of time for monks to pursue individual interests and hobbies, to learn and practice many different crafts, and to meditate on the mysteries of their religion. Unfortunately, if the personal inclinations of some monks are at odds with the prevailing dictates of their religion, they usually also have much time to misbehave and to develop and promote heterodox or rebellious opinions.

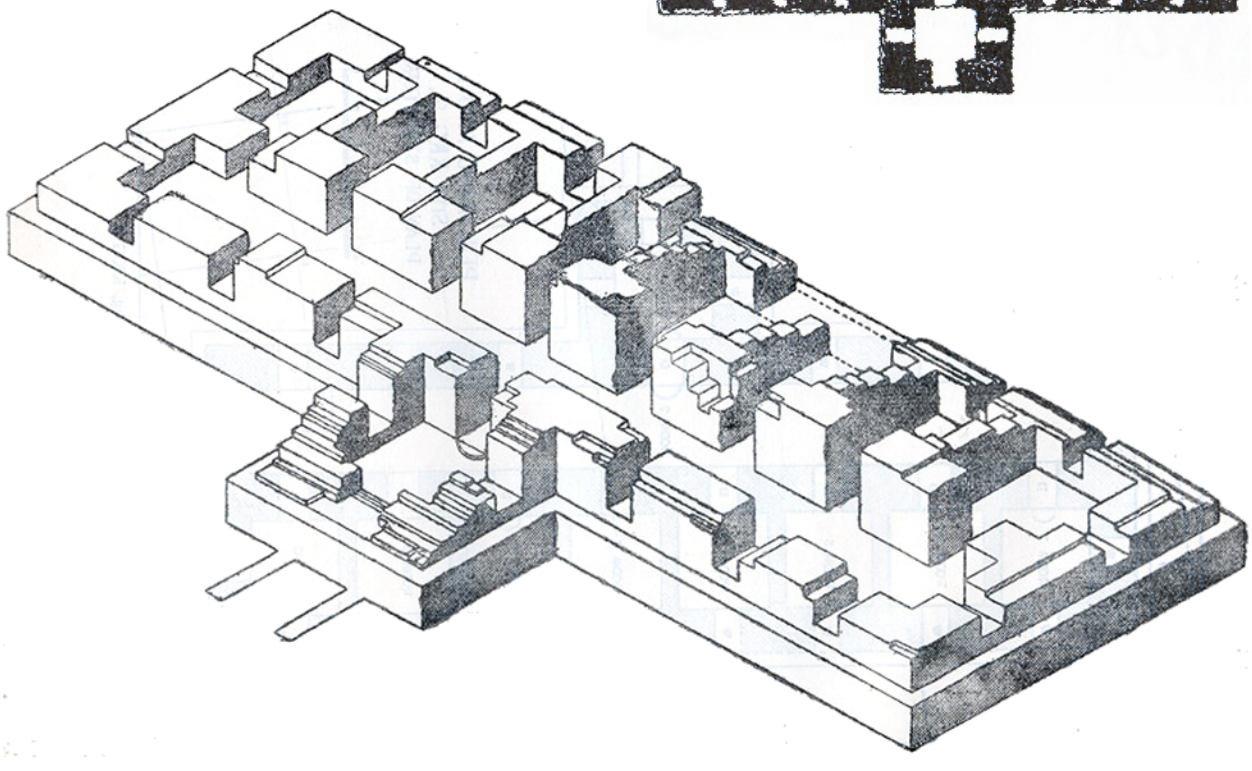
Adventure Hooks

* Characters might visit a monastery to speak with — or to investigate the sudden death of — a former adventurer turned monk, who in his former career dealt with threats that have reared their heads again to trouble the characters.

Sample Monastery Floorplan

Shown here is a floorplan of a Buddhist monastery in Peikthano, in central Burma. It was built between the 1st and 5th centuries A.D. of large, baked bricks, and was about 115 feet long and 41 feet wide.





* Novices in a monastery, questioned over an outbreak of hedonistic and disobedient behavior, claim they are beset by devilish beings interrupting their prayers and urging them toward all sorts of wicked deeds. The player characters must search for the origin of this curse (if not merely in the imaginations of those seeking to escape discipline) — and may find that some of the older monks have through their actions laid this consecrated place open to the assault of supernatural evil (e.g., by practicing black magic, by selling off and replacing with counterfeits some of its holy relics).

Shrine

Shrines are places of worship where lay worshippers can variously offer prayers, make minor sac-rifices, and perform other ceremonies on a daily basis, on particular occasions, or for specific purposes. They are the simplest, smallest, and most numerous of religious constructions, ranging through a great variety of forms from isolated effigies to small chapels, and dedicated to innumerable local variants of well-known deities, otherwise-unknown minor gods, or even for customary acts of worship the original object of which is lost to the ages.



Role-playing encounters and visits to shrines sacred to deities that the player characters acknowledge can provide both concrete in-game benefits to the party (e.g., through magic invoked by any priests who attend the shrine, from blessings placed upon the shrine by the gods to which they are devoted) and a deeper experience of the characters' relationship with the spiritual beliefs of the game setting.

Shrines can exist almost anywhere, depending on the deities to whom they are dedicated and the purpose for which they were consecrated, including within or attached to private homes, places of business, public buildings, other religious establishments (whether dedicated to an aspect of the same, or a different but related deity), at the side of a public street or road, or at an appropriate site in natural surroundings, as well as in settlements of every kind and rural or even wilderness areas. Almost every deity that attracts any sort of direct personal worship will have shrines of one sort or another, and only the home territories of entirely atheistic races lack them.

The basis of a shrine is generally an image representing the object of worship, such as a statuette or pictorial panel in paint or mosaic, sometimes with accompanying decorations or significant items; a small shelter or niche protecting the likeness; and a cleared space in front for offerings, such as candles, flowers, and small sacrifices of sorts pleasing to the deity. A chapel is a slightly larger affair consisting of a separate chamber or stand-alone building, or a recessed bay in a larger temple, where a group of worshippers can gather, usually with a slightly more elaborate centerpiece.

Shrines dedicated to special purposes include wedding or funeral chapels in locations appropriate to such occasions; civic shrines at the historic centers of towns honoring the founding deities or demigods of the settlement; and chapels of the beasts in the wilderness or at places where people bring many animals for particular purposes, such as stockyards or veterinary specialists' offices, set aside in the hope that animals might also benefit from the presence of those gods or aspects that watch over such lesser creatures.

Shrines often exist alone on city streets or in the countryside, or within ordinary buildings, for the use of any passersby who may happen upon them, and as such few of them have any specific security precau-

tions. Occasionally, a shrine of special virtue might have an individual hermit-priest or holy warrior under a special vow — or even a more unusual creature — dwelling nearby to maintain and protect it, or a curse of divine origin might be known to befall those who damage the shrine or steal its offerings. Defilers might also be subject to retribution from locals angered by those presuming to profane their deities.

Adventure Hooks

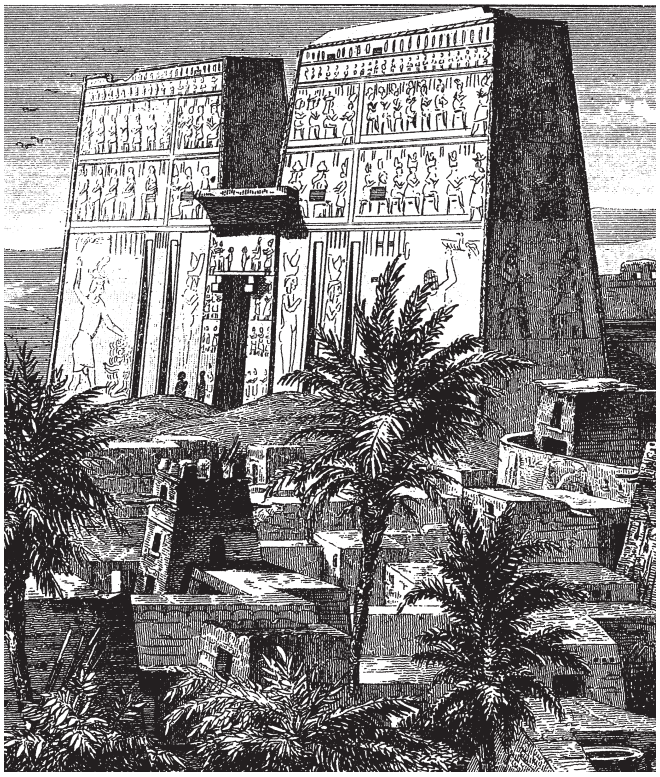
* Player characters might come across a strange shrine on their travels in some wild out-of-the-way place, guarded by a menacing and violent individual who challenges them to combat or some other form of contest. The encounter is more than it seems, potentially granting the characters a divine blessing or the use of a magic item if they overcome the guardian by honorable combat, but ending the encounter in some eerie fashion that promises dire consequences to follow if they show cowardice or attempt to win through treachery.

* Whether in hopes of receiving divine favor or in thanks for having obtained it, it might be incumbent upon a player character to undertake construction of a shrine. Challenges associated with such a venture might include selecting a suitable location, building the structure to a suitable standard, and perhaps consecrating it with the acquisition of some appropriate relic.

* A shrine that is neglected or defiled might harbor a curse or attract the attentions of appropriate monsters (e.g., undead, disturbed spirits). Specifics of such manifestations vary by the region where they arise, the religion with which they are associated, and the particulars of what has led to the disuse of the shrine in question. Rectifying such a situtation by the proper means, however, and restoring a shrine to its proper state is certainly an appropriate task for an adventuring party.

Temple

Temples are generally grand and sumptuous religious structures or complexes that have been built to glorify the gods to which they are consecrated and are used as sites of devotion for large numbers of the faithful. Such a place usually indicates the presence of a particular community or region's leading religion and



serves as a major center of its worship. A temple almost always guarantees the presence of a high priest or an even more exalted ecclesiast capable of performing the highest functions of the religion in question and of granting the highest blessings it is able to bestow.

Adventurers often visit temples in the hopes of achieving such ends as removing particularly nasty and intractable curses they have incurred in their exploits or raising slain companions from the dead. Characters might also attempt to avail themselves of the abilities of temple priests, who can often divine the will and knowledge of their gods; conduct ceremonies such as weddings, funerals, baptisms, rites of passage, ordinations, and exorcisms; give advice on moral dilemmas or upon the mysteries of life, death, the planes, and the gods; or provide blessed items such as holy water or even holy relics or weapons dedicated to the purposes of the religion that can repel or destroy various sorts of enemies, especially those of an undead or demonic nature.

Raiding evilly-inclined or enemy temples is another activity common to particularly skilled and bold adventurers, since such places often store much in the

way of wealth, secrets, and sometimes supernatural creatures allied with (or bound in isolation by) the faith. Once the occupants of a temple have been driven out and removed from influence in the local area, it is not uncommon for clerics allied to the attackers to rededicate the site, even the same structures, to a new patron deity in order to consolidate their hold on a well-recognized religious center.

A temple may exist inside a city, in which case it will certainly occupy a prominent location close to — or even eclipsing or dominating — the principal buildings of the municipal government; on its own at a particularly spectacular or holy site in the countryside; or associated with an even more important special-purpose sanctuary, such as one housing a major oracle. In any case, the temple is likely to be the focal building of a complex of related uses serving the same religion (and perhaps related deities, aspects, or saints), such as residences, offices, lesser chapels, treasuries, workshops, and meeting halls.

The central feature of a temple is its sanctum, or adytum — a sacred chamber the form of which is laid down by long tradition, holding some physical object symbolizing the presence of a god, such as an idol (whether gloriously carved by a master artisan or an ancient and mysterious object) or an inscription of the deity's sacred laws. Entry to the interior of such a place is sometimes forbidden or even hidden from view to outsiders or laity, and reserved for ordained priests to perform solemn ceremonies on behalf of the congregation.

After purifying themselves with required abstinences, ablutions, and prayers, lay worshippers generally gather in a large basilica, prayer hall, or public court — often at the steps leading up to the entryway of the temple — where they participate in mass worship before a high altar and in some traditions receive their share of animal sacrifices. Visitors or laity who wish to meet with one of the priests or to take part in ceremonies in one of the other chapels usually enter through a public court or a reception area without intruding on the main temple itself.

Wealthy worshippers like nobles, rulers, or rich guildsmen — particularly those who seek or have received special favor from the deity a temple represents — often endow such places of veneration with offerings like costly vessels and ornaments, statuary, furniture, or even entire extra chapels or expansions to the original temple, such as annexes, courts, halls, or sculpture walks. People of more modest means might also contribute to temples by placing offerings, such as coins or simple pieces of jewelry of prescribed form, into offering-boxes or by casting them into sacred pools, providing such places with immense riches for their treasuries and special projects.

The chief official of a temple might be an ordained member holding significant rank in the hierarchy of his religion, such as a high priest, or might hold a separate but equally high-status position created solely to oversee the temple, such as a provost or keeper of the shrine. Below this hierarch, generally a number of experienced priests (a group sometimes known as a chapter) serve a temple, as well as numerous trainees, acolytes, attendants, musicians, temple-servants, laborers, guards, and agents, who play various roles in elaborate ceremonies or support the place's material and security needs.

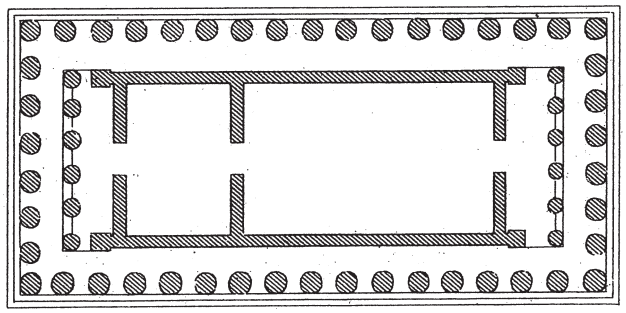
Adventure Hooks

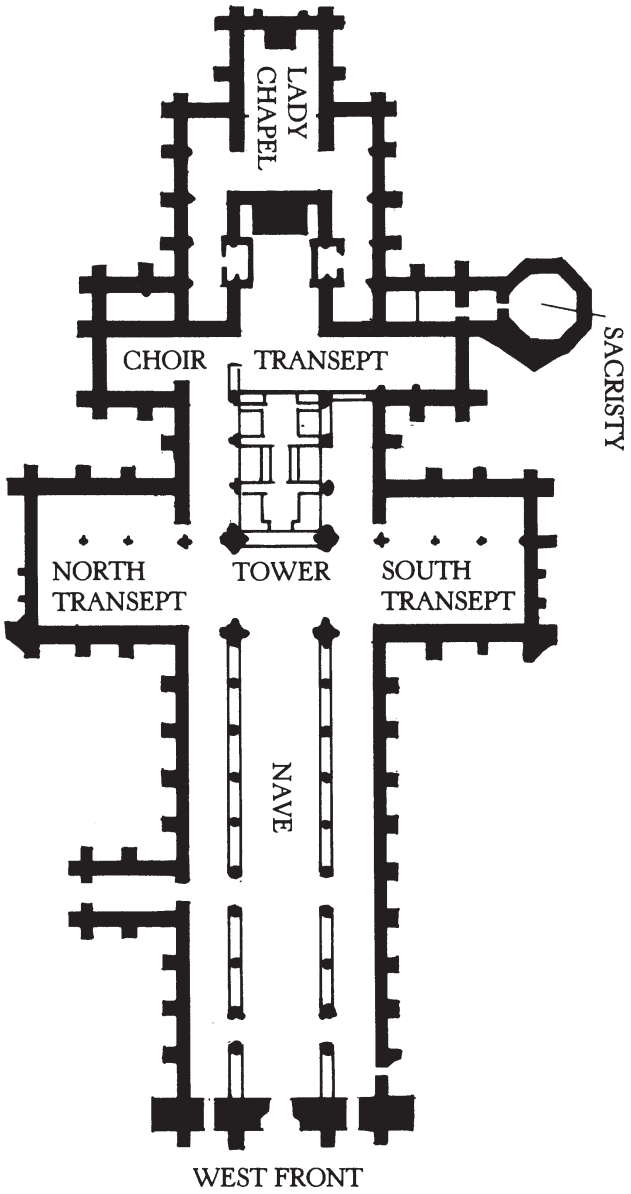
* Although the gods quarrel amongst themselves, it is perilous for their mortal followers to assume license from this to disrespect deities of foreign cities and lands. Abusing the temples and priests even of enemies can lead to dire curses and divine retribution. Player characters who have damaged or looted a fane to a foreign deity might have to undertake an extended pilgrimage to one of the god's temples, make large reparations and sacrifices, perform special favors to serve the divine being's interests — or even do all of these — to avert the ill-luck and troubles laid upon them by the deity.

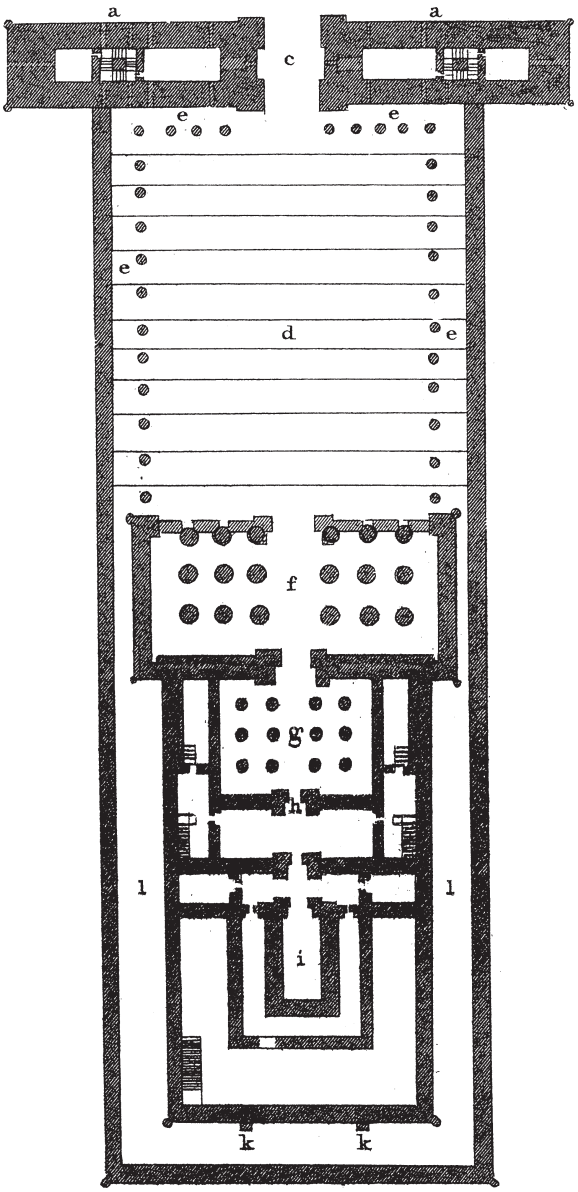
* The architect in charge of building a new temple to a particular deity is grievously behind schedule and has been unable to obtain a slab of special marble required for the altar. If this stone is not obtained by the new moon, it cannot be consecrated in time for inclusion in the temple and its completion and opening will be under a pall. He is thus willing to pay a hefty sum to any adventurers who can find, quarry, and bring to him a suitable slab of the stone in time — but nothing for those who fail to meet the deadline! (This adventure hook is based on one of the adventures presented in the Skirmisher Publishing LLC d20 supplement *Tests of Skill*.)

Sample Temple Floorplans

Shown here are floorplans from three different historic temple-building traditions (not shown to scale in relation to each other). At top is a plan of the Parthenon in Athens, Greece, built of marble in the 5th century B.C., dedicated to the goddess Athena, and about 100 feet wide and 230 feet long. Bottom left is a plan of the Gothic cathedral in Salisbury, England, built during the 13th century A.D., some 200 feet wide at its transept crossing, 500 feet long, and 404 feet high, and dedicated to the Virgin Mary. Bottom right is a plan of the Temple of Edfu in Karnak, Egypt, built of sandstone from the 3rd to the 1st centuries B.C., approximately 260 feet long, 120 feet long, and 120 feet high, and dedicated to the god Horus (and depicted in the image on page 14).







After the Audience, by Sir Lawrence Alma-Tadema (1836-1912)

Chapter 10: Governmental Places

In addition to the quintessential marketplaces, inns, taverns, and other commercial places so familiar to characters, there are many sorts of public areas, buildings, and structures representing the government of the city or region that they might need to visit in the course of their urban adventures.

Communities of any size might have governmental places of some sort and these are usually imposing, purpose-built structures — often characterized by magnificent features like columns, domes, and ceremonial staircases — designed to project the grandeur and ethos of the state or community that has constructed them. Many have an iconography worked into their architecture and embellishments that exemplify the culture — or great deeds from its history — that they represent.

In small communities like villages, governmental places might include council halls, manors, or, if they exist in societies with strong central governments, departmental offices or police commanderies. Governmental places are likely to be less imposing in such settings, and might essentially be large versions of the rural structures described under "Buildings" in *City Builder Chapter 1: Communities*. In less organized regions yet, single appointees or influential business folk, such as the proprietors of taverns or general stores, may fulfill many governmental functions by default and their premises might take the place of a clerk's office or even a courthouse (e.g., the Jersey Lilly Saloon made famous by Judge Roy Bean).

Larger communities, especially capital cities and metropolises, might have neighborhoods or entire wards where governmental places are located near each other (e.g., the *agorae* of ancient Greek city states, which were used as civic centers and central locations for government buildings, temples, trade, and political, religious, and social gatherings of all sorts). In addition to buildings, such precincts also often include features like fountains, monuments to local heroes, official markers (e.g., declaring the spot as the center of the state in question), and clocks (e.g., the *clepsydrae* water clocks of many ancient Greek cities).

Visits to governmental places can be as challenging in their own ways as any other sorts of expeditions. Such ventures can give characters the chance to roleplay and use skills that might not turn up in the course of normal adventurers — such as diplomacy, or knowledge of subjects like royalty and aristocracy — and GMs the opportunity to insert appropriate adventure hooks.

Governmental places that characters might have to visit in the course of their adventures could include audience chambers, city garrison barracks, courthouses, guardhouses, harbormasters' offices, local jails, official manors, palaces, prisons, and workhouses, all of which are described in this chapter.

Other sorts of governmental and civic places that might be typical in an ancient, medieval, or fantasy community — and which player characters might visit before, during, or after their adventures — include forums, a common feature in democratic or republican states, which are used as gathering places for activities like speeches, debates, official proclamations, and voting; legislatures, used as meeting places for councils of elders, senates, oligarchies, or other bodies of elected or appointed governing officials that have authority over the communities in question; mints, used for the storage of precious metals and the creation of official coinage; schools that might include everything from military academies to universities; storehouses maintained by governments to offset shortages during times of famine or other hardship; and military structures that might include keeps, castles, grand halls, chambers for confidential meetings, offices, temporary quarters for visiting commanders, stables, armories, and parade grounds.

Most communities will not have all of these elements, and game masters should pick and choose among them as needed, based on the government and culture of a particular city's inhabitants. Forums for debate would be common in a democratic society, for example, but palaces might not be. Places designed for the free expression of ideas would be much less common in a dictatorship, however, but prisons would be much more prevalent.

Depending on the needs and ethos of the community or nation using them, any of the listed structures might exist in conjunction with a temple, a fortification, or one another. For example, in a society like ancient Athens, the municipal mint might be situated next to the temple of the city's patron deity on the acropolis. In a state where policing of the population is a constant concern, a jail, courthouse, and archive of criminal records might all be grouped together in a special judicial complex.

In addition to anything else they might contain, governmental places almost always include libraries of regulations and other pertinent books, and archives for

the storage of official records specific to their areas of responsibility (e.g., laws, decrees, lawsuits, birth certificates, titles to land, criminal records).

Security is usually significant at governmental places, many of which are built like fortresses. This is generally not a coincidence, as in many societies major public buildings are designed to serve as strongpoints during times of civil or political unrest. Defensive elements are likely to include thick stone walls, a lack of windows on ground floors, bars on the windows of upper floors, and solid metal doors that can be both locked and barred. Such places also usually have full-time complements of guards assigned to them, or even permanent garrisons of troops who live at the site.

City Builder Chapter 10: Governmental Places examines venues associated with and controlled by the ruling powers of a community or state. Characters might decide to visit such places for any number of reasons, but might also find themselves summoned or unwillingly taken to some of them. Specific places of this sort described in this book include Audience Chambers, Barracks, Courthouses, Guardhouses, Harbors and Harbormasters' Offices, Jails, Manors, Palaces, Prisons, and Workhouses.

Audience Chamber

Audience chambers are places designed to hold formal meetings between heads of states, ruling nobles, major religious figures like high priests, or other important personages and those they have invited to meet with them. Such an invitation is sometimes in response to a request for a meeting from the other party; sometimes to proclaim to the attendees an honor that the state wishes to bestow on them in person or a service demanded of them (seldom phrased as a request in such overbearing surroundings); and sometimes a standing custom, especially in the form of public sessions to settle disputes or receive pleas for assistance.



Anytime player characters receive a commission from a noble or approach a similar personage with some petition, it is likely that their official interactions will take place in some sort of audience chamber.

The main figure associated with an audience chamber is usually a secular or religious aristocrat of significant stature, likely with the rank or earl or greater, although such a personage might be of any rank if he is also the head of an independent or quasi-independent state. There are places essentially conforming to the characteristics of audience chambers, of course, used by officials of much lower rank or prestige. (For more information about aristocratic ranks, see Chapter 5: Society in *Gary Gygax's Nation Builder*.)

Staff associated with audience chambers typically includes guards, advisors to the noble, various lords-and-ladies-in-waiting, and a wide variety of servants (including those tasked with briefing visitors on the proper way to behave while in the audience chamber). Such personnel are usually of the highest perceived loyalty and, in the case of major nobles like kings, might even all be at least minor aristocrats themselves.

Etiquette, dress code, and other forms of propriety are extremely important to the functionaries of audience chambers, and those who fail to fulfill such prerequisites will likely simply be refused an audience with the noble in question. In a society where a certain color or type of apparel is reserved for members of the ruling house, for example, a commoner will not be allowed to present himself before a ruler while accoutered in such an item (and might be subject to other censures as well). Membership in a certain race, social class, or vocation might also be a prerequisite or a discriminator for entry into an audience chamber (e.g.,

an Elven king might by tradition only grant audiences to other Elves, while a Dwarven noble might be prohibited by an equally ancient code from granting audiences to Orcs or Goblinoids, leaving such interactions as are necessary to underlings in less august settings).

Audience chambers are usually impressive and sumptuous in appearance and variously intended to impress or intimidate visitors and to project through their design, furnishings, décor, and iconography the ethos and importance of the state in question. Such places are also designed so as to subtly or overtly, as appropriate, give their owners a psychological advantage over those with whom they are meeting. One of the simplest and most common examples of this is the placement of an impressive chair or throne upon a dais before which supplicants are required to prostrate themselves. Regardless of their configuration or appearance, audience chambers are only rarely self-standing buildings, and are usually integrated into larger structures or complexes, such as palaces (q.v.) or temples (q.v.).

In addition to the audience chamber proper, other features of such places typically include one or more waiting rooms, where petitioners can await their turns to meet with the luminary with whom the place is associated, and which might include wardrobes for those who have been granted audiences but are improperly attired; guard rooms where security personnel can remain ready to intercede against attempts on the person of their lieges; and perhaps even secret areas from which visitors can be observed and into which the person associated with the place can be spirited in case of danger.

Security — especially with regard to the person for whom the place exists — is of paramount importance at audience chambers, and the most stringent measures available will be employed, likely with no regard for cost. Magical wards, to include protective and perhaps even illusory effects, will almost definitely be employed if they are available in the milieu in question.

Adventure Hook

* The player characters stumble by chance across threads of a plot to destroy the audience chamber where a council of the greatest nobles of the region holds court, using a device that summons a ravenous devouring force from another dimension. The plotters intend to strike at a time when the majority of the group is expected to convene, such as a seasonal opening of the council's deliberations or a royal address.



Barracks

Barracks are facilities used to house military and paramilitary troops of various sorts, including soldiers, marines, and city guardsmen (this term is also often used to refer to the individual buildings used to quarter personnel). Some of the earliest examples of barracks were those built by the Roman armies for their legionaries and little has changed in either the form or function of such places in the last two millennia.

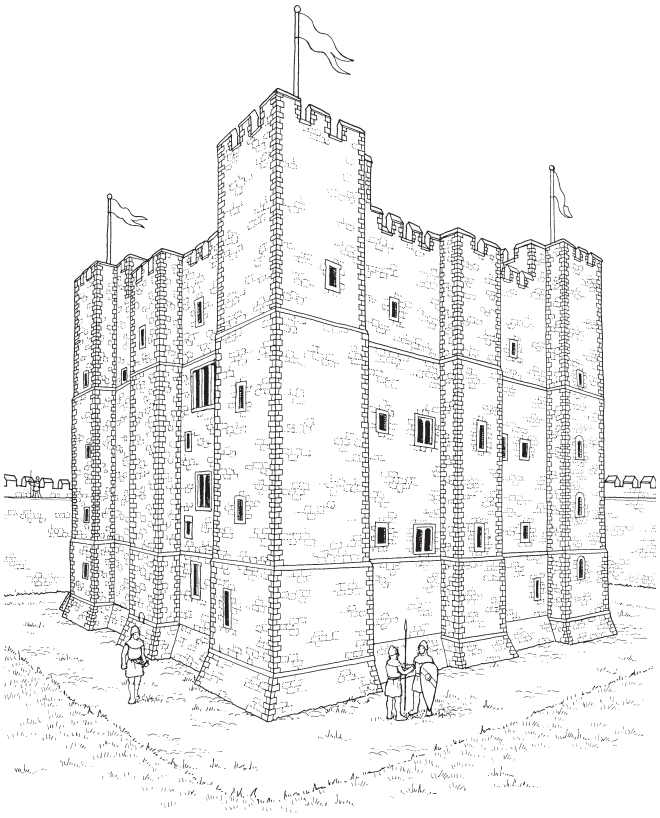
Barracks might be found in communities of almost any size — including villages, towns, cities, or specialized complexes such as monasteries — or in separate military bases of various sorts, depending on the needs of the military organizations they serve. Presence of a barracks might even encourage civilian settlement and

the establishment of an adjacent hamlet geared toward providing services to it and the personnel assigned to it.

Exactly where barracks can be found is a function of the needs and ethos of the state that establishes them. The national army of a state that tries to maintain strict control over its population, for example, might maintain garrisons in barracks of varying sizes located in communities of town size or larger throughout the country. A military force more concerned about foreign invasion, however, is more likely to locate barracks in fortified military bases along its threatened frontiers. Communities of any size where barracks are located are often referred to as "garrison towns."

Barracks complexes are especially characteristic of highly organized states or communities with standing military forces. Besides Humans, such places are maintained by the most structured demihuman and humanoid peoples, especially Dwarves and Goblinoids.

It is possible in some military establishments — especially guard, militia, or reserve units — that barracks are only used at certain times, such as periodic training or when alerted, and that they are otherwise unoccupied. It is also possible that military personnel above a certain rank be allowed to maintain private residences and only dwell in barracks for short periods or in times of crisis.



Barracks are almost always very plain and utilitarian and constructed of materials that are both cheap and readily available locally. The form of individual barracks buildings can range in configuration and size from small wooden huts designed to hold the members of a single squad (e.g., eight to 12 men) to large stone buildings that house hundreds of troops in large open bays, rooms, or a combination of the two (e.g., open bays for common soldiers, shared rooms for noncommissioned officers, and small individual rooms for officers). In military organizations in which both men and women serve, barracks will usually be segregated along gender lines. In some military organizations, barracks — as well as units and perhaps even military specialties themselves — may also be segregated by race as well.

In addition to sleeping quarters, barracks will usually also include features like "day rooms" where military personnel can engage in recreational activities during their off-duty hours, guard rooms, offices for unit officers and administrators, arsenals, and storage rooms. Other features that might be part of, adjacent to, or in the same complexes as barracks include dining facilities (often called mess halls, refectories, or canteens), training areas, gymnasiums, bathhouses, stables, and workshops related to the weapons, armor, and other equipment used by the military personnel housed in the barracks. (See also "Military Bases" in *City Builder Chapter 1: Communities*.)

Security is important at barracks, and individual buildings will either be sturdy enough to serve as strongpoints or, if relatively flimsy, located in secure walled compounds or stockades. Security is also usually important from the point of view of maintaining discipline and regulations will likely prohibit visits by people other than those assigned to the barracks — especially civilians — or limit them to certain areas or times of the day. Measures are likely to include locking down the facility at night, posting guards at entrances to both the complex and individual buildings, and armed patrols. Magical measures may also be used if spellcasting personnel are associated with a military unit in question.

Chapter 10: Governmental Places

Adventure Hook

* The presence of barracks in a particular community makes it likely that military personnel affiliated with it will be frequently encountered in the surrounding area, especially places like taverns, gymnasiums, and the like. The results of meetings between adventurers and such troops could vary widely based on such things as the role of the military organization in the area in question and the demeanor and appearance of the player characters.

Courthouse

Courthouses are places that house local courts of law and, under some governmental systems, also serve as the main administrative offices for the local government. Activities performed at such places might include trials of criminal cases, hearings for civil lawsuits, filing of official paperwork with the authorities, performance of activities like secular marriages, and research into local laws and past rulings.

Most communities of town size or larger contain courthouses, which are generally responsible for administering legal procedures for both the community in question and the surrounding country, to include dependent towns, villages, and hamlets. Very large cities might have multiple courthouses, such as one for criminal and one for civil cases, or one for cases of all sorts with annexes for activities like applying for licenses and filing other sorts of paperwork. In the case of municipalities that are also independent city-states, courthouses might serve as the high courts of the land as well and — depending on how the nation is constituted — as the seats of branches of national governments. In the case of larger nations with strong central governments, courthouses might contain facilities affiliated with the national government, or be run by its agents rather than by local authorities.

Courthouses can vary widely in size and appearance depending on the affluence and ethos of the communities where they are located, and might range from relatively modest buildings with just a few rooms in provincial towns to immense edifices in major metropolitan areas. The appearance of such places will say a lot about the beliefs the local community and what its government wishes to project about the law (e.g., in Western society up through the 20th century, courthouses were often designed to look like classical temples).



Personnel typically affiliated with courthouses include judges, some of whom might have various areas of specialization; magistrates, who handle things like minor judicial matters and preliminary hearings; clerks, who process paperwork, perform background research, assist judges, and oversee archives, libraries, and other sections of courthouses; advocates employed by the government, including both prosecutors and public defenders; and guards who see to the security of the place.

Features of courthouses are likely to include courtrooms, judges' chambers, clerks' offices, records archives, law libraries, offices for clerks and other courthouse staff, guardrooms for security personnel, and short-term holding cells for people accused of crimes. Various other sorts of buildings might also be built near courthouses, such as jails (q.v.) or guardhouses (q.v.), and all such structures might be organized into large

judicial complexes (which may or may not also be walled).

Security is usually stringent at courthouses — where dangerous criminals, dissatisfied litigants, angry mobs, and the like all present constant sources of danger — and can be increased dramatically when a particularly controversial case, or one that concerns organized criminals or members of other armed groups, is being heard. Measures might include the presence of armed guards; multiple security checkpoints where people entering a courthouse are searched to a lesser or greater extent; and heavy, locking interior and exterior portals. In societies where weapon ownership is widespread, security measures at local courthouses are likely to be especially strict. To the extent that magical means exist in the milieu to subdue or constrain troublemakers, they will likely be employed at courthouses.

Adventure Hooks

* Adventurers visiting a foreign city might inadvertently violate local ordinances that do not exist in their home communities and find themselves hauled into the local courthouse as a result. Penalties for such crimes might also seem bizarre or inappropriate to strangers — and might even be more severe for them in especially xenophobic or conservative areas.

* Player characters might sometimes find it useful to seek work as bounty hunters. Notices of rewards for return of criminals who have failed to appear for trial, or have skipped out on similar obligations to the courts, might be posted at the local courthouse.

* Player characters might find it expedient at some point to undertake some action in court (e.g., filing a lawsuit, assisting a defense counsel), and preparing for and then participating in such an event could make for an interesting variant adventure. Preparations associated with such a venture might include finding and interviewing witnesses, doing research at local libraries or governmental offices, and meeting with judges, other court officials, and opposing lawyers.

Guardhouse

Established at critical spots throughout cities, guardhouses are used as secure strongpoints by watchmen, guardsmen, and other sorts of military or paramilitary troops. Such places are variously known as watch-houses, substations, constabularies, and commanderies — playing a somewhat similar role to modern police stations — and the troops or militia assigned to them are generally responsible for patrolling and maintaining the security of a specific section of a community. Many towns have separate facilities for the guard — armed soldiers who defend the gates, walls, civic buildings, and officials — and the watch, who patrol the streets to discourage burglary and affray.

Guardhouses can take a great variety of forms, from temporary wooden structures erected in marketplaces, to sturdy stone towers, to small walled forts. In any event, most such places are not overly large, and are generally sufficient to hold just one or two dozen watchmen (i.e., one or two patrols' worth). One thing they almost always have in common is sturdy construction and features like reinforced doors and barred windows that can provide a modicum of security to their occupants. A guardhouse might also be integrated into a community's defenseworks, or established, with a separate entrance, within a larger public structure.

Areas within a guardhouse typically include an arsenal where — depending on the force's usual equipment — armor and both lethal and non-lethal weapons are kept in between patrols and in case additional personnel need to be equipped on short notice; a small office for the officer-in-charge; possibly a holding cell or interview room where malefactors can be kept temporarily; and perhaps a public area or vestibule where people can come to lodge complaints, seek help, pay fines, or purchase permits for various activities.

Most guardhouses also include bunkrooms where guard or watch personnel can sleep and day rooms where they can relax in between their patrols or other duties. Such places are almost never permanent homes for the troops who use them, however, watchmen generally returning to their private homes and guardsmen to their barracks when their tours of duty at a guardhouse is completed. Guard tours generally range from one day to a week but possibly as long as a month, with the watchmen or guardsmen typically patrolling or standing guard for a specific amount of time followed by a rest period in the guardhouse (e.g., six hours on and six hours off).

Certain city guard units recruit from the old respected families and gentry of their communities — in which



event, while equipped with the finest of uniforms and trappings, their duties are likely to be more ceremonial than martial — but the social position of working law enforcers tends to be low, ranging from that of hired muscle tasked with the dirty work of the merchant class to mercenaries or even slave soldiers. The watch or guard might be further divided between uniformed patrolmen and investigative agents, or might include special units or divisions such as mounted troops, animal-handlers, or water patrols on any rivers or canals that pass through the city. Some states might even have a separate secret police echelon with wide-ranging coercive powers to suppress particularly heinous or treasonous acts, or a patrol force tasked with enforcing moral, religious, or political strictures rather than preventing actual criminality.

Command responsibility for each guardhouse reflects the lower to mid-rank structure of the force assigned to maintain public order and security as a whole, and thus might fall either to a career soldier from the ordinary ranks or to an officer of a higher social stratum who obtained his commission by means other than military experience, such as collegial training, social position, or purchase.

Adventure Hooks

* Characters with a criminal or unscrupulous bent might be tempted to break into or infiltrate a guardhouse to obtain any number of useful things, including weapons, uniforms, passes, and the like.

* In some cities, the most dangerous leaders of the criminal class are those who take advantage of their position as officers of the watch to protect lawbreakers for pay, extort those who refuse to pay, or deliver their rivals to the city's justice. Characters who make an enemy of such a corrupt watch officer must thereafter fear both underworld thugs and the forces of the law.

* Characters assigned to a guardhouse might find it expedient to secretly keep a guest in them for a specific period of time (e.g., a visiting brother for a week, a lover until she can find lodgings elsewhere). Such an attempt could involve all sorts of stealth and subterfuge, to include sneaking, bluff, and disguise.

Harbor and Harbormaster's Office

Natural, manmade, and augmented harbors of all sorts, which provide places for ships to berth or drop anchor where they are sheltered from bad weather, are both the lifeblood and raison d'etre of many coastal communities. Presence of a harbor can make an appropriately situated community strategically critical as both a center of trade and a military strongpoint. Historic examples of communities with these characteristics include Alexandria, Egypt; Halifax, Nova Scotia; and St. George, Bermuda. Adventurers often take an interest in things or people on board ships berthed in the local harbor — particularly vessels from dubious foreign lands, or those rumored to be equipped and crewed more for privateering than ordinary commerce — or seek passage on seagoing vessels to promising locales in other lands.

In civilized societies with complex economic systems, traffic in and out of harbors and activities within

them are regulated and monitored by government officials called harbormasters. Harbormasters themselves are often experienced sailors or lighthouse keepers, and many also have military or administrative backgrounds.

Responsibilities of a harbormaster and the staff assigned to his office might include giving vessels permission to enter or leave the harbor district and assigning them places to berth; maintaining harbor facilities; patrolling and performing various police functions in the harbor district; inspecting the cargoes of incoming ships and assessing and levying appropriate taxes, tariffs, and other fees on them; confiscating cargoes considered contraband by the local government; identifying plague ships and turning them back, quarantining their crews and passengers, or otherwise dealing with them; inspecting and monitoring the seaworthiness of vessels; attempting to predict weather and publicizing information pertaining to it through various means (e.g., flying signal flags); helping to successfully guide ships into the harbor by providing pilots, who are ferried out in launches to incoming vessels; and rescuing the crews and passengers of nearby ships in distress.



Infrastructure maintained by a harbormaster's office generally includes breakwaters, jetties, wharves, piers, seawalls, and particularly lighthouses, uninterrupted operation of which ensures safe navigation and arrival with their profitable goods of vessels from numerous foreign ports. Other facilities associated with the area, but possibly under the control of other offices, businesses, or individuals, might include shipyards, boathouses, and drydocks. All such places and structures are subject to the full force of the elements and must be maintained with the same consistency and regularity accorded to ships. A harbormaster's office might also have one or more vessels under its control for the conduct of its official business, such as tugs, pilot and patrol launches, maintenance tenders to work on waterside structures, and cargo lighters to offload large freighters for which the docks are inadequate.

A harbor's first line of defense is frequently the reefs and other natural obstacles guarding its approaches. In such cases, the precise locations and characteristics of such features are generally highly classified information, kept secret by the organization of pilots permitted by the harbor's rulers to guide friendly shipping into the port. Additional security at harbors is as likely to be geared toward controlling the passage of vessels as of individuals. Typical measures of the former sort include barriers like chains, or other obstacles, that can be deployed to keep ships from entering a harbor or prevent them from leaving it. Those of the latter sort will likely be similar to those employed at any government-controlled facilities, and include secure entrances to sensitive areas like lighthouses, checkpoints, patrols, and a requirement for passes or appropriate identification.

Adventure Hooks

* Adventurers of unscrupulous ethics (or opposed to the local rulers) hoping to smuggle goods or passengers into a particular port or coast — whether for purposes of evading taxation, importing contraband, or infiltrating criminals, rebels, spies, or other sorts of people that the authorities prefer to exclude from the territory — may have to deal with the officials affiliated with the local harbor district. Sailing skill, ability to

hide or disguise cargo, guile, and possibly even force might all come into play during such an undertaking.

* Harbors are prime strategic targets for foreign spies and saboteurs, who might carry out operations to compromise the defenses of a vital port as a prelude to a sudden invasion. Player characters who happen to pass the naval docks or watchtowers at an unusual hour could stumble upon such activities or otherwise become aware of them. How they decide to respond to such revelations is, of course, up to them.

* Suspicious individuals have been seen recently at the approaches to a particular harbor, taking soundings and making other observations in and around the marked shipping lanes (e.g., on behalf of an enemy power that might sooner-or-later be planning a naval assault upon the community guarding the harbor). Player characters might be the ones tasked with interdicting and learning more about such a mission — or undertaking it on behalf of someone else.

Jail

Jails are facilities used to temporarily incarcerate miscreants, prisoners awaiting trial, and those con-victed of misdemeanor offenses for which short terms of confinement are appropriate. Such places have been depicted in many books, television shows, and other media, including the films *Rio Bravo*, *Assault on Precinct 13*, and *Ghosts of Mars*.

Unlike prisons (q.v.), which are designed for the long-term internment of convicted criminals, troublemakers are usually confined to a jail for relatively short periods of time (e.g., overnight after being rounded up for being drunk and disorderly, a month for participating in a riot that got out of hand and resulted in significant injury and destruction of property). Most inmates are released once the disturbance in which they were arrested has subsided or after they have been held a suitable — if sometimes arbitrary — period of time, paid a fine, or received some punishment (e.g., 10 lashes in the public square). And, while prisons for the protracted incarceration of offenders tend to be rare in ancient, medieval, and other pre-industrialized societies, jails are usually relatively commonplace.

Adventurers, with the lack of respect for community ordinances many of them frequently display, are especially likely to end up in local jails from time to time. Most communities have no interest in bearing the burden of such characters for protracted periods of time, however, and, if they are non-natives, will generally seek to punish or fine them as quickly as possible — or simply eject them from the local jurisdiction — rather than attempt to reform them or hold them indefinitely.



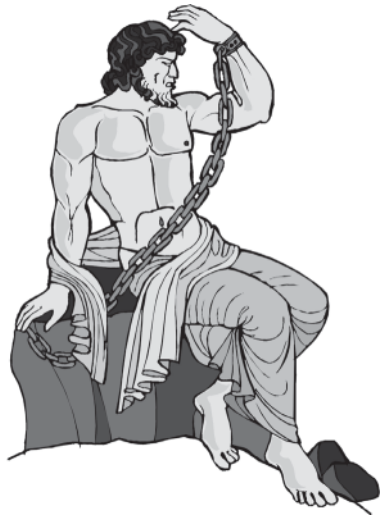
Communities of almost any size from village on up are likely to have some sort of local jails and these will typically be of a size commensurate with their populations. A good rule of thumb in a traditional game milieu is probably that a particular community is capable of jailing, in one or more jails, one prisoner for every 200-or-so people in the population as a whole. Such places tend to deal with many different problems and might at any given time hold those charged with a wide diversity of offenses.

Depending on specific local needs, jails can assume a great variety of forms. The smallest and simplest in a

traditional game milieu will likely be combined with a small guardhouse or office used by whatever passes for local law enforcement and contain one or two cells, each large enough to hold one to four prisoners. Features of larger facilities of this sort might include dozens or even hundreds of cells; holding areas designed to hold larger numbers of prisoners temporarily; sections where especially dangerous criminals or those at risk of attack can be kept isolated from more run-of-the-mill inmates; walled yards used as holding or recreational areas; guard towers; interrogation rooms; areas where various sorts of punishment can be meted out and perhaps demonstrated to witnesses or the public at large (e.g., floggings, hangings, confinement in stocks or pillories); and less elaborate equivalents of measures employed in prisons, such as light industry or other activities intended to keep inmates busy and to expend some of their energy.

Many jails — especially large ones set in areas like cities — are part of complexes that might include, depending on the organization and ethos of the community in question, courthouses (q.v.), guardhouses (q.v.), police barracks (q.v.), or workhouses (q.v.).

Means of confinement at most jails will be limited to traditional measures like walls, cells, reinforced doors, locks, bars, and perhaps manacles. These might be augmented by other measures if experience or local conditions call for them, of course. Magical means of pacifying or confining criminals, to the extent that they are available in the campaign setting in question, are not likely to be common at jails, but this rule might also have exceptions based on local conditions, the abilities of the jailers, and the capabilities of typical prisoners. Conversely, security might be very light at some facilities, especially those where inmates are expected to serve short sentences as the price for being allowed to return to normal society.



Depending on their length of incarceration, detainees might also be expected to give up their personal clothing and wear some sort of uniform. Jailers might confiscate certain items of clothing, such as shoelaces and holy symbols, even from prisoners held for short periods, where they could potentially be used as weapons, a means of escape, or suicide implements.

Guards at most jails, depending on the way local law enforcement is organized, will likely be members of the municipal watch or guard. Especially large urban jails might have one or more dedicated jailers helped by as many watchmen or guardsmen as are either available or deemed necessary. In any event, a jail will usually have on duty at any time one guard for every three or more inmates the facility can accommodate.

Adventure Hooks

* During the course of any particular misadventure, player characters might find themselves temporarily incarcerated in a local jail. While there, they might meet members of the local underworld and have interactions with them that are friendly, hostile, or merely neutral. These interactions might have effects that go beyond the walls of the jail, however, and — depending on their nature — lead to offers of employment following their release, attempts on their lives, or anything else the GM deems appropriate.

* Jails are often the scene of wretched and violent deaths and, as a result, the spirits that haunt particular cells or entire cell-blocks are often particularly fearsome in nature, whether as a result of their evil nature in life or the anguish and perceived injustice of their ends. Player characters who have some competence or reputation in the field might be called upon to exorcise ghosts at a jail. Or, characters who are locked up there might be confined in a haunted cell, perhaps as a punishment for insolence or troublemaking, or because the jailers have some other particular reason to dislike them.

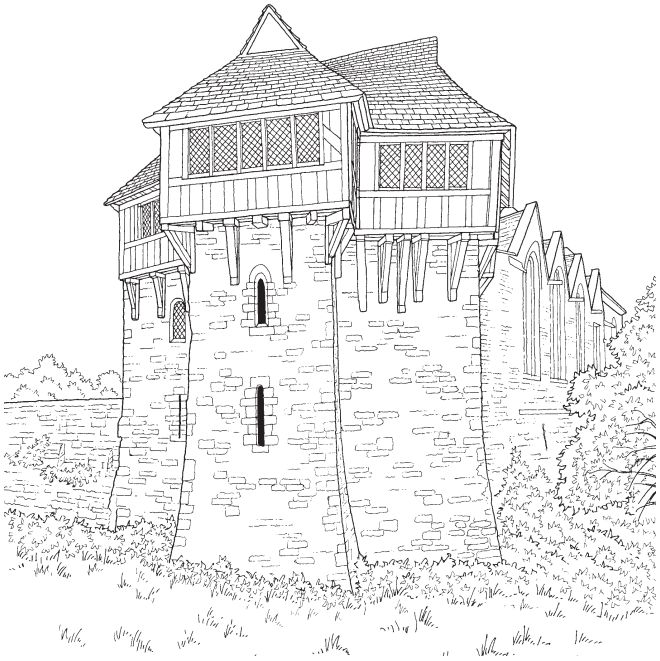
Chapter 10: Governmental Places

Manor

Manors are large, usually-fortified dwellings that have traditionally served as the basis and central features of estates and are typically the homes of wealthy families, often feudal lords or land-owning planters (depending on the economic system of the milieu in question). This term is also sometimes applied to relatively small country houses belonging to well-born families, grand stately homes, and minor castles designed more for show than for defense. Other sorts of dwellings conforming to the essential characteristics of this description include those variously referred to as châteaux, manoirs, maison-fortes, villas, haciendas, mansions, and halls.

The central feature of a manor is, in fact, its great hall, which originally served as a multi-purpose audience chamber (q.v.) and venue for the day-to-day activities of the lord and his retinue, and the earliest versions of such places often consisted of little else. Other features are likely to include smaller living and entertaining areas such as parlors, libraries, and galleries; private chambers or apartments for the owners of the place; womens' quarters, if appropriate in the culture in question; smaller, much more modest living areas for servants; kitchens designed to feed numerous inhabitants; and storage rooms and pantries. Many manors — especially those in rural areas — will also have a number of outbuildings associated with them. These might include stables (q.v.), blacksmithies (q.v.) or other sorts of workshops, dovecotes, storage buildings, and chapels.

Manors are most commonly located in rural areas, either as self-standing structures or as the central components of self-contained complexes. Others might be located in thorps, hamlets, or even villages which, in such cases, probably grew up around the manors. A manor might, in fact, be the center of a small community conforming to the characteristics of a plantation or commune (see *City Builder Chapter 1: Communities* for more information). In Bronze Age or tribal settings, buildings much like manors, with their surrounding towns, may form the capitals of entire states. Manors are almost always economically self-sustaining, and might actually be essentially self-sufficient. Nobles may also maintain homes of a similar size and description within towns or cities.



Manors will often be surrounded by affiliated tracts of land, which are typically used for agriculture or orchards. Depending on local resources, some of a particular manor's territory might also be used for activities like logging or quarrying. Such places could also have some sort of related industry associated with them, such as viticulture, brewing, distillery, oil pressing, cheese-making, or milling.

Owners of manors are almost always members of a particular society's upper class, and include nobles, high-ranking government or religious officials, non-hereditary aristocrats like baronets, knights, and squires, and mayors, judges, and major guild masters. (For more information about aristocratic and other ranks, see Chapter 5: Society in *Gary Gygax's Nation Builder*.). Such places might also be owned by various sorts of nouveau riche characters, of course, including successful merchants or lucky adventurers. In any event, the size and significance of a particular manor will depend on the affluence of its owner; while a country squire may have a comfortable, five-bedroom manse with a few associated gardens and orchards, a prince

might have a sprawling mansion surrounded by hundreds of acres of parks, finely manicured gardens, and rich farmland.

Staff for places of this sort will usually include stewards, butlers, gardeners, coachmen, cooks, and maids. Those in especially dangerous areas might have a resident contingent of guards, soldiers, or armed retainers. Large manors might also be home to various sorts of artisans or tradesmen, especially blacksmiths, farriers, carpenters, and millers.

Security at manors — which are sometimes located in wild, dangerous, or at least isolated areas — is usually significant and they are often partially fortified. Typical measures might include heavy, reinforced exterior doors that are kept locked at night; light curtain walls, perhaps augmented with towers and gatehouses, around courtyards or the entire complex; and an absence of windows on ground floors, or only ones that are barred or too small to fit through. Surrounding palisades, ditches, or even moats are also sometimes present or might be added in times of unrest or if the occupants expect attack.



Manors are also frequently occupied by people with arms, armor, and experience in battle, and they might form such a place's most formidable line of defense. While such places are not as militarily strong as castles and might not be able to serve as strategic strongpoints against invading armies, they are usually more than adequate to withstand the depredations of bandits or marauding humanoids.

Adventure Hooks

* Adventurers might regularly encounter manors in the course of their adventures, and such places could be the homes of either enemies or allies. They might also serve as venues for exploration or investigation, especially if found ruined, abandoned, or occupied by monsters, brigands, or other creatures. Characters may, of course, ultimately seek to acquire their own manors, which ideally suit many of the needs of more experienced
adventurers.

* The relative isolation of a country manor allows those who contemplate violence against its occupants, and who have suitable resources, to gather armed bands and make an open assault on the place with little fear of immediate interference or discovery by the forces of law and order. Characters visiting a manor could find themselves in the position of helping to defend the place — with some assistance from the retainers and prepared defenses of the manor — against a large-scale attack by brigands or pirates. Those adventurers so inclined, naturally, might also attack such a place for any number of reasons.

Palace

Palaces are the large and usually extravagant homes of heads of state, high-ranking public and religious figures, and sometimes other wealthy or powerful individuals. In states where — in fact or ethos — individuals do not generally own such structures, the term "palace" might nonetheless be applied to various sorts of public structures (e.g., a Palace of Justice). Likewise, in states that have radically shifted in their governmen-

tal forms, places originally constructed as palaces for kings, emperors, and other nobles might see continued usage as legislatures, museums, and the like.

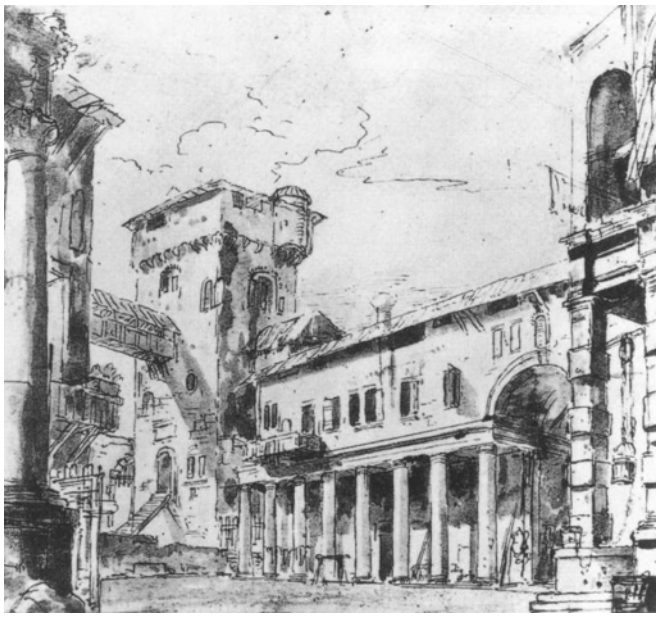
While the term "palace" is used somewhat broadly here, it bears mentioning that in some cultures it has had a very narrow usage (e.g., in England the term is applied only to the official residences of royalty and certain bishops, while in France it refers only to urban structures, the term "chateau" being used for similar places located in rural settings).

Famous examples of great palaces include the Palace of Knossos in Crete, the Forbidden City in China, the Chateau de Versailles, the Louvre, and the Palace of the Popes in France, the Apostolic Palace in Vatican City, and, of course, the great Palatine Hill palaces of imperial Rome (from which the very word "palace" is derived). Palaces and their day-to-day activities have also been described in numerous works of literature, never more effectively perhaps than in the "Judge Dee" mystery novels of Robert van Gulik.

Official palaces are especially characteristic of states with centralized governments, particularly monarchies and empires, and have been built by such societies throughout the world. Far from simply being the homes of ruling heads-of-state, such places quite often also contain the offices and perhaps even the residences of advisors, clerks, bureaucrats, and other officials. They are thus frequently also the de facto capitols and political — and possibly religious — nerve centers of the states in which they are located and emblematic of their regime of governance. Official palaces, as opposed to those that are merely lavish private residences, are usually constructed and maintained from public treasuries.

Palaces might be found in communities of almost any size. In the cases of those located in conjunction with thorps, hamlets, or even villages, such smaller communities have likely been established solely for the purposes of providing support for the palace. In some cultures, such as that of Minoan Crete or ancient Egypt, the basic form of community was, in fact, a fortified palace complex surrounded by farms, workshops, temples, barracks, and all other necessary structures and facilities.

Palaces are almost always constructed of the best materials available. Likewise, they are also usually furnished lavishly, often with features and amenities that go far beyond what is available to people in the society



as a whole, including an array of subsidiary uses described elsewhere in this chapter or *City Builder* overall (e.g., audience chambers, libraries, museums, chapels, bathhouses). As visible symbols of the majesty and strength of the ruling dynasty, their public facades, too, are lavish in scale and materials, with features designed for the rulers to display themselves and address large gatherings of citizens in suitable pomp and style, such as public squares, grand stairways, and large balconies.

Because palaces are often critical to the functioning of their states — or at the least the residences of people that likely have many enemies — security at them is usually extremely rigorous. Measures likely include dedicated guard forces, often composed of elite troops, and the best physical safeguards available (e.g., reinforced doors, barred windows, excellent locks, surrounding walls).

Adventure Hooks

* In the course of their adventures, a group of player characters discover a sprawling, lavish palace, complete with decorative gardens and all sorts of other exotic diversions. Mysteriously, it appears to have been completely abandoned by its original inhabitants — and to possibly be plagued with any number of hazards, or haunted by weird and sinister usurpers.

* For whatever reasons, to include espionage, theft, or assassination, one or more player characters might need to infiltrate a palace complex, evade the various security measures, and find their way both in and out of the mazelike place to accomplish their mission.

* A suspicious figure has been seen lurking about a palace complex and has eluded any attempts at question or capture, leading to a resourceful player character being approached to investigate.

Prison

Most organized societies have prisons of some sort, secure places where they can incar-cerate their most dangerous, antisocial, or undesirable members and prevent them from having contact with the free populace. A broad variety of examples from history (e.g., Alcatraz, Devil's Island, Soviet gulags, the dungeons of Venice), literature (e.g., Philip Jose Farmer's *World of Tiers* series, Alexander Dumas' *The Count of Monte Cristo*), television shows (e.g., *The Prisoner*, *Prison Break*) and movies (e.g., *The Last Castle*, *Fortress*, *Escape from New York*) are available as models for game masters interested in including such institutions in their campaign settings. Prisoner-of-war camps, concentration camps, penal colonies, gladiator training centers, and some boarding schools all fall, more-or-less, into this broad category of institution.

In ancient, medieval, and other pre-industrialized societies, prisons tend to be rarer, smaller, and much less widespread than in the modern world. Legal systems in such societies often regard imprisonment only as a preparation for trial or an extra-legal solution to keep troublemakers out of circulation, rather than as a legitimate means of punishment or reform. In any event, a society's attitudes toward law and chaos tend to have a much greater impact on the numbers and sorts or prisons and inmates it has than do any beliefs it has about good and evil.

Depending on the prevalence of the crimes it is intended to suppress and the resources of its owner, a prison might house anywhere from a handful of prisoners to several hundred or more. Prisoners might be incarcerated for any number of reasons, and often everyone held in a particular prison will be there for similar classes of crimes (e.g., criminals, heretics, political dissidents, prisoners of war, overthrown aristocrats). Particularly ugly situations, possibly for both prisoners and their captors, can arise when groups confined for one sort of infraction are mixed with those incarcerated for another (e.g., political prisoners mixed in with hardened criminals).

Prisons can be of almost any size and, historically, have ranged from a single secure room at one end of the spectrum to entire islands and even a small continent — Australia — at the other. In a fantasy milieu, of course, the possibilities are even greater, and penal facilities might even be extended into extra-dimensional space or other planes of existence more conducive to handling the most dangerous and unmanageable prisoners (e.g., Dante's *Inferno* describes what is, in essence, a prison for the souls of those condemned for their iniquity).

Prisons can also assume a wide variety of forms, from towers to walled building complexes to labyrinthine underground networks. At a glance, many prisons appear to be fortresses of a sort, and share with them characteristics like high walls, tall towers, and sturdy gates. Unlike fortresses, however, which are designed to keep people out, prisons are primarily designed to keep them in, to protect guards from prisoners and prisoners from each other, and to keep their inmates within a particular confined area and cut off from normal society as a whole.

While walls, cells, bars, and shackles are the most well-known means of confinement in real-world prisons, they are not the only devices that have been employed historically and are by no means the only ones that could be employed in the context of a fantasy campaign setting. Bodies of water, dense jungles, impassable mountains, and trackless arid wastelands can all serve to confine people just as well. Indeed, in some cases, especially isolated areas, such as islands, might be used as "open prisons" with no walls at all. And in a fantasy milieu, the possibilities are endless, and could include such things as labyrinths with neither entrance nor exit into which prisoners are magically teleported, death runes inscribed directly on their bodies that are activated if they leave a specific area, or magical reduction of their size or abilities.

In addition to actual means of incarceration, prisoners might also be identified — and thus impeded in their activities should they escape — by specific types of clothing, tattoos, or ritual mutilations like branding.

Real-world prisons are generally guarded by Hu-



mans, often with the assistance of animals like dogs. In a fantasy world, of course, guards might be of some other race altogether, whether humanoid or not. One way or another, a prison will generally have a ratio of at least one guard to every three comparable prisoners — although the presence of nonhuman creatures or magic could change both these proportions and the definition of "a guard" considerably (e.g., guards who are spellcasters and can employ magical means to suppress trouble). And it is certainly possible for a prison to have no guards at all, particularly if there is little or no fear of prisoners escaping and no one much cares what they do anyway.

Guards are generally equipped both for nonlethal control of prisoners and for rapid access to deadly force when required, and have any required gear to maintain an advantage of movement over the prisoners (e.g., mounts if a prison is in open country, boats if it is surrounded by water).

Many prisons also have some sort of industry associated with them, used either to occupy the prisoners, to punish them, or as a means of using them to support themselves or earn a profit. Such industries are likely to be very labor intensive, low-skilled, and at least somewhat hazardous, and typically include mining, quarrying, logging, farming, road-building, and simple manufacturing.

Adventure Hooks

* For whatever reasons, one or more player characters end up incarcerated in a prison and — if they wish to resume urgent business in the world at large or avoid the oblivion and hazards of prison — must endeavor to escape. Such an attempt may be with or without the possible assistance of characters on the outside.

* A player character party is approached in some way with an offer of great reward — or possibly dire consequences if they refuse — to rescue a prominent prisoner from an especially secure prison. Rewards of success for the rescuers could be great, but the consequences of failure could be equally profound and include death or their own imprisonment.

Workhouse

Workhouses are places where people who are unable to support themselves can go to live and work, and many of the indigent inmates of such places include the mentally or physically infirm, widows, orphans, abandoned wives, and the aged. Debtor's prisons largely conform to the characteristics of workhouses — differing from them mainly in that they tend to be somewhat more severe and in that those owing money can be sentenced to terms in them until their debts have been repaid — as do orphanages and homeless shelters. These sorts of institutions are unflatteringly described in many stories, including George Orwell's *Down and Out in Paris and London* and many novels by Charles Dickens (e.g., *Oliver Twist*, *Little Dorritt*) and, for the most part, were regarded with dread by those relegated to them.

Historically, institutions of this sort have existed in many societies around the world, but the most famous are those that began to evolve in England in the 17th century and persisted as an institution until 1930. Such

places had their official origin in the Elizabethan Poor Law of 1601, which both stated that "materials should be bought to provide work for the unemployed able-bodied" and proposed construction of housing for the "impotent poor," including the elderly and chronically sick. Various forms of non-residential relief for the poor had existed in England and elsewhere on an as-needed basis long before this, however, and workhouses were founded as a way to provide such assistance more consistently and economically.

Workhouses of some sort might exist in any community of village size or larger, but are much more likely to be found in sprawling urban areas, with more informal means of charity being practiced in smaller communities. Such places might be run directly by a municipal government, be contracted out by it to a third party, or be run by another sort of agency altogether (e.g., a local temple). Destitute people are generally allowed to enter at will and leave with a period of appropriate notice (e.g., a half day).

Conditions can vary widely at workhouses but — despite grudging bourgeois condemnations of some as "pauper palaces" that coddle the poor — usually range between grim and execrable and are reminiscent of actual prisons. And, while such places are not considered to be venues for punishment as such, they are usually operated with the ideas that they should be as unpleasant as possible to discourage their usage by anyone but the absolutely desperate; that their inmates deserve to be embarrassed and degraded; and that anyone who can should leave them as soon as they are able. Workhouses are usually cold in the winter and sweltering in the summer and their residents are generally treated harshly, given the minimum of care needed to keep them alive, and subjected to all sorts of physical or emotional abuse by other inmates and the staff alike. Partly as a consequence, residents of such places often suffer from various physical or mental maladies (e.g., sickliness, injuries, malnutrition, depression).

Whatever the conditions at a particular workhouse, they are likely an indicator of the dominant society's attitudes toward the poor (e.g., in a culture where a religion-based work ethic is prevalent, poverty is likely to be perceived as a moral taint that its victims have courted through bad acts, immorality, laziness, incompetence, a lack of faith, or substance abuse). Able-bodied poor might not be admitted to workhouses in some societies — for fear that this might destroy their desire for honest labor — but might be provided with the opportunity to work or do odd jobs for food or a pittance.

Most workhouses are governed by a severe series of petty and exacting rules covering every aspect of life, including diet, dress, and redress of grievances, and will likely include systems of punishments and rewards designed to promote order, discipline, and conformance. Penalties for infractions of house rules might include expulsion, corporal punishment, unfavorable job assignments, incarceration, or reduction in rations. Relations between workhouse inmates and staff are, in consequence, often very bad. And, despite the stifling regulations, workhouses are nonetheless often very rowdy.

Workhouse residents are generally required to give up their own clothing and wear distinctive uniforms. Men, women, and children are usually segregated, even in cases where this splits up parents and children or aged couples who have been together for decades. Parents are often considered to have forfeited rights to their children by entering a workhouse.

Food at workhouses tends to be poor, monotonous, and un-nutritious and, like every other aspect of such places, intended to discourage anyone but the absolutely destitute. A typical breakfast or lunchtime meal might consist of a hunk of bread and bowl of gruel or thin soup, with the same for dinner augmented with a bit of cheese. Inmates might also be required to dine in silence and may not be provided with utensils.

Work assigned to workhouse residents tends to be monotonous and degrading and designed primarily to keep them busy (e.g., crushing stones into gravel, picking oakum). Time-consuming rituals are also likely to be typical (e.g., converting sleeping areas into work areas in the morning, converting them back into sleeping areas at night, cleaning the entire workhouse from top to bottom every day).

Children often receive some sort of education at workhouses — perhaps in conjunction with labor or apprenticeship programs — but this is often mediocre or administered by other inmates.

Staff of workhouses are usually poorly remunerated and equally poorly qualified, with many of them being drunks, bullies, or incompetents just a step up in the social order from the people for whom they are responsible. In the context of a game set in a typical ancient, medieval, or fantasy milieu, the sorts of characters drawn to administer such institutions will likely include

cashiered military non-commissioned officers, former city guardsmen, and all sorts of humanoids, especially Orcs, Goblins, and Hobgoblins (although humanoid societies overall are not likely to themselves support workhouses). Cooks, physicians, chaplains, teachers, and the like — to the extent that they are present at workhouses — are also usually second-rate, inadequate, or illiterate. Many such administrators and staff members are even inclined to steal their institutions' limited assets (e.g., food, operating funds, blankets) to the detriment of the residents. There might be notable exceptions to these rules, however.

Physically, workhouses are similar in appearance to prisons, barracks, and other institutional structures and might otherwise be located either in purpose-built or recycled buildings. Inmates might be housed in anything from rooms of four or more, to open bays holding dozens of people, and be provided with bunks, hammocks, or pallets for sleeping.

Security at workhouses might include the presence of guards, surrounding walls, barred windows, main doors that are locked during hours of darkness, and perhaps even measures like confining inmates to their rooms at night.

Despite their grim conditions, in societies where workhouses exist they will likely still provide better relief for the destitute than anything else available and might save their residents from death by starvation, exposure, or other conditions of the outside world. And depending on the philosophies and ethos of the societies where they exist, such places might also be somewhat better than those that have been the norm in our culture.



Adventure Hooks

* Adventurers who end up on the skids might find it necessary — or convenient — to temporarily repair to a workhouse until they can line up some new opportunities for themselves. It is certainly possible that during the course of such a sojourn they might decide to investigate or address especially heinous conditions at the institution (e.g., regular murder of inmates by staff).

* Characters who work to improve the conditions of life for the poor require great personal compassion and faith. Their efforts, however, are not always appreciated by those who hold power over the venues where they work, such as landlords, aristocrats, rebel leaders, crime bosses, officers of the city watch, or officials of state-run workhouses. Such figures, suspicious of the influence that charity workers exert over their charges and the ideas that they may impart to the local people, might arrange for such a person to be harassed or even attacked or kidnapped, leading the player characters to investigate.

* Player characters who have committed some relatively minor offense against civic ordinances (e.g., damaging public property), might be sentenced to community service in a local workhouse, where they are charged with performing various chores, serving meals, cleaning the place, and the like. Besides taking players out of their comfort zone, this could lead to further encounters and even adventures.



The End of the Game of Cards, by Jean-Louis Ernest Meissonier (1856)

Chapter 11: Underworld Places

Underworld places of various sorts cater to the unsavory or illegal needs and desires of a society's members. Adventurers might have any number of reasons for visiting such places, from taking a walk on the wild side to conducting business with the sorts of people who frequent them. Indeed, characters with certain occupations — or inclinations toward criminal or immoral activities — might even spend a significant amount of their non-adventuring time in such places. Roleplaying some of the activities associated with underworld places can contribute to a lively game, add a new dimension to scenarios, and allow for some interesting and lively interactions. Such episodes can also allow characters to utilize skills that they might not routinely have the opportunity to use in the field (e.g., sensing the motives of others, deceiving or intimidating them, or excelling in nefarious contests such as games of chance).

Various kinds of underworld places are likely to be found in communities ranging in size from hamlets to megalopolises; where people congregate in groups of any size, it is likely that some will cater to the illicit needs of the others.

While many underworld places are devoted to activities that are actually illegal, some are venues for practices that are merely considered sleazy or immoral. Some underworld places of these sorts might be suffered to exist only in designated areas or be limited in to whom they can provide their services (e.g., brothels in a particular port city might be prohibited from serving anyone but non-residents).

Underworld places that characters might visit in the course of their inter-adventure activities include brothels, gambling dens, pit-fighting arenas, and thieves' and assassins' guilds, all of which are described in this chapter.

Many of the legitimate businesses described elsewhere in *City Builder* might also have unlawful underworld counterparts, operate in conjunction with criminal activities, or serve as fronts for them. In societies where intoxicants are prohibited, for example, any existing taverns would necessarily be illicit and secretive. Other underworld institutions might essentially conform to the characteristics of legal counterparts, e.g., fences, a likely destination for characters of a larcenous nature, tend to operate pretty much like Brokerages and Pawnbrokerages, as described in *City Builder Chapter 6: Mercantile Places*; criminals sometimes patronize hidden fanes to deities whose teachings favor their activities; particularly well-established power groups of the underworld, such as thieves' guilds, might gather in meeting-places that resemble the legislatures or audience chambers of legitimate government.

Underworld places, by definition, are often run by criminals of various sorts — depending on the enterprise in question, these might include thugs, thieves, assassins, pimps, and prostitutes. Characters of any background or vocation, however, might be associated with underworld places of specific types or under particular circumstances (e.g., a scofflaw brewer might be the proprietor of a bootleg tavern, cashiered officers or deserters from the military might serve as enforcers at any such institutions).

Depending on the goods, services, or functions they provide — along with whether those are actually illegal or merely unsavory — underworld places can vary widely in size, construction, and appearance. Many will be established in structures similar to those described under "Buildings" in *City Builder Chapter 1: Communities* (e.g., a brothel in a city might operate out of a townhouse, while one in a village might be run out of a wattle-and-daub longhouse).

Furnishings at underworld places will be appropriate to their functions, such as beds or couches in a brothel. Other items might include equipment of the sorts used at the places in question, such as appropriate sorts of weapons or protective gear at a pit-fighting arena, gaming tables in a gambling den, and the like. What such places usually do not include, especially if they are actually illegal in nature, are records or other things that could prove a connection between them and their owners or clients (and, to the extent that such records do exist, they are often to the detriment of those they implicate and are thus likely to be encoded or well hidden).

Security at underworld places, particularly from the legal or moral forces opposed to them, is paramount. The first line of defense at many such locations is that their existence is not obvious or that they are disguised to look like — or make a plausible case in a court to be — something other than what they really are (e.g., to passersby, a particular brothel might look like nothing more than a members-only bathhouse, or its function might be quite obvious only to a knowledgeable ob-

server). Fear of incurring the wrath of local organized crime organizations, or of corrupt members of law enforcement agencies who have been subverted and paid to protect them, is another significant safeguard enjoyed by many such places. Other measures are likely to include secret doors, passageways, and chambers; barred windows and reinforced doors; and the presence of armed thugs. Magical safeguards, to the extent that they exist in the milieu in question, will likely be rare at underworld places but might be present if one of the proprietors is a spellcaster of some sort.

Whether the proprietors and personnel associated with various underworld places also dwell in them varies by their type. A brothel might also be home to the prostitutes who work there, for example, but a pit-fighting arena might have no place for accommodations and be completely unoccupied when not in use.

City Builder Chapter 11: Underworld Places examines venues associated with criminals and the seamy underside of society. Places of this sort that adventurers might visit for business or pleasure include Brothels, Gambling Dens, Pit-Fighting Rings, and Thieves' Guilds.

Brothel

Brothels are places designed to provide prostitutes with places to meet, negotiate with, and engage in sex acts with customers. Such places are also variously known — in some cases somewhat euphemistically — as bordellos, cathouses, bawdyhouses, houses of ill repute, houses of prostitution, knocking shops, pleasure houses, sporting houses, and whorehouses.

Brothels of various sorts have existed around the world — especially in the Mediterranean, Middle East, and South Asia — for much of recorded history and were often associated in these regions with the sacred temple prostitution of love goddesses like Astarte, Ishtar, and Aphrodite. By 594 B.C., licensed secular institutions of this sort had been established in Athens by the statesman Solon with an eye toward creating a source of public revenue and reducing problems caused by sexually unfulfilled transients like sailors. These first official brothels were followed soon after by many others throughout the Greek and Roman societies and even led to the development of special schools that trained prostitutes of various sorts in their trade.

While such places are illegal in many modern societies, brothels will likely be legal throughout much of a typical ancient, medieval, or fantasy game milieu. Even if they are not actually against the law, however, such houses of ill repute will generally be held in very low regard and might be required to operate only in designated areas — often called red-light districts, tolerance zones, or stewes — or keep a low profile (or voluntarily deem it is in their best interests to do so). Legal brothels might also be subject to strict regulations that could include heavy taxation and periodic health inspections.

Brothels can take a wide variety of forms and sizes. A great many will be established in existing structures of the sorts typically used by businesses in the campaign setting in question and might conform to the characteristics of the structures described under "Buildings" in *City Builder Chapter 1: Communities.*

Many such places will include an area where customers can relax, await their turns with a prostitute, select one or more from those currently available, and perhaps take refreshments, socialize with others, or engage in other activities (e.g., play cards or dice). Beyond this area will typically be rooms used by individual prostitutes — possibly customized according to their particular tastes or specialties — and perhaps other areas designed for groups or any number of special purposes.

Other brothels will consist entirely of small rooms, open to the street or off of interior hallways in buildings. These are usually arranged so that customers can easily view the occupants of each chamber, immediately see which are currently available, and speak or negotiate with them as needed.

Brothels might also be affiliated with other institutions for a variety of reasons — which might include use as cover or complementary functions — and this could ultimately affect the forms they take. Examples include taverns, inns, bathhouses, and temples of sects that practice ritual prostitution.

Proprietors of brothels are generally professional madams — often themselves former or current prostitutes — pimps, thugs, or other criminals, or characters associated with one of the places with which a brothel might be affiliated (e.g., the priestess of a sex cult).

Prostitutes might have one of several relationships

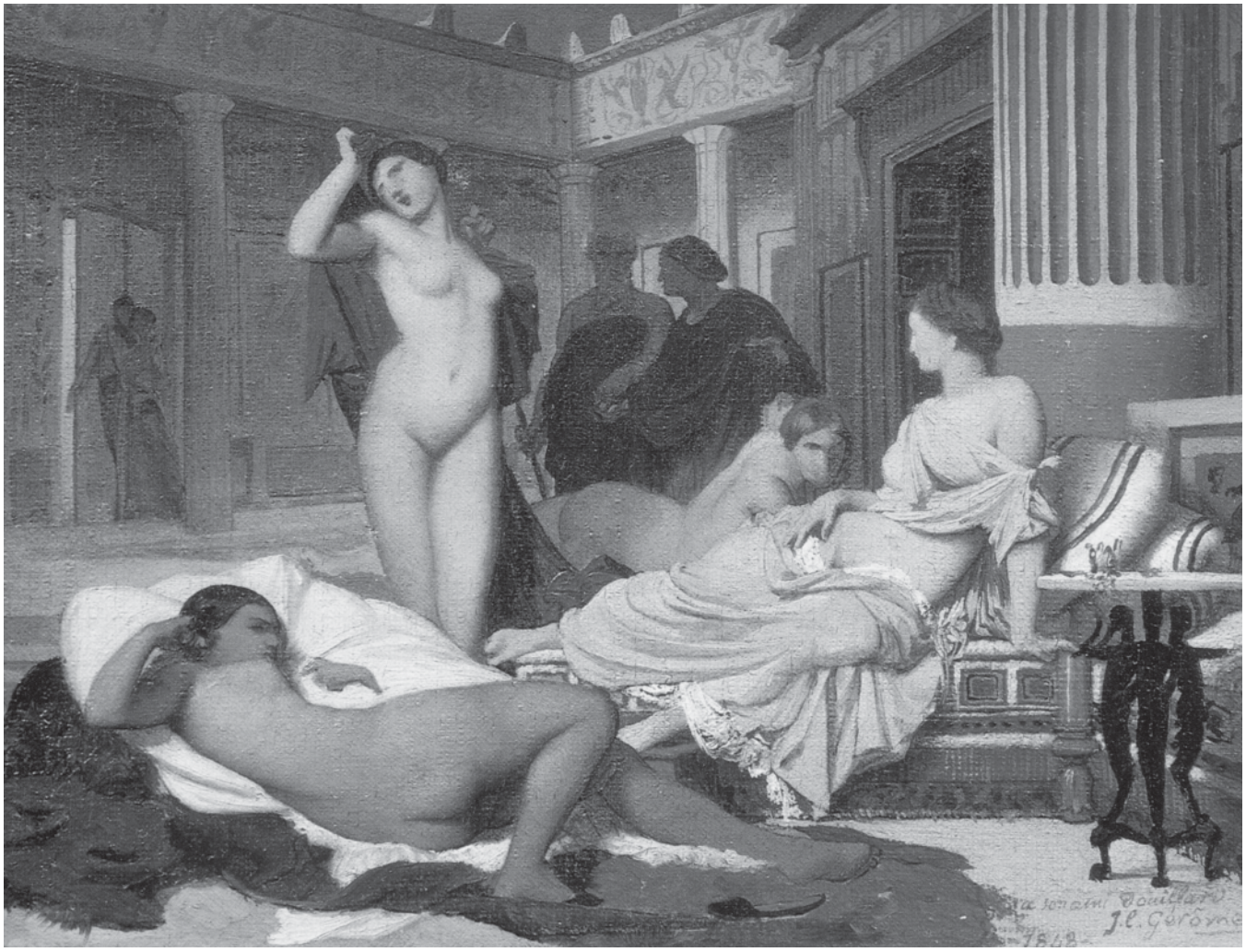
with the brothels at which they work. In some, prostitutes are employed by the establishment and are paid a modest salary that is enhanced by bonuses based on their productivity. In others, prostitutes are freelancers who pay a fee to the brothel for the use of its facilities, negotiate on their own with clients, and then keep the entirety of their earnings for themselves. And in many — especially in areas where brothels are illegal and run covertly — prostitutes are simply enslaved and forced to work, receiving little or nothing in return.

Security at brothels is often provided by hoodlums or other sorts of guards. Prostitutes and their panderers also often keep various sorts of weapons close to hand in the event that they are menaced or attacked by clients or refused payment by them.

Adventure Hooks

* A mischievous and greedy but otherwise willing prostitute at a brothel might give a hard-luck story to gullible-looking clients about being forced into selling herself, in hopes they will give her more money. If convincingly told to the wrong character, however, such stories might inadvertently lead to any number of unfortunate consequences (e.g., misguided rescue attempts).

* Enlisting a party of adventurers to protect them in an underworld war with a new criminal organization, the harlots' guild can provide not only gold but also a good deal of expertise in gathering and passing along information from a surprising range of influential citizens.



Greek Interior [sketch], Jean-Léon Gérôme (1848)

Gambling Den

Gambling dens are places where people can go to play games of chance for money, using a variety of random methods like cards, dice, tiles, coins, wheels, drawing of numbered balls, or betting on public information such as the value of trade in a central market. Different kinds of places primarily dedicated to gambling might be called casinos, gambling parlors, or betting shops, and are sometimes described by the most popular games played in them (e.g., fan-tan houses, card rooms). The operators of the gambling den, known as the "house," always profit by favorable odds and, particularly if unregulated, may even augment their advantage by various forms of cheating.

Many well-known gambling games have a long history, with dice found in the 5,000-year-old Burnt City site in Iran and numerous civilizations since — most notoriously throughout the Roman Empire — and a keno-style lottery having been established in China in the second century A.D. Famous gambling houses and gambling enclaves include the Long Branch Saloon in Dodge City, Kansas, flashpoint of the Dodge City War in 1883, the Grand Casino of Monte Carlo, and the casino precincts of Las Vegas, Atlantic City, and Macau. In fantasy, Jack Vance's Cugel the Clever plays — and cheats — at many exotic gambling games.



Activities at a gambling den are quite often accompanied by liquor or other intoxicants and the presence of professional companions plying their trade (particularly toward high rollers or those with ample cash). Gaming might also very well be among the side attractions offered at a tavern or brothel, and the line between some such institutions and gambling dens might be very blurry.

A closely associated profession is that of the bookmaker, who makes his living by taking bets at carefully calculated odds on various kinds of contests or on notable events. Such characters frequently employ a complicated array of arrangements for taking and paying out on bets to avoid both arrest and robbery, especially when such activities are prohibited by local law. Any events that attract bets, such as races or gladiatorial fights (q.v.), typically have their entourage of bookmakers to cater to whatever proportion of the spectators are interested in wagering on them.

The activities of gambling dens are often not explicitly restricted by law, and in some instances may even be promoted by the government to raise revenue or to support some side benefit (e.g., improving the breeding of horses as a result of racing). The large profits possible from rigged games or contests, however, almost inevitably attract the attention of organized criminals.

Gambling appeals to many sorts of people — whether because of the excitement of the game itself, the competitive urge to defeat a rival, greed for gain, or some other motivation — and a wide variety of fantasy races and communities might thus have gambling dens. Even a small rural village might have a gaming house, racecourse, or cock-pit, in which case most of the local notables and officials likely are regular patrons. Cities generally house numerous establishments of this sort, typically of different recognized kinds that each cater to a particular class or racial group (e.g., aristocrats, tourists, the middle class, the poor). These typically vary greatly in their social acceptance — and subsequent susceptibility to raids by the law — and favor a single game or restricted range of events corresponding to the available income, morals, and preferences of their typical visitors.

Places where the reach of the law remains loose or

ambiguous favor the spread of gambling establishments, whether the poorer and rougher quarters of cities favored by immigrants; frontier regions where government is still in a state of development; or enclaves and small dependent nations which, due to historical peculiarities, combine both variant codes of law and a pressing need for extra income. Proprietors with significant funds might also create gambling dens that reside beyond easy reach of legal authority (e.g., large ships anchored offshore), or even a far-distant place connected by some magical means of transportation or communication that is nonetheless convenient enough for patrons to visit or for them to place bets and collect their winnings.

Gambling dens are often plain, nondescript structures of the sorts described under "Buildings" in *City Builder Chapter 1: Communities*, although some might have been built as taverns, halls, or for some other large-scale use (e.g., palaces). Their proprietors tend to transform the appearance of such places using decor that can be applied quickly for great visual effect, such as brightly painted or illuminated pieces (e.g., large but flimsily-built figurines or models of a fanciful or garish nature), mirrors, gilt, crystal, and fine furniture of polished wood and velvet plush. Various devices are typically used to record and possibly display odds offered and bets made, such as chips, tickets, marked tables, or chalkboards. The clatter of dice and chips, calls of obscure gaming terms, and the clamor and shouts of excited patrons also generally fills such establishments and contributes to their unique ambience.

In addition to places always used for gambling, promoters might arrange one-off games of higher stakes and prestige in their homes or other locations, and play-

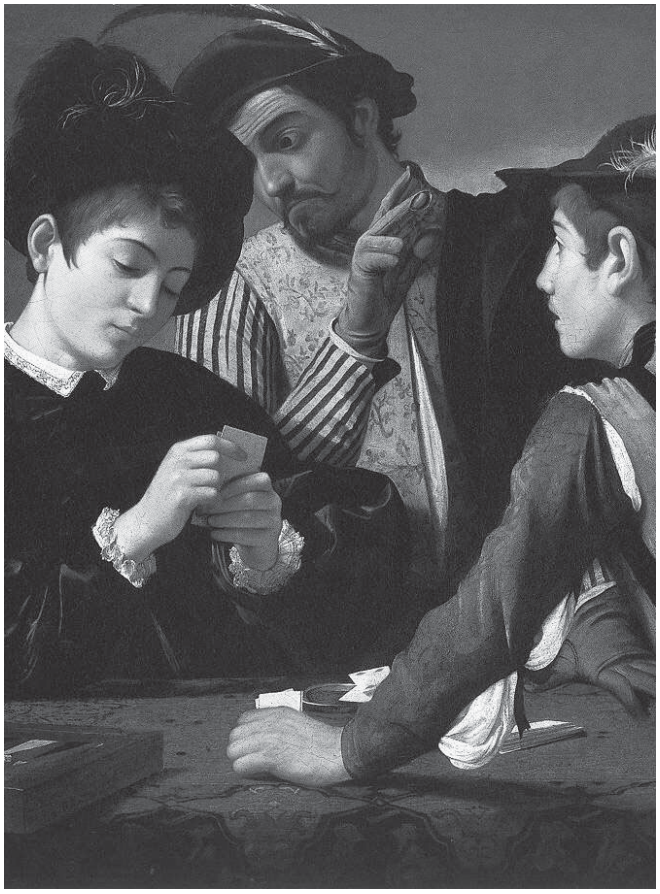


Cheater with the Ace of Diamonds, by Georges de La Tour (1620-1640)

ers and small operators might set up games anywhere, from the streets to wherever they are required to wait around for some unrelated purpose (e.g., while on transport ships, in barracks).

Gambling in the street, however, often suffers from even greater-than-usual legal restrictions, as the authorities often regard it as an especially disruptive and disreputable form of this activity (or because the players of such games are poor, lack influence, and thus make convenient scapegoats for a display of moral indignation). Such games, particularly those played in an ostentatious fashion by strangers, are also sometimes used as ploys to set up passersby to be defrauded or even mugged.

Personnel directly involved in running a gambling den include dealers (who pass out cards, tiles, or dice, or otherwise operate the devices central to the games and announce their results), croupiers (who handle money and take note of or record bets), runners (who take bets and cash from players at their homes or workplaces to a centrally operated game location), security monitors (who watch the progress of games for cheating and other trouble), floor bosses (who intervene and make rulings in case of disputes), guards, and purveyors of the casino's food, beverages, and associated services (e.g., bartenders and waitresses).



The Cardsharps, Caravaggio (c. 1596)

Players themselves are also often essential and willing participants in the gambling den's activities and often take an active role in the conduct of the various games. Possibilities include casting dice, dealing cards, or even buying the position of the bank for a short period — thus enjoying the benefit of the house edge on the game — and such players may be rewarded as high rollers or VIPs with access to exclusive high-stakes tables in separate areas, generous credit, and complimentary gifts of every kind. Most of these individuals are known for a flashy, ostentatious mode of dress that combines the styles typical of high society with a plethora of decorative flourishes and jewelry.

Owners and leading operators of gambling dens often enjoy a high profile — at least within the social circles frequented by rakes, tearaways, and criminals — as flamboyant individuals who handle particularly large sums of cash, who are, by the same token, forceful and proficient enough in violence to keep their wealth from those inclined to seize it.

The need to ensure secure transportation and storage of large amounts of cash winnings makes gambling dens some of the most strongly guarded operations in the criminal world, employing vaults, guards, and security procedures equaling or surpassing the measures used by mercantile places like banks. Tokens such as chips and winning tickets themselves have considerable value, so that gambling dens need strict procedures to control theft of players' items or corruption of low-level employees. Besides robbery and disturbances by unruly patrons, gambling dens face the unique challenge of preventing players from either cheating or winning more consistently than the house anticipates, which they meet by a system of close surveillance backed up by floor bosses and security guards near at hand — belying their often decorative costume and jovially helpful manners — to halt games, void bets, and eject, take into custody, maim, or kill troublemaking or suspicious individuals as the situation calls for and allows.

Collecting debts from people who have lost more

than they can afford to is often a priority for the proprietors of gambling dens — and, even in cases when gambling itself is legal, such collection activities might be where the activities of such places cross into criminality.

Adventure Hooks

* Player characters who believe themselves to have some skill in gambling — or a foolproof means of cheating — might be interested in joining a high-stakes game or taking a lucrative bet. The group might role-play the incidents of finding and gaining a place in the game; playing through to its conclusion and either winning or losing, and safely collecting their winnings or avoiding the severe consequences of owing losses that they might be unable to cover.

* A fugitive known for his love of gambling, who the party would very much like to locate (whether to arrest him, protect him from his enemies, or question him about some incident of which he has unique knowledge) might risk playing in public at his favorite gambling den. If the characters can learn these facts, they have the opportunity to find their fugitive there — although they may find it difficult to reach or seize their target in a crowd of people more likely to sympathize with and support their fellow player than a group of outsiders.

Pit-Fighting Ring

Pit-fighting rings are underworld places used for all sorts of blood sports, including bare-knuckle fisticuffs, no-holds-barred fights, gladiatorial combats, bear-baiting matches, dogfights, cockfights, and the like. Specific events held at any particular pit-fighting arena will vary from culture-to-culture and be influenced by local tastes and conditions, but the one thing they have in common is that grievous injuries and deaths tend to be typical. Places of this sort appear in a wide variety of books, games, and other media, including the films *Brotherhood of the Wolf*, *Escape from New York*, *Mad Max: Beyond Thunderdome*, and *Unleashed*.

The extent to which pit fights are legal or accepted varies from culture-to-culture and might be dependent on the relative brutality of the events and the level of compassion or enlightenment in the society overall. In



cultures where violence is commonplace — especially those dominated by brutish humanoids like Orcs, Goblinoids, and Gnolls — places of this sort likely will be popular as well. Even in those societies where violence is widely considered reprehensible and blood sports are illegal, however, secretive pit-fighting venues of some sort are likely to exist. Demihumans whose societies traditionally abhor or avoid gratuitous violence, such as Halflings and Gnomes, however, tend to be much less inclined than Humans to be interested in such places.

Pit-fighting rings tend to be considerably smaller and much less elaborate than major public venues where similar but larger events are held, such as coliseums. And, while many such places do indeed consist of a pit inside of which combatants fight and around which spectators view them, any number of alternate forms are also possible. These might include an above-ground area surrounded by a trench, fence, hedge of spears or

other means of preventing combatants from leaving, or even structures like large cages. Almost any area, in fact, in which combatants can be confined and yet still be visible to spectators, is suitable.

Other features of a pit-fighting venue might include a staging area where fighters can await their turn in the ring, rudimentary training or practice facilities, and perhaps areas for confining prisoners, animals, or monsters that are to be forced to fight. Such places will also likely include places for spectators to stand or sit around the fighting area. In some cases, there might also be a place nearby for dumping bodies of slain people or animals or some other means for disposing of them.

Pit-fighting arenas that meet these basic requirements might be located either indoors or outdoors and be either permanent in nature or ad hoc (which can allow them to be easily abandoned if a shift of venue is precipitated by a raid from the local authorities or a similar event). Because such places are often illegal, or at least undesirable in many of the communities in which they are located, they are often hidden or situated in isolated areas.

Pit-fighting rings could have several different sorts of proprietors, including anyone from underworld impresarios and promoters who organize covert matches to feudal lords whose domains fall outside the prevailing laws of the overall campaign setting. Such places might also be affiliated with various other sorts of establishments, including taverns and training halls.

Other personnel present at pit-fighting arenas might include bouncers, thugs, or other sorts of muscle, to keep fighters and spectators alike in line and to collect entry fees if these are being charged; bookmakers and their assistants to take, hold, and pay out bets and perhaps post odds or results on a board or some other obvious place; and possibly vendors of various sorts selling food, beverages, or other amenities.

Adventure Hooks

* Characters traveling through a particular area might fall prey to press gangs or other agents of a pit-fighting establishment and be forced to fight various people or monsters for the entertainment of the local inhabitants. Likewise, a party might discover that one or more of their associated animals, possibly even companions or familiars, has been stolen for purposes of being used as a combatant in a pit fight.

* Characters investigating the disappearance of one or more warriors in a port area who were newly arrived or indigent might find evidence of high-stakes pit-fighting meets held within the hold of a large ship. Before the players can infiltrate one of these fights, however, they must somehow find out the ship's movements and when the organizers will stage the next event.

* Down-on-their-luck or tough but inexperienced characters might decide that the way to earn some cash and experience is by participating in unregulated and increasingly dangerous pit-fighting spectacles.

Thieves' Guild

Thieves' guilds are organizations that control and monitor various sorts of illegal activity. Such organizations might be true guilds that regulate the activities of dues-paying members and provide them with training and other services in return; convocations of leaders from competing organized crime families that meet periodically in order to keep peace between their various factions; or simply powerful gangs that force lesser criminals to pay a portion of their revenues to avoid violent reprisals. Only rarely, of course — and only then in a society where the guild has an unusually well-accepted role — will a thieves' guild likely be referred to overtly as such.

Real-world examples of thieves' guilds include, to some extent, American organized crime families, Japanese Yakuza clans, and the criminal collegia of the Aventine district of Rome. Some of the most vivid depictions of actual or *de facto* thieves' guilds from fiction include those from the various fantasy novels of Fritz Leiber set in the city of Lankhmar, in the "Gord the Rogue" novels of Gary Gygax, and in the "Godfather" series of novels and films.

While the law-abiding citizens of a traditional medieval, ancient, or fantasy environment tend to look askance at thieves' guilds, they are also often seen as moderating influences that can at least keep crime orderly, reduce the violence associated with it, and perhaps even discourage certain types of especially distasteful crime from being practiced. Criminal activities that such institutions might control — whether through direct management or by enforcing their rule over independent operators — include pick-pocketing, robbery, burglary, extortion, gambling, prostitution, and

Thieves' Guild, Geoff Weber (2008)

murder-for-hire.

Many communities of town size or larger will have an organization of this sort in place, and large urban areas might have separate chapters for different neighborhoods or types of activity. Rural and village areas are more likely to have looser sorts of organizations, with local crime being dominated by bandit gangs or families with a criminal bent.

Many thieves' guilds have legitimate fronts that simply look like various sorts of businesses, including guilds of normal trades. The guild is almost always careful to closely guard secrets such as where and when its leaders meet and where it hides its wealth (and guilds that are threatened by an effective system of criminal investigation might not maintain any specific areas for the guild's activities at all). Even those with legitimate fronts, however, are likely to have progressively well-hidden areas with locations known to commensurately fewer and more senior guild members.



Sorts of furnishings in thieves' guilds are likely to be commensurate with the functions of the areas they are in. Those in more-or-less permanent hidden areas are, however, more likely than usual to be garish, vulgar, or stolen and otherwise to reflect the attitudes and ethos of their denizens.

The provisos given here aside, the facilities of a thieves' guild are likely to serve some of the same functions as at any other guildhouses (as described in *City Builder Chapter 4: Professional Places*).

Security measures in a thieves' guild site are likely to be stringent and include such things as hidden passageways and chambers, magical and mechanical traps of all sorts, murder holes and other places from which defenders can sneak-attack intruders, and possibly monsters like guard dogs or poisonous vermin.

The master of a thieves' guild might be a veteran burglar or other kind of specialist criminal, a beggar or other type of rogue affiliated with the local criminal underworld, an experienced assassin or other sort of enforcer, or a prominent and trusted member of society (e.g., a nobleman).

Adventure Hooks

* A power struggle within the local thieves' guild erupts in a widespread wave of violence that includes brawls, street fights, and assassinations. Player character members of the guild must try to survive the chaos, and perhaps even thrive in it, whether it is through making risky strategic decisions, trying to remain neutral, choosing sides, or just escaping.

* Organized thieves and criminals have at least a practical interest — and may even be motivated by a strong sense of local patriotism — to help to defend their cities or nations against outside forces that threaten their peace and prosperity. Such situations could affect characters who are guild members or those interested in enlisting the specialized resources of a guild in a covert struggle against a tyrant, invading foreign enemy, or secret plot.

* Betrayed by their own guild, a party of characters must launch an assault on a guild house and permanently put out of business those who have crossed them (whether as a matter of survival, professional pride, or both).

Sidebar: Assassins' and Beggars' Guilds

Underworld elements other than thieves may find it necessary or expedient to organize themselves into guild-like bodies that are either independent of or subordinate to Thieves' Guilds. Assassin and beggars are among the types that might do so.

The sinister individuals in any community inclined toward murdering their fellow citizens might do so for any number of reasons, such as serving the needs of a secret cult or politically subversive organization or fulfilling some twisted personal need. There are yet others, however, who kill primarily for purposes of financial gain, and it is such people who are the members of any sort of Assassins' Guild or sub-guild of killers within a Thieves' Guild that exists.

Where the operations of assassins in a game setting are more-or-less commercial, they will likely follow the wishes of their clients for either a gruesome and spectacularly public killing (e.g., to intimidate or panic surviving citizens) or a secret murder that might appear to be an accident or unexplained disappearance.

Whatever their organizational structure, such organizations are often more secretive than Thieves' Guilds, in that murder-for-hire is generally considered much more serious than crimes like theft. Such groups might also variously make their services exclusively available to one social class or power group, or for anyone — including otherwise respectable private individuals — who pays their fee.

A defacto or actual Assassins' Guild might perform any of several functions. These might include acting as a broker for accepting and allocating contracts to its operatives, which the guild prefers not to have any direct contact with clients so as to decrease the likelihood of a successful investigation and arrest of either party; serving as an underground market for specialized weapons, poisons, disguises, and other equipment; and providing support for the conduct of legwork like background research and surveillance on targets, for which it may even maintain archives, paid experts, or informants of its own.

Beggars and other homeless individuals often seem isolated, bereft of support from society, and forced to survive entirely through their own efforts (and certainly such an impression contributes to sympathy rather than suspicion from the authorities and general population). Their existence, however, may in fact require at least a rudimentary system for regulating such basic social functions as defining locations where each has the right to beg, sleep, and conduct other activities; discouraging random theft and violence among them; warning of danger; and communicating the understood rules and amenities of their milieu to new arrivals. Such organization may sometimes rise to the level of what might be called a Beggars' Guild.

Factors that lead people to become bums, beggars, hobos, homeless, and the like often prevent them from organizing effectively, of course, but this has been known to happen even in the real world and such groups might certainly be even more prevalent in the game world. Whatever control of a community's beggars exists might be a function subsumed by the Thieves' Guild, a distinct sub-organization of it, or a separate power group altogether.

Because the Thieves' Guild often sees an interest in pressing beggars into service to support its activities — as lookouts, spies, pickpockets, or the cheapest and most expendable of hired attackers, for example — such individuals may support a guild of their own simply to negotiate from a position of some respect and avoid the worst effects of such exploitation.

In addition to having their own variant cants or secret languages, even semi-organized transient beggars might also be inclined to leave markings in the areas through which they pass in order to convey information to others (e.g., indicating that water from a particular stream is either good or bad, that the occupant of a particular home should be avoided).

The leader of organized beggars within a particular area might have the mocking title of Beggar King or something similarly noble or official sounding. This individual of long experience has an extensive knowledge of the community and all that goes on in it, often combined with a particularly callous and brutal penchant for roughing up or killing beggars who flout his dictates.



Appendix I: Guilds

Many sorts of guilds can be found in the towns and cities of the game world. A small town with an economy based on a single craft or commodity might have but one guild, while a large city might be ruled by a council consisting of the masters of scores of craft, trade, and professional guilds.

The primary purpose of guilds is to foster a stable business environment, thereby furthering the economic interests of their members. Guilds also provide a powerful and united political voice for the guildmembers; in some towns only guildmembers may vote, while in others they are merely a strong voting bloc. Some important guilds are actually organized on a regional basis, with the guildmasters of various towns and cities meeting as a grand council to establish broader rules and regulations.

In a traditional fantasy milieu, guilds tend to be either greater (professional) guilds or minor (craft) guilds. Greater guilds are typically made up of the wealthiest and most powerful professionals and scholars. Minor guilds are generally made up of skilled craftsmen, tradesmen, and entertainers.

Guild Organization

In areas where guilds exist, membership is usually mandatory for anyone who wants to earn a living practicing a craft, trade, or other vocation. Advancement in a guild tends to be based on a number of factors, including a prerequisite period of time at each stage of advancement, demonstrated ability (as defined by class level and creation of a masterwork item or completion of some commensurate test), and payment of a fee.

Guilds have a hierarchical organization. Greatly overworked and largely unpaid apprentices form the base of the pyramid. After a number of years of hard work (e.g., seven), study, and summary beatings, apprenticeship ends and the newly-graduated journeyman is free to pursue his trade, typically through employment at a shop or factory. Once the journeyman is skilled enough to create a masterwork item (or similar accomplishment), he achieves the rank of master. For some, this happens at the same time they have accumulated sufficient capital to start their own businesses, but many journeymen are successful independent businessmen for years before they become acknowledged as masters.

Time required to complete this process varies from craft to craft, and in areas where there are already many masters, journeymen may have to wait until the Guild determines there is a vacancy.

In smaller towns, the guild's masters meet periodically as a council of masters, or guild council, to decide trade matters, issue decrees related to their professions, plan social events, and, when necessary, elect a guildmaster to lead them. In larger towns, these masters elect syndics to a great council, which is typically made up of the seven most experienced masters. Just as the collective masters do in smaller towns, this great council chooses the figurehead and leader of the guild—the guildmaster. Typically the wealthiest and most experienced member of the guild, the guildmaster is normally elected for a specific term (e.g., one year, 10 years). A guildmaster has the power to veto any actions of the great council or guild council and may issue decrees that can remain in force for up to a month.

When a specific guild is organized nationally or regionally, guildmasters from each of the area's communities typically meet annually as a grand council in the largest city. This grand council elects a grandmaster when necessary (typically for life), negotiates privilege and policy with the leadership of various countries and provinces, and establishes broad decrees for the guild as a whole. A grandmaster can no longer serve as a guildmaster, but members of a grand council may practice their vocations without geographical restrictions, as they are considered members of every branch of the guild.

A council of masters is 25% likely to be organized with a leadership council of master syndics (e.g., six or seven of them). This great council elects a guildmaster, typically for an extended period (e.g., 10 years). Depending on the influence of the guilds, guildmasters may organize locally into a weak guild board or a strong master's council composed of all the local guildmasters. Guildmasters of a particular guild generally organize regionally into a grand council of guildmasters for that guild and elect a grandmaster-for-life.

Random Guild Generation

Work through the following tables to randomly determine local guilds. After determining the sort of community in question, roll on Table I: Guild Presence, using the modifiers that follow. Then, roll on the appropriate table to determine guild structure.

If a community has standard guild structure, determine the number of individual guilds within it (one of which will always be a Blacksmiths Guild) by rolling 1d4-1 for thorps, 1d4-2 for hamlets, 1d4-3 for villages,

1d4 for small towns, 1d4+3 for large towns, 2d4+6 for small cities, 3d4+9 for large cities, and 4d4+12 for metropolises (all of which are described in greater detail in *City Builder Chapter 1: Communities*).

Only craftsmen, tradesmen, entertainers, or professionals for whom a guild has been established (or one that is closely related) will be guildmembers; others will operate independently. Roll on Table II: Common Guilds (and then on Table III: Rare Guilds, if necessary) for each guild, re-rolling duplicate results, or choose guilds as appropriate (e.g., a port is more likely to have a Shipbuilders Guild than a Smelters Guild).

Then, roll on either Table IV: Single Guild Structure Table V: Dual Guild Structure for each guild to determine its organization.

Finally, roll on Table VI: Local Guild Organization to determine how the various guilds co-exist.

Table I: Guild Presence

d100	Guild Structure
0-10	No guild structure
11-30	Single guild structure (go to Table IV)
31-50	Dual guild structure (go to Table V)
51-100	Standard guild structure (see text and go to Tables II, III, IV, and VI)
–70	Thorp
–60	Hamlet
–50	Village
+/–0	Small town
+30	Large town
+40	Small city
+50	Large city, metropolis

Table II: Common Guilds

d100	Guild
1-3	Animal Trainers (M)
4-5	Armorers (M)
6-8	Bakers (M)
9	Bards and Entertainers (M)
10	Barristers (G)
11-12	Beggars (M)
13-16	Blacksmiths (M)
17-18	Brewers and Vintners (M)
19-21	Brickmakers (M)
22-24	Butchers (M)
25-26	Carpenters (M)
27-29	Chefs (M)
30-32	Cobblers (M)
33-34	Courtesans (M)
35-36	Dyers and Tanners (M)
37	Exterminators (M)
38	Foresters (M)
39-40	Glassblowers (M)
41	Goldsmiths (M)
42-44	Grocers (M)
45	Guides (M)
46-47	Innkeepers and Taverners (M)
48-50	Stonemasons (M)
51	Mechanic-Artificers (G)
52-54	Mercenaries and Guardians (G)
55-56	Merchants and Traders (G)
57-59	Millers (M)
60	Miners (M)
61-62	Moneylenders (M)
63-65	Ostlers (M)
66	Paper Makers and Ink Makers (M)
67-68	Peddlers (M)
69	Physicians (G)
70-72	Potters (M)
73	Ropemakers (M)
74	Sailmaker (M) (re-roll if not a coastal area)
75-77	Sailors (M) (re-roll if not a coastal area)
78	Scribes (M)
79-81	Servants (M)
82	Shipbuilders (M) (re-roll if not a coastal area)
83	Shipwrights (G) (re-roll if not a coastal area)
84-86	Tailors and Weavers (M)
87-89	Teamsters (M)
90-91	Thieves (G) (90% likely to be a secret Guild)
92	Undertakers (M)
93	Weaponmakers (M)
94-100	Roll on Table III: Rare Guilds
–5	Large Town (or smaller)
	(M) = Minor Guild (G) = Greater Guild

Appendix II: Guilds

Table III: Rare Guilds

d100	Guild
1-5	Alchemists (G)
6-10	Apothecaries (G)
11-13	Archaeologists (G)
14-16	Astrologers (G)
17-18	Astronomers (G)
19-24	Bankers (G)
25-27	Cartographers (G)
28-34	Engineer-Architects (G)
35-36	Executioners (M)
37-38	Herbalists (G)
39-40	Historians (G)
41-42	Interpreters (G)
43-45	Investigators (G)
46-50	Jewelers and Gemcutters (M)
51-55	Navigators (G) (re-roll if not in a coastal area)
56-59	Perfumers (M)
60-68	Sages (G)
69-70	Sappers (M)
71-72	Smelters and Metallurgists (M)
73-76	Slavers (M)
77-78	Spicemakers (M)
79-83	Stewards (M)
83-90	Taxidermists (M)
91-100	Wizardry and Arcane Secrets (G)

(M) = Minor guild (G) = Greater guild

Table IV: Single Guild Structure

There is but a single all-inclusive guild for all craftsmen and professionals, and all such characters must be members of it. Roll on the following table to determine structure.

d100	Structure
0-25	No ruling structure
26-50	Guildmaster elected by all guildmembers
51-75	Council of masters elect guildmaster
76-100	Council of masters rule by majority

A council of masters is 25% likely to have a great or leadership council of elected syndics (e.g., seven) who themselves elect the guildmaster.

Table V: Dual Guild Structure

There are two guilds — one a minor (craft) guild and the other a greater (professional) guild — and all craftsmen and professionals must be members of one of them. Roll on the following table to determine their structure.

d100	Structure
0-10	No ruling structure
11-40	Both guilds share power equally in a joint council of masters and elect one guildmaster
41-50	Minor guild holds majority of council seats and elects one guildmaster
51-100	Greater guild holds majority of council seats and elects one guildmaster

A council of masters is 25% likely to have a great or leadership council of syndics (e.g., seven) who themselves elect the guildmaster.

Table VI: Local Guild Organization

Roll on this chart to determine how various guilds with standard guild structure within a particular area are organized. Add +20 to the results of this percentile roll if there are more than five guilds in the community.

d100	Guild
1-25	Independent guilds, no overall structure
26-50	Guilds loosely confederated as a guild board of all masters (25%) or syndics (75%)
51-100	Guilds organized into a master's council of all guildmasters



Common Guild Regulations

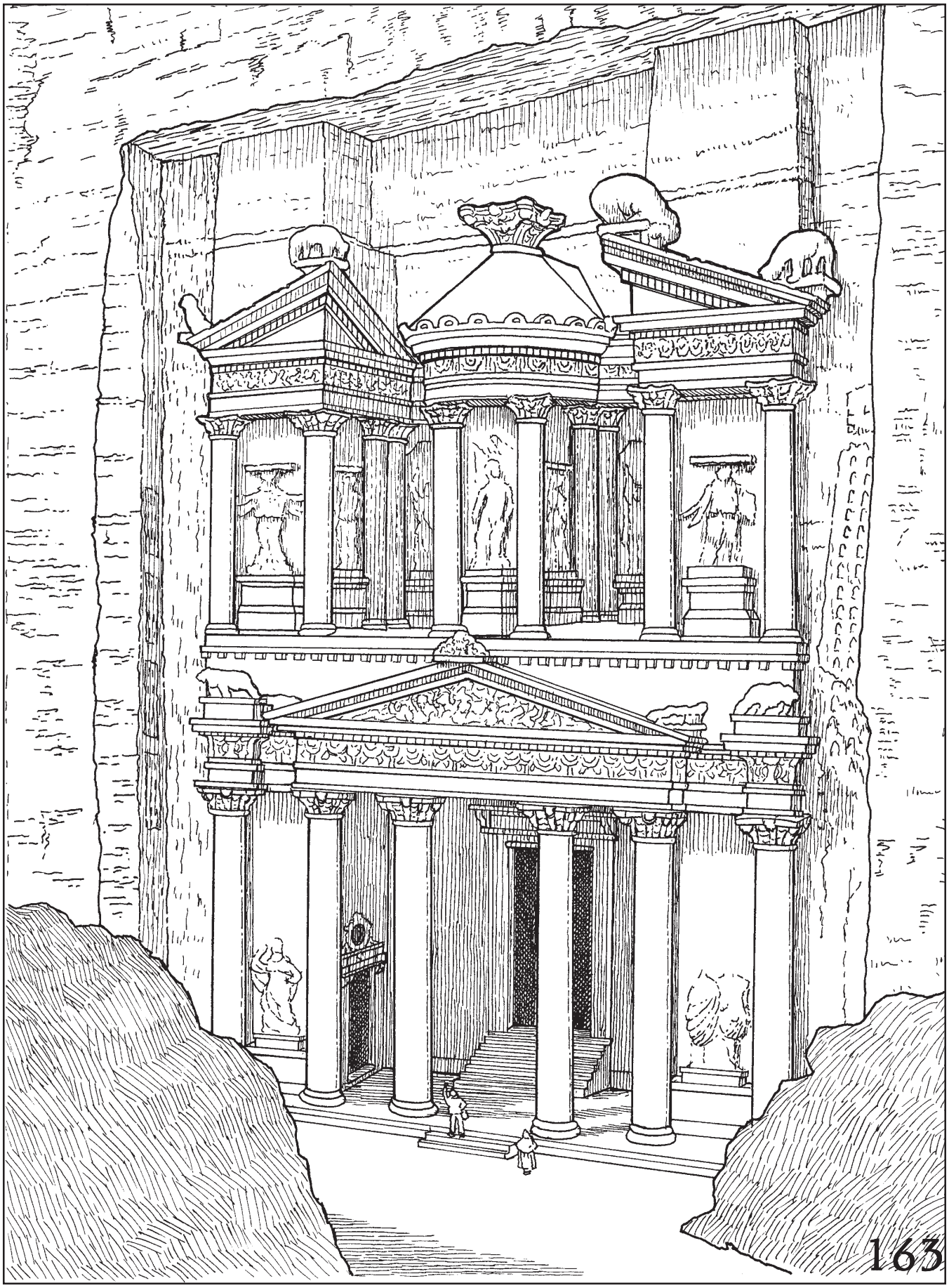
Guilds regulate the business and social activities of their members. Specific rules vary, but typically include:

- No artisan may work within the town's sphere of influence unless he or she is a Guildmember (associate memberships are sometimes available to traveling artisans).
- New methods and techniques must be approved by the Guild Council before they may be implemented and must then be shared among all the Masters.
- No Guildmember may advertise his or her services in a competitive manner.
- Specific guidelines governing the quality of goods and services must be followed.
- Specific guidelines governing the acceptable ranges of the price of goods and services must be followed.
- Masters may not take their own children as Apprentices.
- Masters must tithe 10% of their earnings to the Guild. These funds are managed by either the Guildmaster (25%) or the Great Council (75%). If a Grand Council exists, 10% of each local Guild's tithe is donated to the Grandmaster (25%) or the Grand Council (75%).

Guilds are headquartered in Guildhouses. These vary in size and grandeur but typically include a meeting area, administrative offices, lodgings, a tavern, a library, and a workshop. The workshop may be used for a small fee, plus expenses. It may not be used more than one week out of a month by any given individual. Members of a Guild may lodge and dine in the Guildhouse for a nominal fee, typically half that charged at a local inn. Traveling Guildmembers may use the Guildhouses of the same or closely related Guild. They may not, however, practice their trade unless they acquire an associate Journeyman membership. In very small towns, multiple Guilds may share a single house. Each specific Guild may have from 0-5 (1d6–1) additional regulations, as indicated on Table VII: Specific Guild Regulations.

Table VII: Specific Guild Regulations

d100	Regulation
0-5	No competing goods related to that Guild may be imported into the Guild's sphere of influence.
6-10	Guildmembers must own weapons and armor and serve in a local militia (80%) or are prohibited to own such items (20%).
11-15	Guildmembers may only work between sunrise and sunset.
16-20	Only family members of Guildmembers may join the Guild.
21-25	Family of Guildmembers may not join the Guild.
26-35	Masters may only have at any given time one Apprentice (50%) or up to 1d6+1 Apprentices (50%).
36-40	Apprentices must serve at least 1d6+1 years, regardless of other qualifications.
41-45	Apprentices must complete a master work item to advance to Journeyman.
46-50	Journeymen must complete 1d4+1 masterwork items instead of just one to advance to Master level.
51-60	Guildmembers must wear a certain style of clothing at all times.
61-75	Guildmembers are subject to frequent onerous social events and charitable duties.
76-80	Masters may only hire Guildmembers (Apprentices or Journeymen). Unskilled laborers may not be hired.
81-85	All Journeymen are guaranteed employment 1d6 days per week. Journeymen without work are randomly assigned to masters whether needed or not.
86-90	Guild denies membership to a specific race or nationality. Roll d8 to determine on the subtable below. If a specific non-Human race is precluded in a Guild of the same race, substitute Humans instead. 1: Demi-Humans (e.g., Gnomes, Elves, Dwarves); 2: Dwarves; 3: Elves; 4: Humanoids; 5: Specific or foreign Human nationality or culture (e.g., Germans); 6: Halflings; 7: Gnomes; 8: Mixed Race Individuals (e.g., Half-Elves, Half-Orcs).
91-95	Guild requires adherence to a specific alignment, religion, or diety.
96-98	Guild operates a school or academy for the children of its members.
99-100	GM's choice or imagination.





Appendix II: Inn and Tavern Generation

This section provides a series of random generators that may be used separately, or in sequence, to determine the kinds of inns and taverns found in a particular community, whether individually or overall, and can be used to quickly determine their general characteristics.

Part 1: Number of Inns and Taverns Per 1,000 Inhabitants

First generate from Table 1-A the number of inns, taverns, and other establishments in the community that cater to travelers, then add from Table 1-B the number of taverns that serve mainly local customers. This gives a total number of hospitality establishments, for which specific types can be generated from Table 2 or 3 (assuming that inns, taverns, hostels, and so on, actually overlap in function to a large degree after being more fully defined).

The status of trade and travel may be obvious from the game master's notes, or otherwise can be randomized on the third or fourth column of Table 1-A by rolling a d8 and adding applicable modifiers as follows:

Stagnant: The area has no regular contact with the outside world. The inhabitants subsist only on what is produced in the area. Any tools or ornaments that are not locally made are decades or generations old.

Isolated: The community sees traders, outside governmental officials, and occasional passers-by as much as one to three times per season on average.

Provincial: The area sees a fair number of out-of-

Table 1-A: Inns by Trade and Travel	**Number of Inns and Taverns per 1,000 Inhabitants**	**Random Trade/Travel (Medieval) (d8)**	**Random Trade/Travel (Ancient/Renaissance) (d8)**
Stagnant	d3–1	1	1
Isolated (Typical thorp or hamlet)	d4	2–3	2
Provincial (typical village)	2d4	4	3
Healthy (Typical town)	4d4	5–6	4–5
Flourishing	7d4	7–8	6–8
Each adjacent nation of Humans, Elves, Dwarves, Gnomes, or Halflings (unless at war with them)	—	+1	
Royal road, minor river, mountain pass, or lake	—	+1	
Major river, seaport, or royal capital	—	+2	
Mines, middle to high noble, famous industry, fortress	—	+1	
Natural hazard	—	–2	
Monster infestation	—	–1	
Each adjacent nation of Orcs, Goblinoids, or Giants (unless allied)	—	–1	

town merchants and other visitors each month, especially in certain seasons, though it still struggles to draw the committed interest of city-folk.

Healthy: The community's markets thrive, with buyers and sellers from many nearby regions seeking different goods and services.

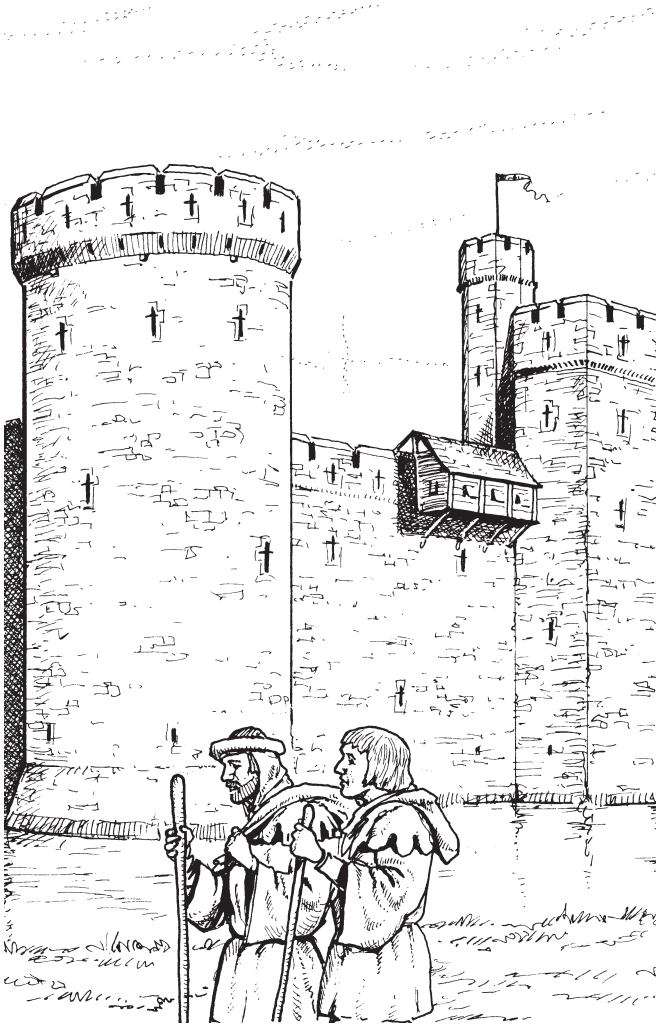
Flourishing: The place is a center of trade, with constantly arriving traders and transients from other cities and lands.

Add a number of taverns patronized by locals from Table 1-B, depending on the game master's understanding of the local drinking customs or by random generation from the third column. The local equivalent of a tavern need not serve alcoholic drinks, and any beverage or stimulant enjoyed socially at the place where it is sold — such as tea, coffee, tobacco, or betel nut — can generate establishments comparable to taverns. If providers of more than one stimulant are popular in local custom (e.g., coffee houses) a GM might add an additional 50% of the number of local taverns to the grand total of drinking establishments, then after determining the nature of each tavern in Table 2, roll an additional die at a percentage the GM chooses (anywhere from 50%/50% to 80%/20% chance) to decide what beverage the place prefers to serve.

Paranoid: The inhabitants actively dislike associating with each other and have few traditions of social gatherings. Any taverns that exist in such a place cater only to travelers, troublemakers, and those who are forced by circumstances to take a meal outside of their homes.

Abstemious: Due to a strictly enforced religious decree or civil ordinance, public serving of drinks is prohibited and locals visit taverns for meals only. Note that rules that are unpopular and widely flouted have no such influence on the number of taverns, though they may alter the procedures of each place and the ease with which a stranger might find such an establishment.

Sociable: In the typical community, local inhabitants like to gather in their free time to share a beverage and discuss their daily lives and the state of the world, supporting many local taverns.



Dissolute: Members of the local population have much to forget and give over as much of their free time as possible to drinking.

Table 1-B: Taverns by Social Habit	Number of Taverns Per 1,000 Inhabitants	Random Social Habit (d8)
Paranoid	1	—
Abstemious	5	1–2
Sociable	10	3–6
Dissolute	20	7–8

Appendix II: Inn and Tavern Generation

Part 2: Type and Patronage of Inns and Taverns

Most purposes for which player characters might visit an inn or tavern depend largely for their results on the kinds of people who patronize the place and the range of services provided there.

Table 2 can be used to provide a brief description for a number of inns or taverns in a community (in the fairly common event that players call for a list of places to visit) or for a single establishment that the characters visit, at random or from lack of choice. Table 2 assumes that player characters can choose to visit either a cheap-seeming establishment or one that looks more expensive, though the reality might be otherwise. To generate a comprehensive list, assume that 70% of the inns and taverns in a community are of the cheap sort.

After generating the type of establishment, the GM may roll for a *special purpose* to decide whether the inn, tavern, etc., caters to a particular occupation, ethnicity, or other subgroup of the class of people listed, or offers a special type of accommodation and service (for example, a sanatorium for those of the social class indicated who have a particular disease).



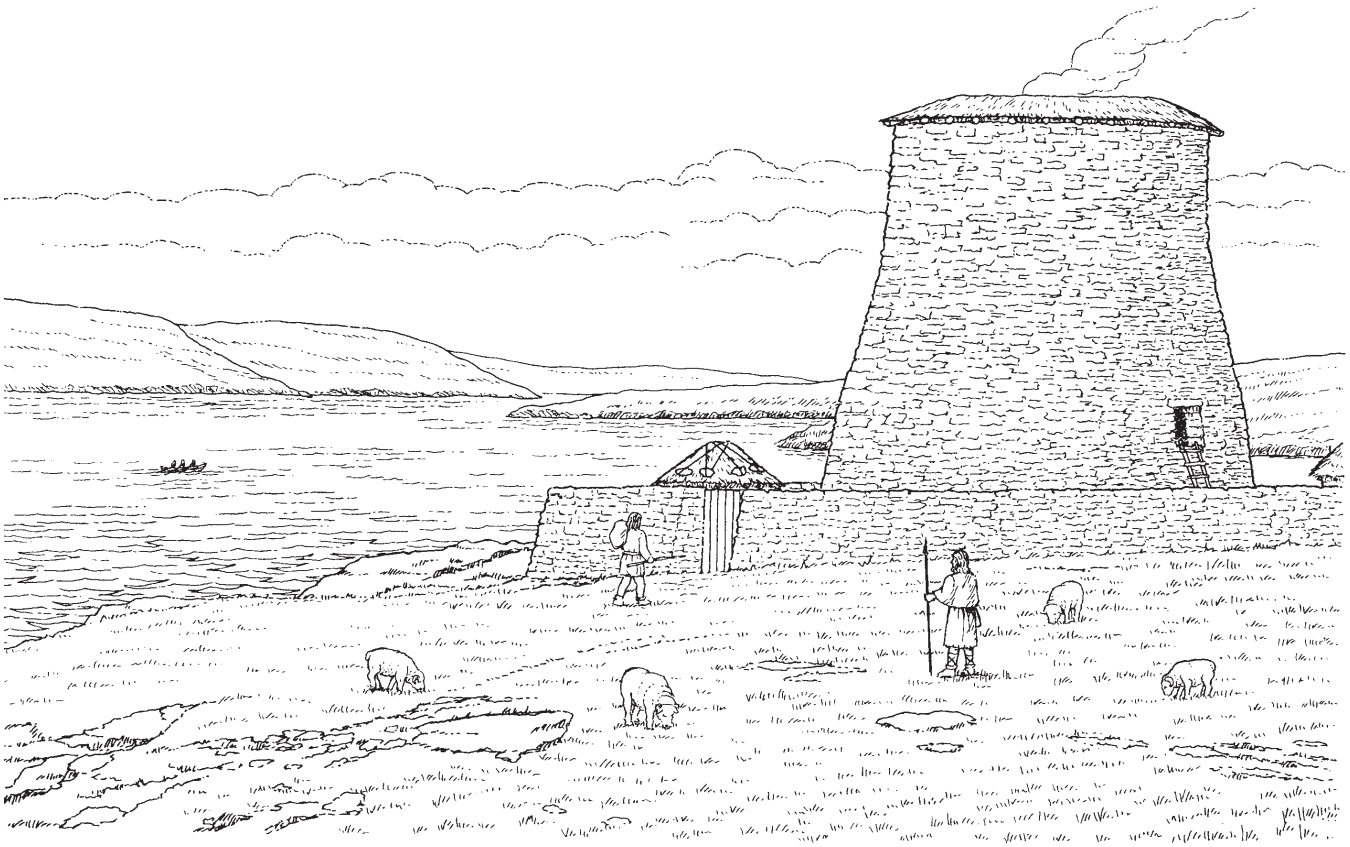
Table 2: Random Inns and Taverns	Random Inn or Tavern Type (Cheap) (d20)	Random Inn or Tavern Type (Expensive) (d20)	Chance of Slovenliness, Horse Thievery, or Dishonest Bill
Criminals' dive	1–2	—	30%
Laborers' tavern	3–6	—	15%
Laborers' hostel	7	—	20%
Artisans' tavern	8–10	—	15%
Artisans' hostel	11–12	—	15%
Merchants' inn	13–14	1–2	10%
Merchants' tavern	15	3	10%
Nobles' inn	—	4–5	5%
Nobles' club	—	6	5%
Tourists' inn	—	7–12	15%
Rakes' club	—	13–15	5%
Students' or apprentices' tavern	16–17	16–17	15%
Laborers' brothel	18–19	—	30%
Expensive brothel	20	18–20	30%
Special purpose	20%	20%	–5%

Part 3:
Hospitality in Barbarian Lands

In countries where currency or the concept of private commerce are recent innovations — or, indeed, considered foreign peculiarities — the necessary functions of sheltering travelers and providing communal feasting and drinking devolve, by habit and eventually by recognized custom, to those householders who have the room and means to accommodate guests.

As each local notable entertains those who he knows well and finds to be pleasant company, the guesting-houses in a settlement each build up a regular attendance and reputation with certain groups of people, not unlike the customary patrons of taverns and in comparable numbers of establishments.

Table 3: Barbarian Guesthouse Type	Random Guesthouse Type (d20)	Chance of Violence or Dishonesty
Outlaws	1–2	40%
Small farmers	3–7	25%
Artisans/tradesmen	8–11	10%
Warriors	12–13	10%
Nobles	14–15	10%
Foreigners	16–17	15%
Local brothel	18–19	30%
Foreign-owned brothel	20	







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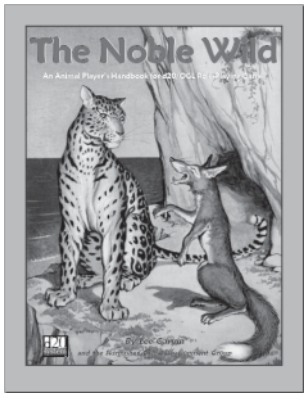

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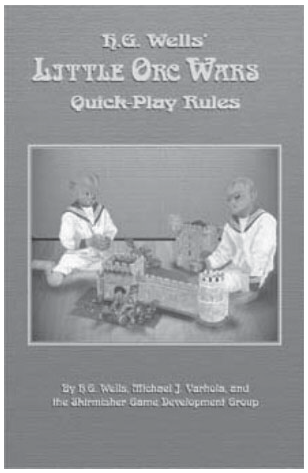

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