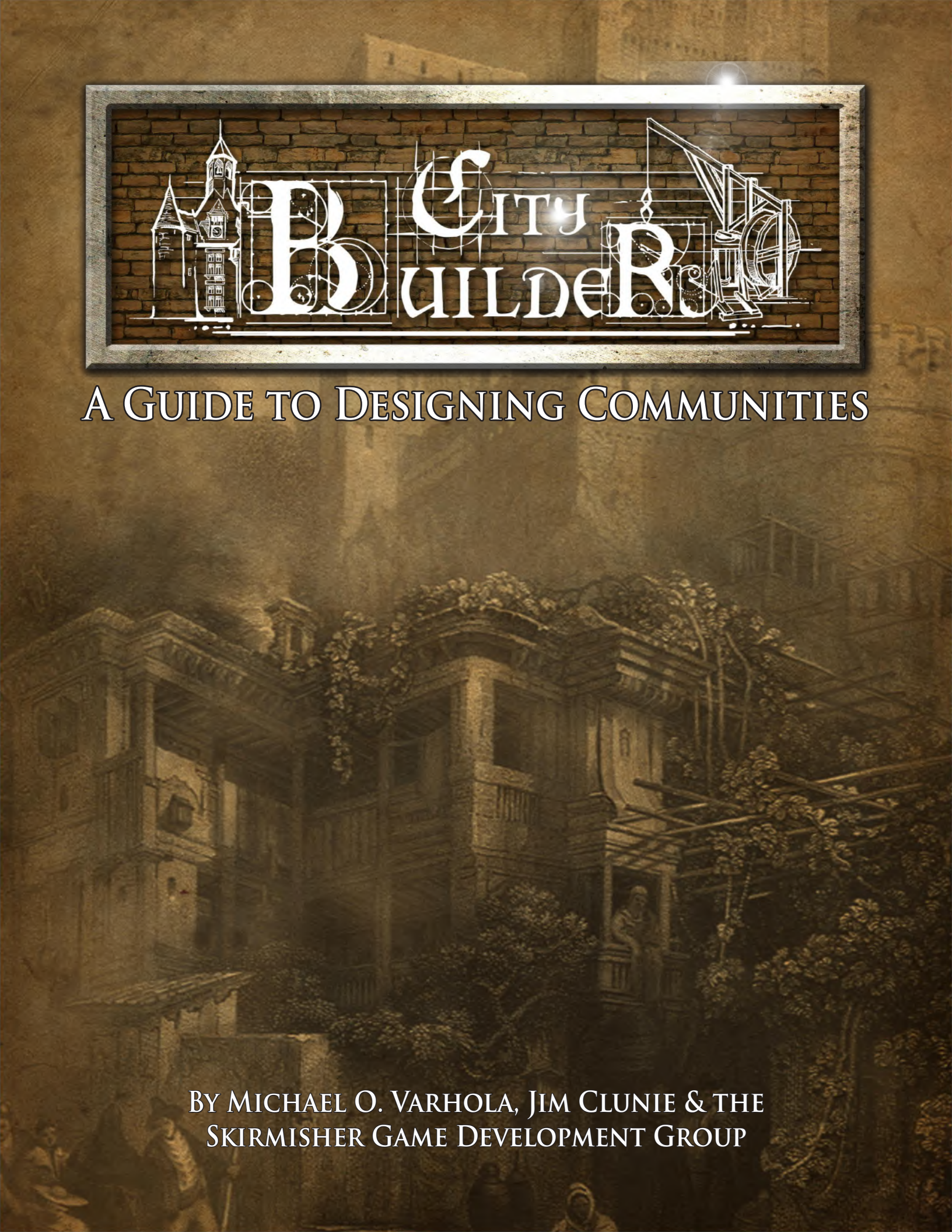


A Guide to Designing Communities

By Michael O. Varhola, Jim Clunie & the Skirmisher Game Development Group





A Guide to Designing Communities

By Michael O. Varhola, Jim Clunie & the Skirmisher Game Development Group



A Guide to Designing Communities



Skirmisher Publishing LLC
499 Mystic Parkway
Spring Branch, TX 78070

skirmisher.com
d-Infinity.net
d20@skirmisher.com

Authors: Michael O. Varhola, Jim Clunie, Skirmisher Game Development Group

Editor-in-Chief: Michael O. Varhola

Project Manager: Brenda Cass

Art: Amanda Kahl, STANN, Art Resources for Tabletop (A.R.T.), Dover Publications

Layout and Design: Bob Greyvenstein

All contents of this book, regardless of other designation, are Copyright 2019 Skirmisher Publishing, all rights reserved. This book is protected under international treaties and the copyright laws of the United States of America. Mention or reference to any company, product, or other copyrighted or trademarked material in no way constitutes a challenge to the respective copyright or trademark concerned. This book is a work of fiction and any resemblance of its contents to actual people, organizations, places, or events is purely coincidental.

Model images on pages 39, 53, 71, and 92 courtesy of Miniature Building Authority.

First revised Platinum Edition publication: November 2019.

TABLE OF CONTENTS

PREFACE 5
Companion Volumes 5

INTRODUCTION 7
About this Book 7

CHAPTER 1: COMMUNITIES 11
Features of Communities 11
Regional Influences 11
Racial Influences 12
Types of Communities 13
Small Communities 13
Towns 15
Cities 16
Special-Purpose Communities 17
Buildings 19
Features of Urban Areas 21
Availability of Goods and Services 21
Law and Order 21
On, Above and Below city streets 22
Urban Lighting 24
Community Defenseworks 24
Disasters 26
Dealing with Disasters 29
Effects of Disasters on People 29
Impact of Disasters on Places 31

CHAPTER 2: CRAFTSMAN PLACES 35
Armory 35
Arsenal 36
Blacksmithy 38
A Sample Blacksmithy *39*
Carpentry 40
Clothier 41
Glaziery 43
Jewelry Shop 44
Leatherworking Shop 46
Sculpting Shop 48
Shipyard 49
Stonemasonry 51
A Sample Halfling or Gnome Craftsman's Workshop *53*

CHAPTER 3: ENTERTAINMENT PLACES 55
Carnival 56
Menagerie 58
Museum 59
Park 60
Racetrack 62
Theater 64
A Sample Theater *65*

CHAPTER 4: PROFESSIONAL PLACES 69
Guildhouse 69
A Sample Guildhouse *71*
Hospital 72
Mages' Lodge 74
Training Hall 75
Guilds *77*

CHAPTER 5: TRADESMAN PLACES 83
Apothecary 83
Brewery 85
Livery Stable 86
Lumber Camp 87
Mill 90
A Sample Mill *92*
Quarry 94
Tannery 96

CHAPTER 6: MERCANTILE PLACES 99
Bank 100
Brokerage 102
General Store 103
Marketplace 105
Pawnshop 106
Scroll Shop 108
Slave Pen 110
Trading Post 111
Warehouse 114

CHAPTER 7: SERVICE PLACES 117
Barbershop 118
Bathhouse 119
Hostel 120

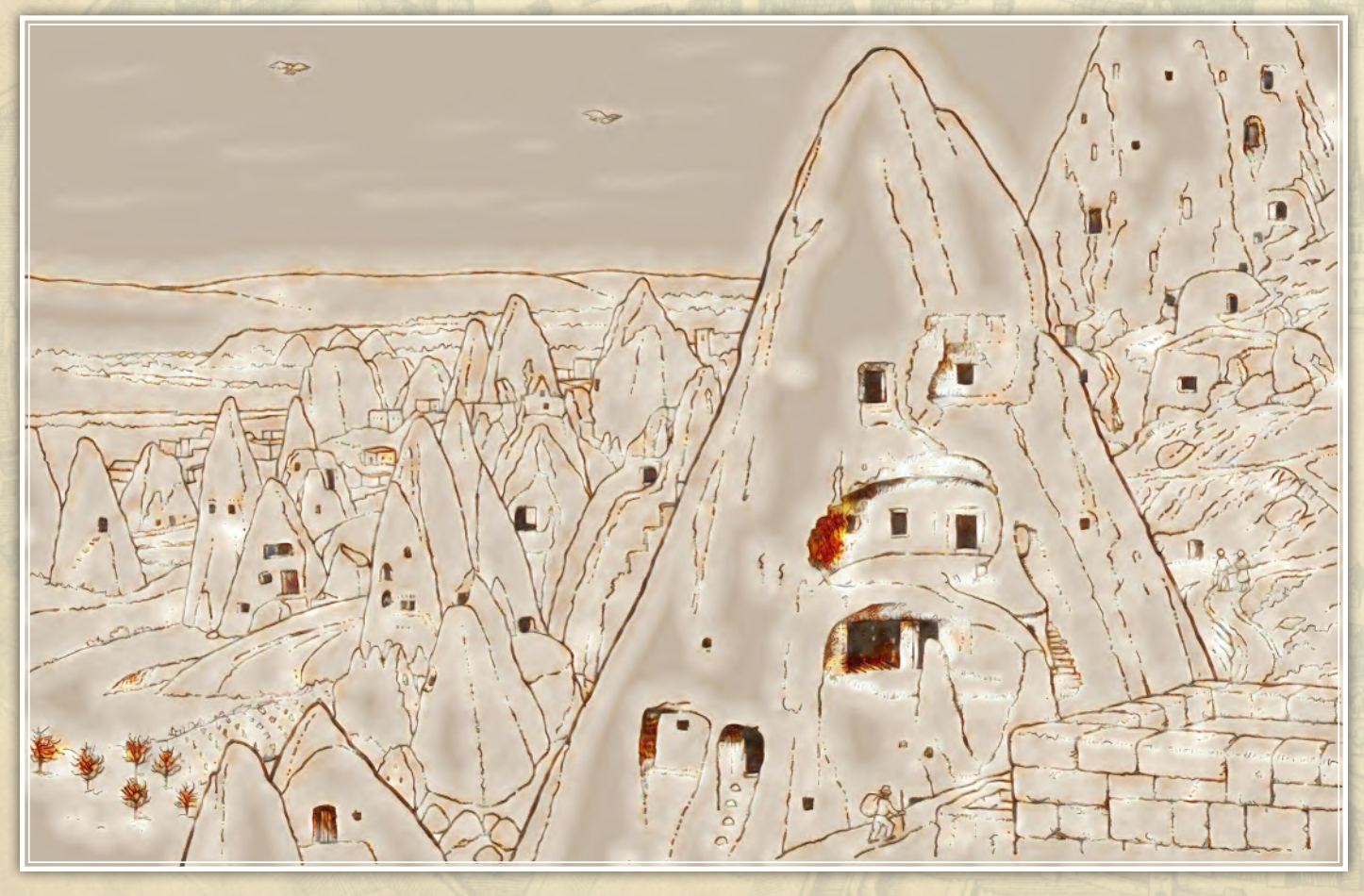
Inn 122
Kitchen 125
Restaurant 126
Rooming House 128
Tavern 129
Inn & Tavern Generation *131*

Chapter 8: Scholarly Places 135
Academy 135
Alchemy Workshop 137
Library 140
Oracle 141
Scriptorium 144
Wizard's Tower 145

Chapter 9: Religious Places 149
Cemetery/Graveyard 150
Monastery/Convent 151
Shrine 153
Temple 155
Temple Features, Objects, & Furnishings *156*
Sample Temple Floorplans *158*
Classical Temple Furnishings *159*

Chapter 10: Governmental Places 161
Audience Chamber 162
Aristocratic Ranks *163*
Barracks 164
Courthouse 166
Guardhouse 167
Jail 169
Manor 170
Palace 172
Port 173
Prison 175
Workhouse 177

Chapter 11: Underworld Places 181
Brothel 182
Gambling Den 184
Pit-Fighting Ring 186
Smuggler's Tunnel 188
Thieves' Guild 190
Assassins' & Beggars' Guilds *190*



PREFACE

In 2007, I started working with Gary Gygax, creator of the *Dungeons & Dragons* roleplaying game, on an exciting project for the Gygaxian Fantasy Worlds series called "Essential Places." It was the fourth project Gary and I had worked on together and the second title I authored for the series, which was published by Troll Lord Games. Sadly, it was the last project I would work on either with him or for the series, and when Gary died in 2008 it died with him and I was left holding a large manuscript that I had already been toiling away on for more than year. It was, in fact, large enough to be two books, and the 70-or-so general descriptions of "essential places" it contained were the basis for what eventually became my Skirmisher Publishing's *City Builder: A Guide to Designing Communities*.

City Builder, a system-free guide to designing communities that could be used in conjunction with virtually any roleplaying game, or even as a writer's guide or interesting read, was immediately well-received by the tabletop gaming community and went on to become Skirmisher's most successful title and a Platinum bestseller at the popular DriveThruRPG retail site.

We designed *City Builder* as a resource that storytellers could use to create fun and believable communities, and interesting and compelling places within them, for their game settings. Altogether it contained guidelines for creating communities of all sorts and sizes and entries for dozens of different kinds of places adventurers might visit or spend time at, from taverns and inns to temples and guilds, organized into 10 thematic categories.

As successful as *City Builder* became for us, it was still one of our earlier titles and eventually did not represent what we were capable of as a company in terms of writing, editing, layout, design, art, or access to technology. Our awareness that *City Builder* could be even greater than it had been was, in fact, our motivation for creating what we are now calling the "Platinum Edition" of the book and, in doing so, taking it to the next level and turning it into a publication that is representative of where we are today.

With the Platinum Edition of *City Builder* we have created a dramatically improved version of the original book and upgraded it in every way possible to make it more user-friendly, enjoyable to read, and visually appealing. We have completely redesigned the book to give it a more contemporary and accessible look; have thoroughly revised all of the text, to include expanding and reediting it as necessary and reorganizing the contents of some of the entries or their places within the book; have done more to standardize entries and give them a parallel structure; have added information to entries when applicable about how they might be approached in unique ways by various fantasy races; have added three completely new entries for specific places; and have replaced the original disparate collection of images with a suite of more than 100 new illustrations that have a complementary style and give the book an even nicer and more cohesive look.

This new edition of our most popular title is now an even more essential asset to storytellers creating villages, towns, cities, and other sorts of communities for ancient, Medieval, Renaissance, and fantasy settings. We sincerely believe that the Platinum Edition of *City Builder* has a place on every game master's bookshelf and have made every effort for them to want it to be.

— Michael O. Varhola

Companion Volumes

Each of the six-dozen general sorts of places in the original manuscript for *Essential Places* also had a corresponding specific example, and these became the basis for the Skirmisher Publishing's universal sourcebook *Kos City* and a cornerstone for the *Swords of Kos Fantasy Campaign Setting* overall.

We have also made efforts to ensure that *City Builder* and a number of our key d20/OGL sourcebooks — including our *Experts*, *Warriors*, and *Tests of Skill* — were fully compatible and could smoothly serve as companion volumes to each other.

INTRODUCTION



Characters in typical role-playing game campaigns spend much of their time trudging through teeming wilderness, exploring forgotten ruins, risking the hazards of subterranean dungeon complexes, and battling dangerous foes of all sorts. 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, research, and other activities related to their vocations. The various sorts 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 storytellers building a wide variety of ancient, Dark Ages, Medieval, Renaissance, fantasy, and other 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 non-adventuring venues of these kinds needs to be played out, of course, and it is perfectly appropriate that many not be. Periodically roleplaying visits to various key locations, however, can serve a number of useful functions.

Communities of various sorts often serve as the starting and ending points for all sorts of undertakings, and uncounted parties of adventurers have begun and ended their quests in the marketplaces and taverns of the villages, towns, and cities of their game worlds. Settled areas themselves can also serve as locales for exploits of all sorts, especially those involving skill use, subterfuge, and roleplaying rather than open battle, with encounters, monsters, 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.

One of the things, in fact, 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 well-established bases of operations where the adventurers can heal up, resupply, train, and, ultimately, begin planning their next quests. Providing detailed communities 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 mesh separate adventures into a cohesive whole.

Game-world communities are, unfortunately, often not as interesting or unique as they could be, and the primary intent behind this book is to provide storytellers with a resource for making the villages, towns, and cities in their worlds more plausible, memorable, and exciting.

Visits to places that have been given compelling details and added dimensions can reinforce the feeling that the characters live in a real, vital, interconnected world. This will be all the more true if various critical places and the people associated with them are affected by the same forces present in the milieu that the player characters are.

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

About this Book

Overall, the goal of this book is to provide storytellers 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. Each of the 11 chapters in *City Builder* begins with a brief overview of the sorts of places discussed in it and then looks at a number of them in detail, as described below.

Chapter 1: Communities discusses general features of settled areas, to include types of communities and possible regional and racial influences on them; the sorts of buildings that might be found within different types of settlements; features of urban areas, to include availability of resources, the law and its application, lighting, and defenseworks; and the sorts of disasters that can affect communities and how they might affect places and their inhabitants.

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, Carpentries, Clothiers, Glazieries, Jewelry Shops, Leatherworking Shops, Sculpting Shops, Shipyards, and Stonemasonries. It also includes a floorplan for a sample worksplace of the sort that might be used by a Gnome or Halfling.

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, Racetracks, and Theaters. It also includes a floorplan of a Classical theater that highlights some of its key characteristics.

Chapter 4: Professional Places discusses 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. Specific places of this sort described in this chapter include Guildhouses, Hospitals, Mages' Lodges, and Training Halls. This chapter also includes a sample plan for a small guildhall and a detailed appendix on the characteristics of guilds that can be used to randomly generate organizations of this sort.

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 Apothecaries, Breweries, Livery Stables, Lumber Camps, Mills, Quarries, Slave Pens, and Tanneries. It includes a nice floorplan of a mill, one of the sorts of places that will be present in practically every community of village size or larger and a classic venue for role-playing game encounters.

Chapter 6: Mercantile Places deals with wealth in its various forms and the locales where characters might go to liquidate, spend, and safeguard the loot they acquire in the course of their adventures. Such places are, naturally, among some of the most visited in many campaign settings, and those described in this chapter include Banks, Brokerages, General Stores, Marketplaces, Pawn Shops, Scroll 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 here include Barbershops, Bathhouses, Hostels, Inns, Taverns, Kitchens, Restaurants, and Rooming Houses. This chapter also includes a section on determining how many institutions of this sort might be found in a particular area and what some of their characteristics might be.

Chapter 8: Scholarly Places looks at places characters might go to seek information from their knowledgeable inhabitants or purchase goods and services from them. Places of this sort described here include Academies, Alchemy Workshops, Libraries, Oracles, Scriptoriums, 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 and Graveyards, Monasteries and Convents, Shrines, and Temples. This chapter also includes a sidebar on temple furnishings in general, one on relics that might be associated with Classical places of worship, and one with a number of sample temple floorplans from three different religious traditions.

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, Courthouses, Guardhouses, Jails, Manors, Palaces, Ports, Prisons, and Workhouses. This chapter also includes a sidebar on aristocratic titles and their equivalents in a number of different cultures.

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, Smugglers' Tunnels, and Thieves' Guilds. This chapter also includes a sidebar on the characteristics of Assassins' and Beggars' Guilds.



CHAPTER 1

Communities



Most communities in a game world will be inhabited by a populace with similar or overlapping backgrounds, goals, interests, and concerns. There can, of course, be marked exceptions to this general 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; typically enjoy limited privacy, probably no anonymity, and tend to know everyone else; and often suffer or benefit fairly equally from conditions affecting the community overall. Populations in larger communities are much more likely to be racially diverse; often have a distinct economic gap between their richest and poorest members; tend 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; typically value privacy, mind their own business as much as possible, and have many individuals about whom little is widely known; and frequently enjoy benefits or suffer detriments that are often not distributed equally.

Features of Communities

A single major community — anywhere between a large town and a very large city in size — might constitute a small nation-state. In addition to its main community, such a small country 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 nations that evolve from single cities can often become quite influential and powerful. Small states of this sort, in fact, may well be the norm in ancient, Medieval, or fantasy game milieus.

A large nation-state might include many communities, including dozens of cities, hundreds of towns, and thousands of villages and smaller settlements. Such larger countries might 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 administration of local and regional affairs.

Even communities subject to larger states might operate with great degrees of independence, especially if they have sufficient political clout or distance from their suzerains to insist upon it, or if such semi-autonomy is to the advantage of their 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 governing 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 what is 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 or prevalent in other lands, or 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. Major terrain features like rivers, lakes, seas, mountains, valleys, forests, hills, swamps, islands, and deserts can, in fact, be some of the most key factors in determining 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 less prosperous settlements. 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 will likely become the political dependents 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 or supernatural phenomena might additionally include volcanoes, cloud islands, extensive subterranean areas, regions 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 others, however, so too can it become a liability by making it a perpetual target for conquest. 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 stronger neighbors, or be annihilated or absorbed by foreign powers.



Major terrain features like those noted above can also limit how far a particular community can naturally expand and determine any natural 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 outside the control of any of the surrounding civilized states will likely retain a disputed legal status and be a haven for whatever outlaws, monsters, and adventurers choose to make their homes there.

Racial Influences

Another factor that can affect the form or organization of a community is the various peoples who live within it. 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, individual 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. Possibilities are limited only by the storyteller's imagination and concept for the fantasy milieu that he wishes to create.

In many ways, the role of non-Humans within predominantly Human communities is likely to resemble, in an appropriately modified fashion, the different relationships that subgroups of foreign extraction have historically held with a society overall. On the one hand, members of a non-Human group might be considered equal and fully-integrated citizens of the parent community and contribute unique benefits to it, possibly in the form of things like monetary, magical, or military aid. An interchange of technology, beliefs, and customs could, in fact, alter both the majority and the minority societies, and possibly lead one group to introduce dramatic improvements of various sorts. On the other hand, various non-Human groups might be politically independent or semiautonomous to some extent, perhaps governing themselves differently than Humans, or could be disenfranchised, either ignored by the community's rulers or even viewed as a threat to be stamped out. When one considers the level of

fear, xenophopia, misunderstanding, resentment, and hatred that can prevail and be acted upon in the real world amongst members of the same species it suggests the levels such things might be taken to in fantasy worlds and between beings that are truly unrelated.

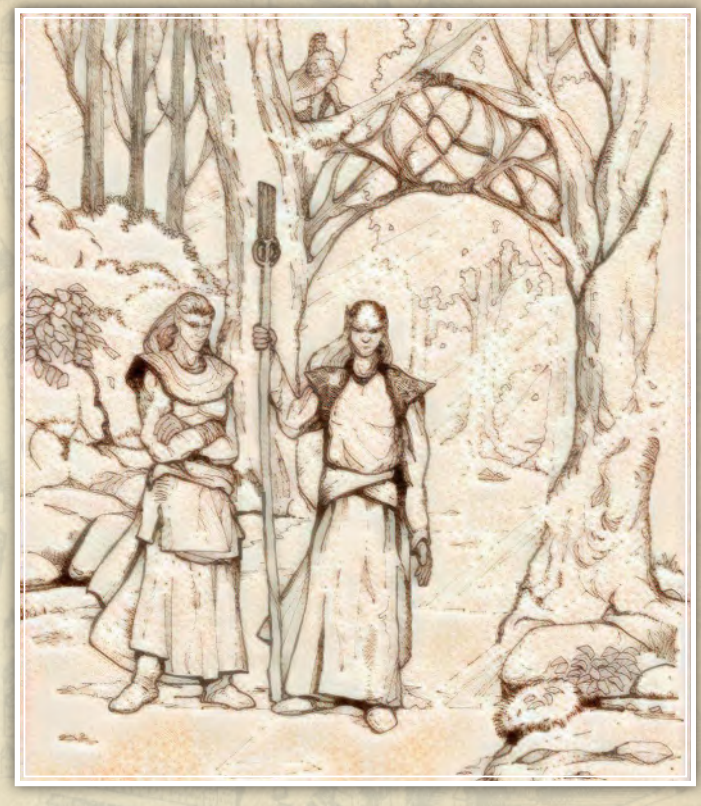
In cases where the greater society is dominated by non-Humans and Humans are in the minority, all of these dynamics will both be reversed and modified according to the inclinations of the predominant race. A ruling minority of Elves, for example, might prohibit Humans from entering certain areas, while a ruling majority of such beings might relegate those unlike them to only specific areas. A society dominated by Goblinoids, on the other hand, might simply follow a policy of enslaving creatures of some other races and killing out of hand others.

It is also possible, however rare such a case might be, that the populations of two or more communities could be largely unaware of each other's existence. A sequestered community of Merfolk 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 small ones like villages, medium-sized ones like towns, or large ones like 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. Size of a particular community will play a big role in determining what sorts of goods and services are present within it and — in general and all other things being the same — the larger the community, the more sorts of specialization it can support and a greater likelihood that any particular thing will be available.

Size of most communities is also closely linked to their proximity to natural resources or trade routes, so the storyteller 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 vital community can make for many exciting adventure opportunities, as well as providing characters with a familiar base of operations that could plausibly grow to meet some of their more complex needs as they attain higher levels of experience.



Small Communities

Many sorts of small communities exist, and the vast majority of those 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 the sorts of nations around which many adventures take place. They are typically racially homogenous in nature, but there can be marked exceptions to this.

Thorps are the smallest sort of communities and are typically home to anywhere from just a few to as many as 100 inhabitants. Any particular thorp

is 50% likely to be non-permanent in nature and dedicated to seasonal activities — such as hunting, fishing, or logging — or to governmental projects like construction of roads or dams. It is 30% likely that all the inhabitants of a permanent thorp will be somehow related, and a settlement of this sort might have one or several family heads, although such de facto community leaders are unlikely to have any formal titles and typically hold only a loosely-defined status.

If not dedicated to some specific activity, the residents of thorps often subsist as beggars, bandits, hunter-gatherers, scavengers, or the like, or are migrants or refugees from a neighboring nation or places within their own where they have been oppressed or from which they have been driven out. It is only 40% likely that any particular permanent thorp will have a name. Buildings generally consist only of temporary or semi-permanent structures, such as lean-tos, tents, shanties, and huts, although these might be built around the ruin of a place like a manor house or old fortification.

Hamlets are larger than thorps and are typically home to anywhere from 100 to 500 residents but generally depend on nearby larger communities for amenities important to everyday life, such as purchase of necessary tools and supplies, centers of 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 the kinds found in thorps.

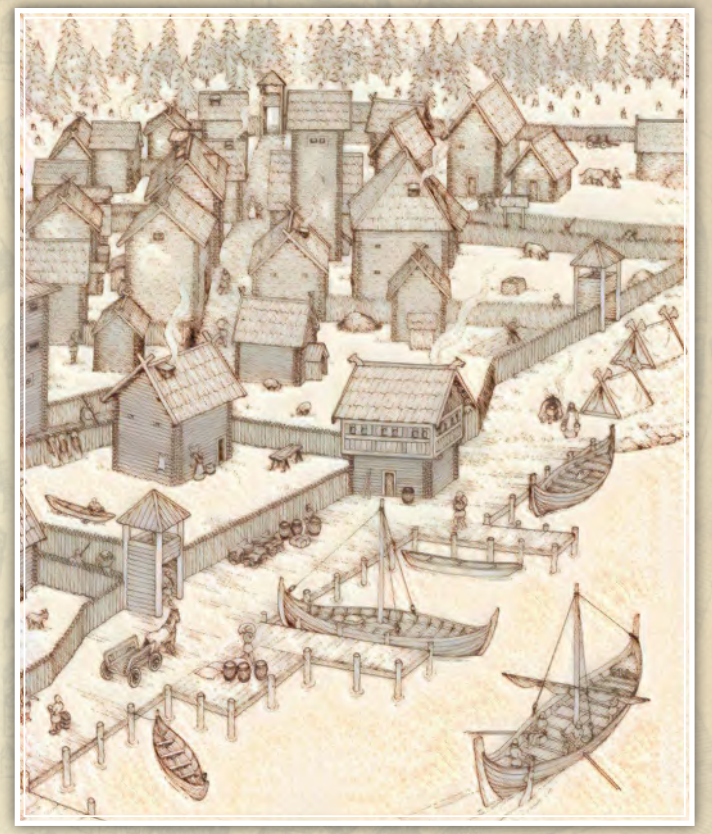
Villages are communities ranging in size from about 500 to 1,000-or-so residents that have some sort of organized government and a particular economic basis, among which farming predominates. A typical village might have up to a half-dozen industries, three of which will almost always be a blacksmith's workshop, a mill, and a brewery in a farming community (i.e., a blacksmith to forge and repair agricultural tools, a miller to grind grain, 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 tough thorn bushes or cactuses, a watchtower into which people can flee if the community is attacked, or even a fortified temple. Residents of any particular village might also be organized into some sort of militia, especially in areas perpetually menaced by various threats.

Other sorts of small communities might also exist in a particular setting. Non-permanent settlements 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, and a rush of fortune-seekers may flood in, erecting temporary structures on land that they may or may not legally own. Such places might be organized and have infrastructure comparable to thorps, hamlets, or even villages but have population in the hundreds or thousands. Suffice it to say, 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, a likely to have some level of racial diversity, and are typically home to at least 1,000 and as many as 5,000 inhabitants.



Towns often have a number of recognized districts — such as those for craftsmen, merchants, or travelers — and possibly 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, blacksmithies, 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 (e.g., leather goods, cheese, religious paraphernalia).

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, on the shores of deep water bays, or along 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 milieu, small cities are home to at last 5,000 and as many as 12,000 residents; large cities to as many as 25,000 residents; and metropolises as many residents 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 (50% likely) or industry (25% likely) associated with them.



A city's head of government usually has at least the title of Lord Mayor — although often this personage will instead be a high noble of the realm or the ruler of an independent state, holding a title like 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. Each of these precincts typically has a different, specialized purpose and might actually be similar in size to an independent town. Possibilities include craft, trade, mercantile, academic, professional, service, temple, cemetery, entertainment, underworld, government, residential, and military quarters, each of which might be even further subdivided. Another common practice 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 for 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 and such markers might also have some sort of reputed or actual magical properties. Municipal districts are sometimes separated by more substantial boundaries like walls and might even have movement between them controlled or interdicted by gates, measures which might be variously intended to protect or isolate various groups of residents.

Cities will almost always have substantial defenseworks and, whether independent communities or those that serve as strategic strongpoints for larger states or great nobles, will generally be walled and include towers and fortified gates (see "Fortifications," below, for more on this). 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 characteristics, 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.

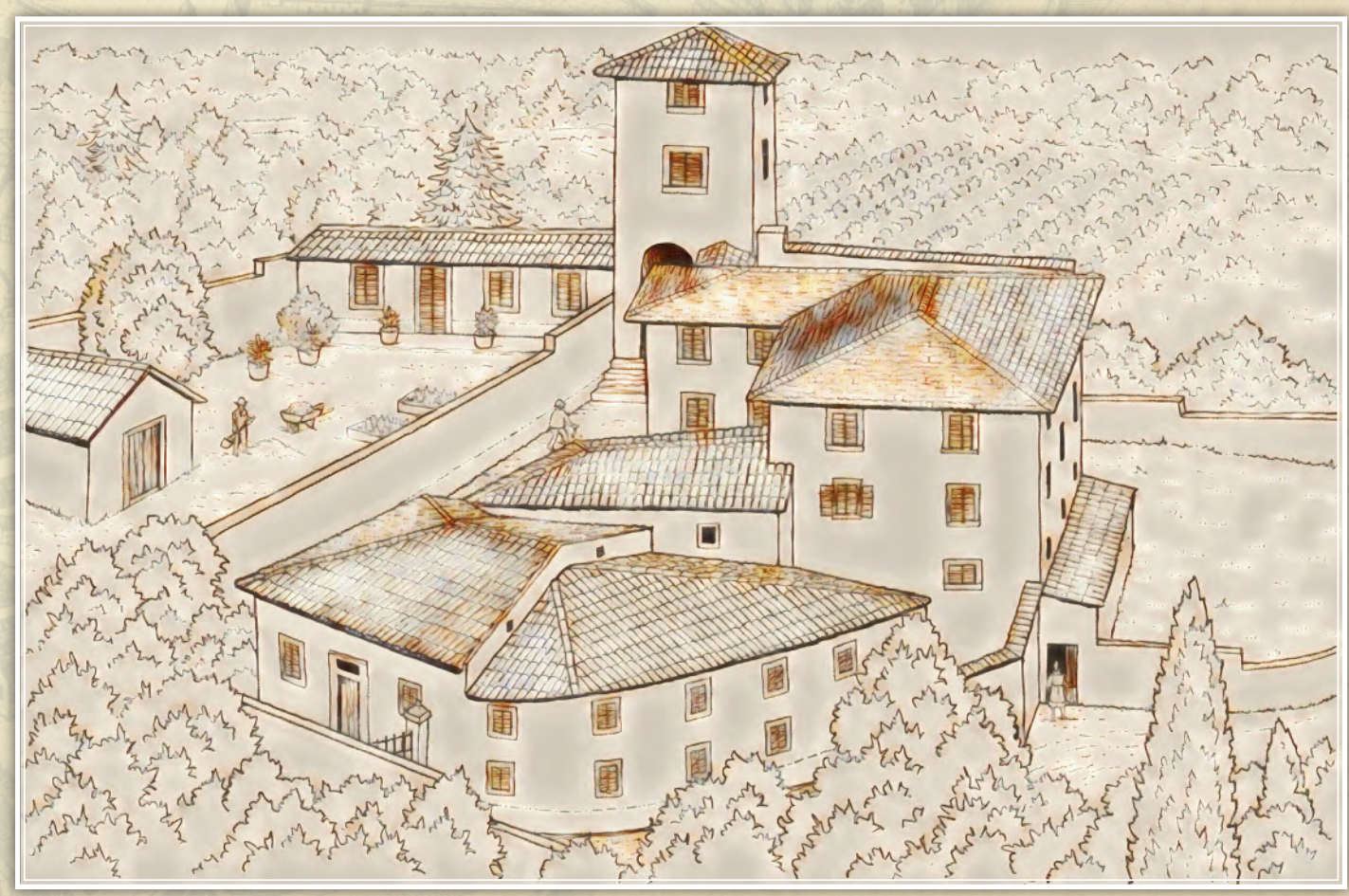
Special-Purpose Communities

Various sorts of special-purpose communities — including communes, plantations, and military bases, all 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.

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 small communities of the various sorts described above, 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 predominant society. A very small commune might consist of a leader and his extended family or immediate followers, numbering up to a couple of dozen people, while 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 might be substantial and permanent in nature, and could include a temple or other devotional structure; housing for clergy and other members, possibly segregated by gender or age; various huts, barns, granaries, and storage buildings on a farming commune; and appropriate workshops if it is devoted to some sort of craftwork.



Plantations are substantial commercial farms worked by gangs of hired labor or slaves. Many communities of this sort have all 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.

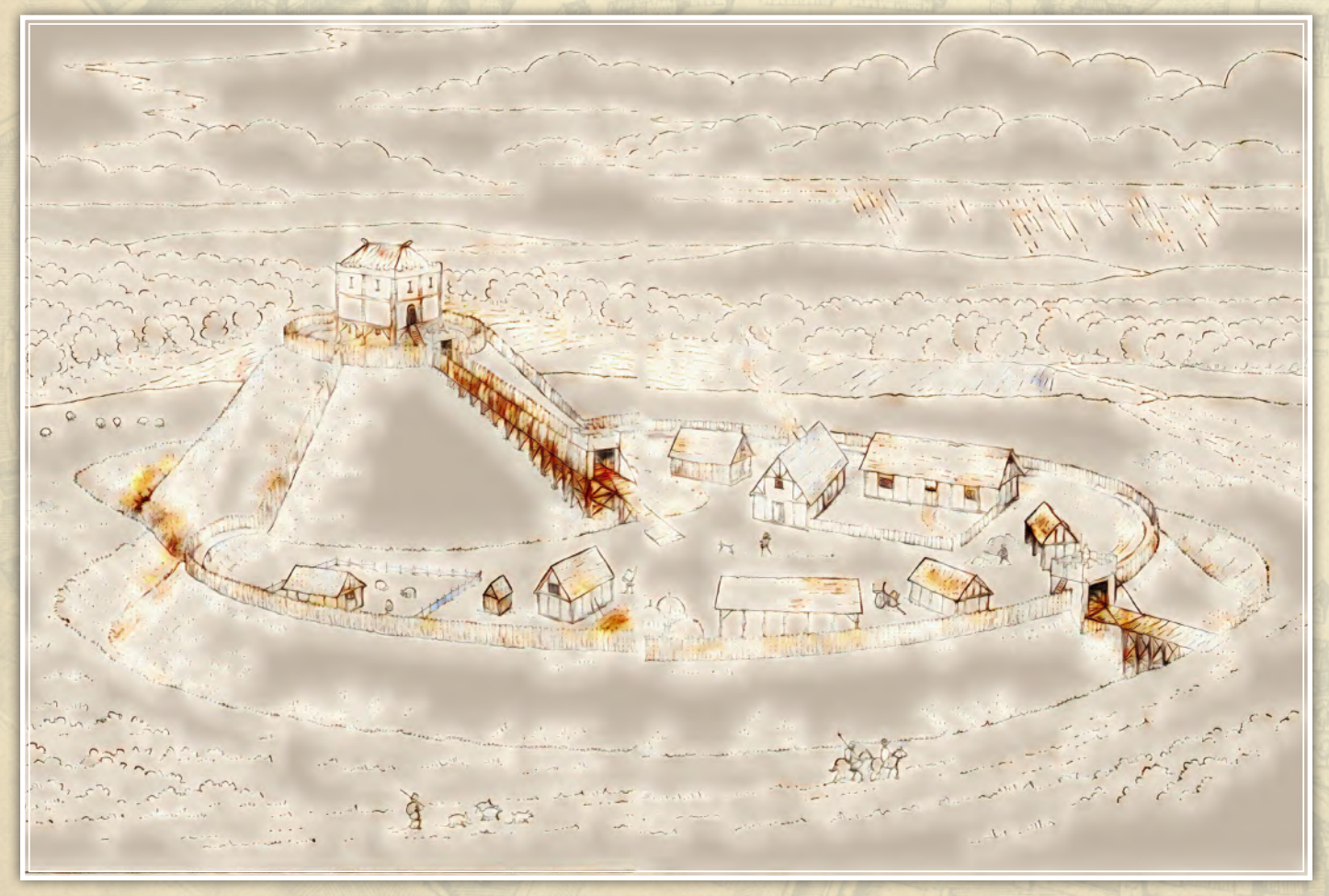
Structures on a plantation typically include a home for the owner and his family if they reside at the site, barracks for overseers or guards, and quarters for laborers, along with the workshops, granaries, and other buildings associated with villages. Conditions on plantations typically range from comfortable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

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

Military bases are fortified communities controlled by armed forces of various sorts, typically the standing army of a particular state, although in a Medieval setting other martial groups, such as knightly orders or pirate brotherhoods, might operate 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, commandery, 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 like marches, free-fire areas or ones filled with traps of various sorts, 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 locations within them.

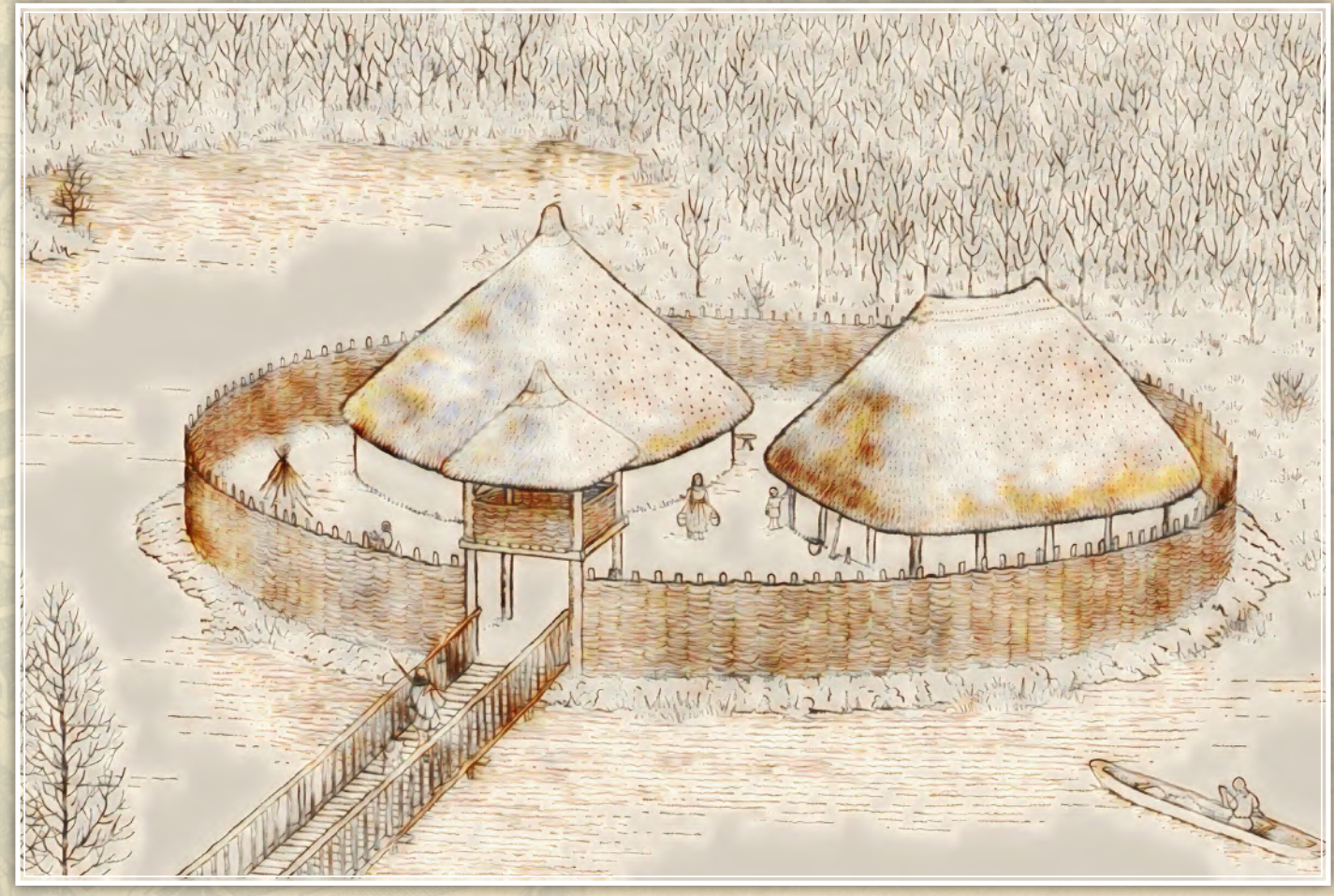
Other facilities within military bases might include command posts, barracks, armories, arsenals, workshops, supply depots, training areas, dining facilities, and stables. Depending on the purpose of a base or the ethos of its owners, they might also have within them chapels, academies, gymnasiums, athletic fields, parks, baths, libraries, hospitals, and vendors of various amenities desired by troops and approved by their commanders (e.g., baked goods, wine, prostitutes). 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 which have standing military forces. Independent communities like bandit redoubts and some monasteries, however, might essentially conform to the characteristics of military bases.

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 in this section.

In rural areas and small communities like villages,



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 or wicker, (known in many areas as wattle-and-daub) 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. Roofing tends toward straw thatch but might also include other readily available local materials (e.g., large leaves, wooden shingles). There are innumerable variations on these two basic types of structures, which were used by common folk particularly throughout Europe and the surrounding regions for millennia.

In towns, cities, and other urban areas, many of the venues adventurers might need to visit are located in townhouses that are two to five stories in height and 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 workspace. 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. Larger or smaller structures will redistribute such areas appropriately.

Depending on what is available in the local area and what the owner of a townhouse or other urban structure can afford, materials used for construction might include stone, brick, planking, or timber framing with plaster-covered wicker in between (a style variously referred to as half-timber, Tudor, or fachwerk). In areas where multiple sorts of building material are readily available, composite structures are also possible, to include those that use heavier materials like brick or stone for their lower levels and lighter ones like wood or wicker for upper stories, interior walls, floors, and superstructures like balconies or bumped-out upper levels. In general, materials like granite and slate will be used for buildings in mountainous regions (e.g., the French and Spanish towns of the Pyrenees); those like limestone and wood will predominate in hilly areas (e.g., Athens, Paris, Rome); and things like baked brick and ceramic tile will be among the best building components used in alluvial areas where stone is scarce or nonexistent (e.g., many cities in Flanders and the Netherlands).

Roofing for urban structures might consist of thatch, wood boards or shingles, ceramic or slate tiles, or even lead sheeting, any of which might be sealed with pitch or other appropriate 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 timbers, or substantial vaulted or columned halls made of stone.

There can, naturally, be wide variations on the general sorts of buildings described here, and that is something storytellers can use to make one area or community distinct from another. 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 structures that transcend the guidelines presented here.



Features of Urban Areas

Towns and cities differ in many ways from the areas where most traditional dungeon or wilderness adventures take place and, while they are usually not as overtly deadly as those environments, have their own hazards. Characters generally have much greater access to resources while adventuring in the streets, alleyways, buildings, and courtyards of cities, but must also deal with law-enforcement personnel and restrictions on the use of their weapons and spells.

Availability of Goods & Services

As noted, characters enjoy much greater availability of things in large communities like towns and cities and can, among other things, usually purchase and liquidate gear and other goods quickly; consult various specialists or experts in obscure fields of knowledge for advice or assistance; retreat to the comfort of inns, taverns, public baths, and other service places when exhausted; avail themselves of hospitals or temples when injured or suffering from disease or other conditions; readily visit marketplaces and the workshops of craftsmen and tradesmen; and easily hire mercenaries or other sorts of non-player characters.

Characters must, of course, be able to afford the goods and services they desire and, whereas they can often simply take these things in unregulated wilderness and subterranean areas, must deal with laws and various governmental authorities while in large communities.

Law & Order

Communities are, in fact, bound together by rules and laws, many of which exist specifically to prevent killing, looting, and the others sorts of behavior that adventurers typically engage in on a routine basis and to punish those who persist in them.

Laws regarding things like carrying weapons in public and what sort of restrictions apply to spellcasting will vary from community-to-community and might include specific restrictions based on their particular experiences, ethos, and concerns. Such laws may not have an equal impact on all characters. A priest, for example, might be severely affected or forced to into undignified and illegal efforts to get around local restrictions if holy symbols of foreign or forbidden gods are confiscated at the city's gates. A specialist in unarmed combat, on the other hand, would not be

hampered by laws that prohibit carrying weapons.

Humanoids like Orcs and Goblinoids, while unpopular with many adventurers and generally considered to be "evil," 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 acts — or, perhaps even more often, chaotic ones — that can be treated as crimes.

Community leaders also tend to disapprove of adventurers taking the law into their own hands and, even when they witness crimes being committed, will not countenance acts of vigilantism that prevent criminals from being held accountable by civil authority. Most municipalities nonetheless recognize aberrations, demonic beings, and similar creatures as a threat to the stability of the community, and prohibitions against murder therefore do not generally extend to the extermination of such marauding monsters.

In general, in large communities laws are enforced and order maintained by a municipal guard force composed of professional soldiers or policemen, a city watch consisting of citizens who have other fulltime occupations, 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.

Guard and watch forces might also have somewhat different portfolios (e.g., guards might be responsible for security at city gates and for manning and patrolling walls and towers, while watchmen might be charged just with patrolling streets and augmenting the guards when there are external threats). Diligence of any such forces might be affected by things such as their prevailing morale; the weather; sympathies for or animosities toward various ethnic, racial, or class groups; how likely or able they are to accept bribes or be intimidated; and whether distracting activities like festivals are taking place.

Guardsmen: A guardforce might be up to 1% of the population in size if it also serves as the standing army of a community and, as will usually be the case, is made of local residents. It is possible, however, for a particularly wealthy community to simply hire outside mercenaries to perform this function. Whatever the case, most of the troops in a guard force will be soldiers 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). Guardsmen will generally have one station, post, or commandery in each quarter, district, or neighborhood of a large community and about a quarter of them will usually staff such areas while the rest patrol the streets. A typical city guard force will work on two 12-hour or three eight-hour shifts (e.g., one nighttime and one daytime shift, or one day, one evening, and one overnight shift).

Watchmen: A watch force might be as large as 5% of the population if it also serves as a military reserve force, and most of the personnel in it will be craftsmen, tradesmen, and the like. Such part-time soldiers might be led by non-commissioned-officers (i.e., corporals and sergeants) and commissioned officers (e.g., lieutenants and captains) who are themselves part-timers drawn from the same range of classes as their troops; by "player character" types who serve in times of crises; or by professional leaders of the same sorts that lead full-time municipal troops. A city watch might keep a round-the-clock schedule similar to that of a guard force but will more likely focus its efforts on evening patrols when it is most needed to deter crime. Watchmen may operate out of stations similar to those of guardsmen — or actually use the same facilities if they are subordinate to the guard force in a particular community — or might use guild halls, city halls, town squares, and other municipal areas as rallying points and command centers.

On, Above, & Below City Streets

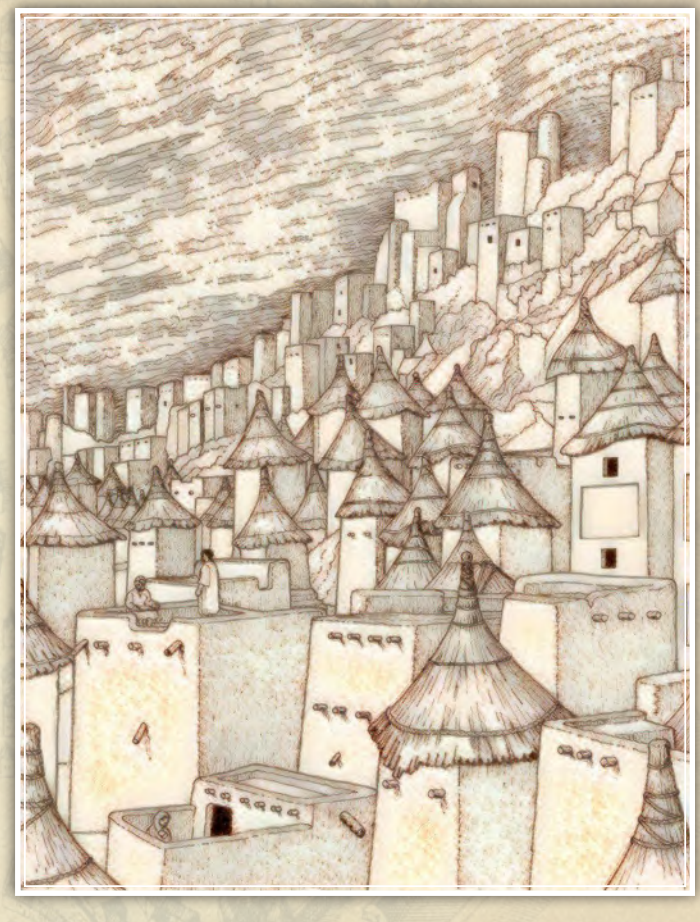
Many large ancient and Medieval communities will have grown organically to fill certain areas or might consist of multiple smaller villages or towns that expanded and merged with each other to form a single municipality. Such communities might have no large thoroughfares, and streets in such cities tend to be narrow and twisting and just 10 to 20 feet wide on average, and might range from well-maintained tracks flagged with cobblestones or other materials to heavily-rutted dirt tracks.

Cities that are planned, or perhaps 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 roads of the sorts typically known as avenues or boulevards (the latter of which are generally built along the lines of demolished city walls). Such main streets are often 20 to 30 feet wide and adequate to allow carts and 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. Thoroughfares of this sort often have five-foot-wide sidewalks on one or both sides to allow for easier and safe passage by pedestrians. Because the majority of the city's residents pass along such main streets, municipal authorities typically use them as venues for large monuments, such as triumphal arches and grand squares, as well as reminders of the government's ability to punish malefactors (e.g., execution-places, public stocks, heads on pikes).

In cities of all sorts, planned and unplanned, alleyways are typically about half as wide as normal streets and are much less likely to be paved in any way and much more likely to be filled with debris of various sorts.

At least one large plaza is likely to be present in each district of a city and to contain things like fountains and other public works, guard commanderies, and the like, and a main square larger than any of the others is generally near the center of a city. Numerous smaller courtyards might be found throughout a city, particularly where multiple streets or alleys intersect.

Rooftops: Getting to a roof usually requires ascending 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 in warm regions where there is no threat of accumulated snow causing them to collapse, are easy to move across. Peaked and angled roofs typically of cooler climes, which are typically covered with wood, ceramic or slate shingles, can be much more difficult to negotiate, especially if they are dampened with precipitation. In either case, 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 equal to or slightly less than the width of the street or alley below, due to the protrusion of rooflines. Even among buildings with a more-or-less uniform number of stories, however, the next closest roof might be the same height or as much as five or even 10 feet higher or lower.



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

Main flow routes of sewers and storm drains are often designed to facilitate inspection and repair and are therefore similar in many ways to traditional dungeons, albeit with a greater chance that floors are slippery, covered with water, or both; that passageways and chambers are not generally separated by doors are either entirely open or separated by permeable barriers like grills; that any portals that do exist will likely seal firmly and that they are more likely to be made from iron or stone hatches than of wood; and that tunnels will drop off into deep drainage pits.

Subterranean areas of this sort, especially ones that have been neglected, are also similar to dungeons in terms of the sorts of creatures that



might be encountered in them. Some cities are also built atop the ruins of older civilizations, so their subterranean areas might sometimes lead to unknown treasures and dangers from bygone ages.

Accessing such underground 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 rungs or a ladder if available).

Urban 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., carrying torches, hiring lantern-bearers).

Most hamlets, villages, smaller towns, and even some cities cannot or will not provide nighttime lighting at all, usually because of the cost and logistics associated with doing so. Communities 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.

Cities that do provide street lighting will typically line main streets with lanterns spaced at intervals of about 30 to 120 feet, in order to provide as continuous illumination as possible, 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 (usually as dictated by 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 (and while such areas might not provide full concealment during hours of daylight they will generally make it easier for those attempting to hide in the shadows).

Community Defenseworks

In a traditional ancient, Medieval, or fantasy milieu, most cities — and many smaller communities — will be defended by structures like walls, gates, towers, moats, and other fortifications. 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 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 from erecting or extending 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 residents 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.

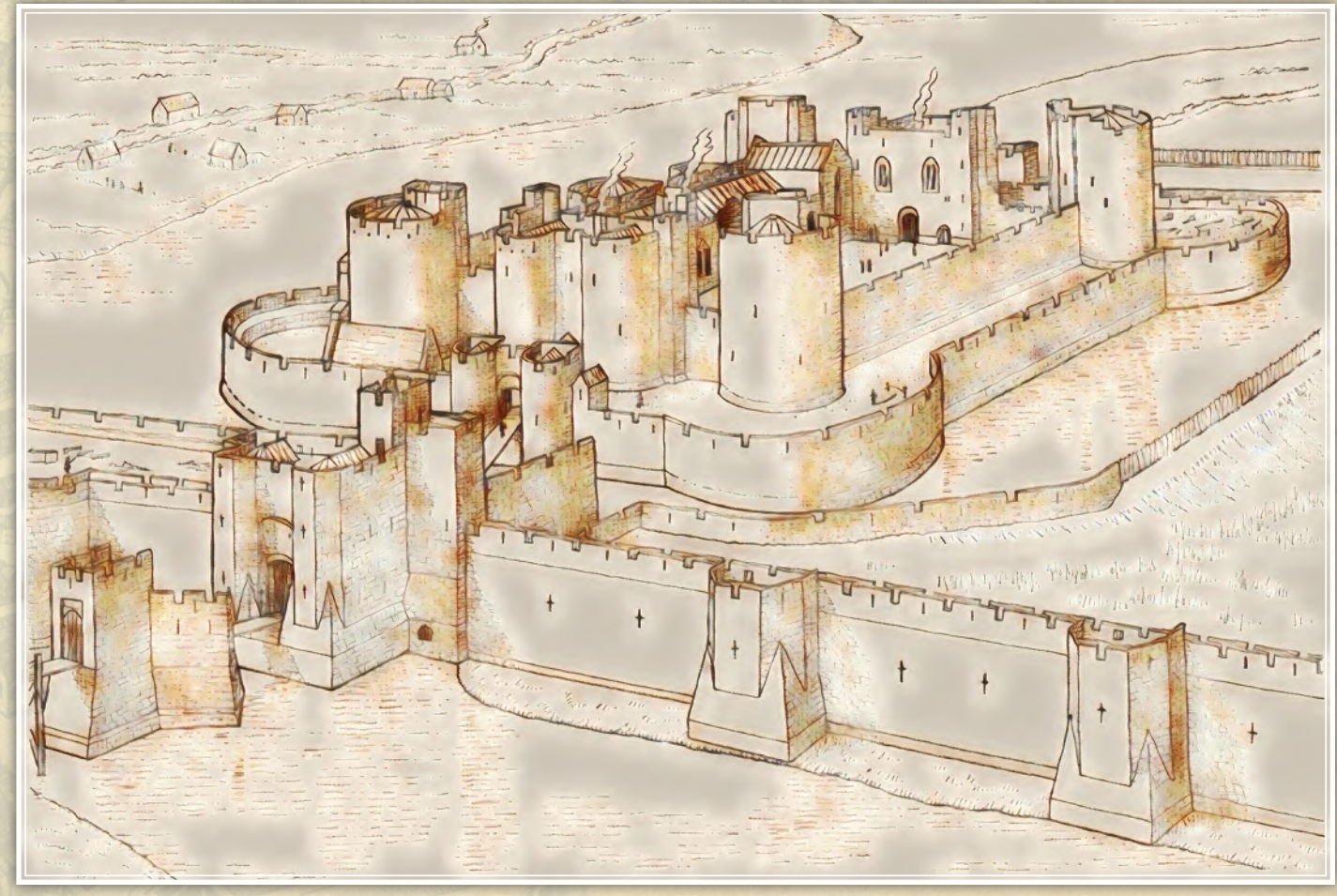
Walls: Typical fortified city defensive walls are fairly smooth and difficult to climb, crenellated on one side to provide protection against missiles for the troops standing on them, and wide enough for troops to walk along their tops.

Fortified town walls tend to be about five feet thick and as much as 20 feet high.

Fortified city walls are generally about 10 feet thick and as much as 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 town 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 (e.g., "Orc Town").

Fortified capital cities and metropolises generally have walls that are as much as 15 or 20 feet thick and up to 40 feet tall, and which often have tunnels and small rooms concealed within them. If such very large communities are divided by interior walls, such as old ones that the city has outgrown or ones specifically intended to separate individual districts from each other, then these might very well be as substantial as those of a typical city.

Gates: A typical town or city entryway 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 City, the Ishtar Gate of Babylon). Entryways



into towns and some small or less prosperous cities, however, are often less impressive and might consist merely of reinforced double-doors set right into the municipal walls.

Most communities will keep some or all of their entryways open during the day, although they might still have guards keeping an eye out for suspicious behavior. Likewise, most fortified towns and cities will close their gates at night and keep them locked and barred, prohibiting entrance at all during hours of darkness, allowing it only at one or a few locations, or allowing it only on a case-by-case basis as determined by a commander of the guard or other official.

Towers: Defensive walls of some towns and most cities are reinforced with towers at regular intervals, and these are designed to provide a view of the surrounding area, serve as redoubts against attackers, and sometimes house heavy weapons like catapults or alarm devices such as beacons, horns, or gongs. Towers are usually spaced so that attacking forces between them can be effectively caught in flanking missile fire from either direction.

True towers are usually at least 10 feet higher than the walls they reinforce, 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, have entry blocked by doors, 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). Doors tend to be made from iron-reinforced wood and designed to be both locked from without and barred from within, and might be kept sealed up as a matter of course if not manned fulltime. Keys to such doors are generally carried by designated officers of the guard or watch, with duplicate copies being kept in the community's inner citadel. Levels of small towers are usually connected with hatches and ladders and those of large towers with stairways. Enclosed areas of towers above ground level will generally be equipped with arrow slits to allow missile attacks to be made from within them, and their upper levels will usually have crenellations similar to those of the surrounding walls.

Tower-like bastions might also be set into defenseworks, especially those that are very long, and these might be on a level with the walls they are set into or just five feet higher than them; will not generally have doors and can simply be walked onto from adjoining ramparts; and will not likely have any interior areas and instead be solid structures. They will thus generally not have interior areas equipped with arrow slits but will have their fighting platforms equipped with crenellations.

Most communities do not have enough personnel to keep all of their towers continuously manned and will not generally do so unless an outside threat is expected, and it is more likely that they will instead be periodically visited by guard patrols.

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 threats that include 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 firefighting 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 conflagrations.

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 begin 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, hamlets, or even villages, might be completely swept away by heavy inundations, 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. Settlements are situated in places prone to flooding for many reasons, however, that preclude them achieving the same things in other places (e.g., trade is 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, these were not the norm in most ancient and Medieval communities.

Famine occurs when events like crop failure, destruction of produce as the result of warfare, or depletion of provisions through siege 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 supplies, but communities do not always have enough surplus foodstuffs to do this; historically, it was rare for ancient or Medieval communities to be able to acquire excess provisions 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, preserve existing stocks, or reverse spoilage might also stave off famine if available, and if spellcasters who command such abilities opt to exercise their powers in this way.

Monsters of various kinds can threaten communities and the danger they might pose is affected by factors like their motivations, how powerful they are, and how vulnerable a particular community is to them. Regardless of their sizes, 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 relatively high levels 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, occupied, or destroyed in the course of invasions, major battles, disasters triggered by magical means, or foraging sweeps by one or more opponents. Indeed, any of these things might occur despite the residents of such a small settlement 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 bigger, 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, eliminate, or 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 preparations for dealing 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 and are attended by many of the difficulties of storming a dungeon complex (see "Feature of Urban Areas," 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, and perhaps even just the suspicion of them, can sow divisions within communities. 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 sieges 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, however, 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 necromancer 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 possibly even by coincidence.

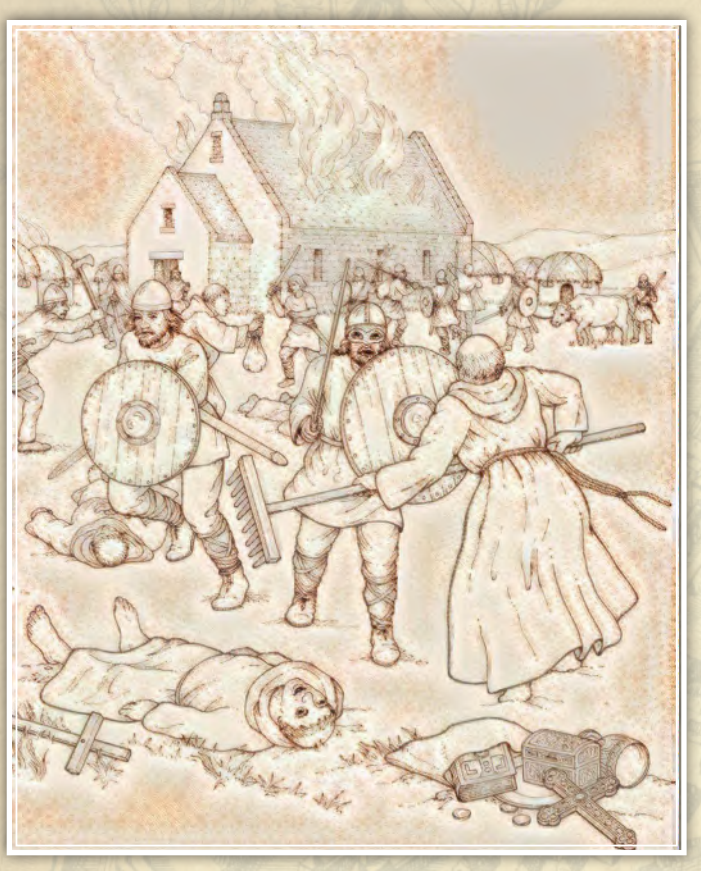
There are quite often also secondary problems associated with calamities that can provide the worst



elements in any particular community the chance to perpetrate crimes like looting, robbery, and murder, and storytellers 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.

Effects of Disasters on People

A concerted relief effort by members of a community 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 districts in cities. Under such circumstances, 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 lead to lasting rifts and feuds in a tight-knit community. And 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, all with little or no knowledge by the outside world.

In the anonymity of a big city or a recently-founded village or town with little sense of common identity, 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 committed 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 relief tasks.

Panic buying and hoarding are 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 days or weeks following a calamity to meet ongoing basic needs, 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 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 or looters.

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 members of the populace might turn to violence and attack their current rulers or even seek to depose them through revolution.

When an approaching or ongoing calamity threatens the lives of people or makes it impossible for them to survive in the affected area, many will opt to flee their homes for places where they expect or hope to find greater safety. The more fortunate, wealthy, or forewarned might be able to reach other properties they own or those of relatives who have room available, or to rent or purchase accommodations in distant communities. Up to a point, a community might also have traditional or prepared safe havens available, such as a nearby larger town, higher ground, or a fortified place. Many escapees, however, will likely have to establish unstructured camps wherever they can find space, or fall upon the charity of the places

where they end up. Eventually, if a 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 will slow traffic on roads to a crawl with heavily-laden 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, flooding, or banditry along the route. Refugees escaping by boat pose similar problems to ports and waterways along their routes.

How refugee camps might be organized, if at all, will often depend 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 understand why they should submit to the local authorities in places they have fled to, or just might not be inclined to do so, or agree to follow established procedures for entry, potentially causing substantial political problems. On the other hand, if immigrants have desirable skills, rulers of other areas might wish to bring them without delay into service or have them begin contributing to their own economies. Local religious organizations might also combine with their charity work among refugees the no-less important task — in the minds of the priesthood, anyway — of securing devotion to local deities.

Breakdown of normal law and order in partially-abandoned settlements will likely lead to formation of ad hoc gangs by those who have no role in combating the calamity and only motives of their for staying, contributing to looting, victimizing vulnerable individuals, and starting fires, whether deliberately or accidentally, which then spread unchecked.

Long after a disaster has passed, memory of it and decisions made in haste or bad faith during the hard times might haunt a community. Examples could 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 could be relocated. And expatriates from a beleaguered area could become well-known influences — for better or worse — on one or more of the other lands to which they have fled.

Impact of Disasters on Places

Within any particular community beset by one or more calamities, 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 are able and willing to stay open to sell goods for emergency use. It is very likely that such people will be involved in efforts to deal with the calamity, such as serving in labor crews or militias, as skilled workers of these sorts 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



street performers or 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 current events.

Professional organizations and guilds might postpone events or hold extraordinary meetings if the calamity directly affects their business. Guild leadership, as an element of civil authority, might also be involved in trying to deal with the crisis.

Merchants will likely close their establishments and retreat to secure locations if they can, with whatever private security forces they have access to and can afford to retain. 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. 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 in efforts to cope with disasters. Taverns may do a roaring trade, especially with an influx of soldiers or relief personnel.

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, and civic leaders may call upon intellectuals who have relevant knowledge or abilities to help find solutions to the crisis.

Religious organizations 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. Their establishments might nonetheless 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 as a result of stocking up and benefiting from organization beforehand as a product 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 officials are likely to be either the busiest people in a calamity or, in worst-case scenarios, the first to flee from it. Initial elements in 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; establishing a command center to manage the crisis; calling up emergency reserves like local militia; and making appeals for specific forms of help that might variously be answered by adventurers, mercenaries, and the like.

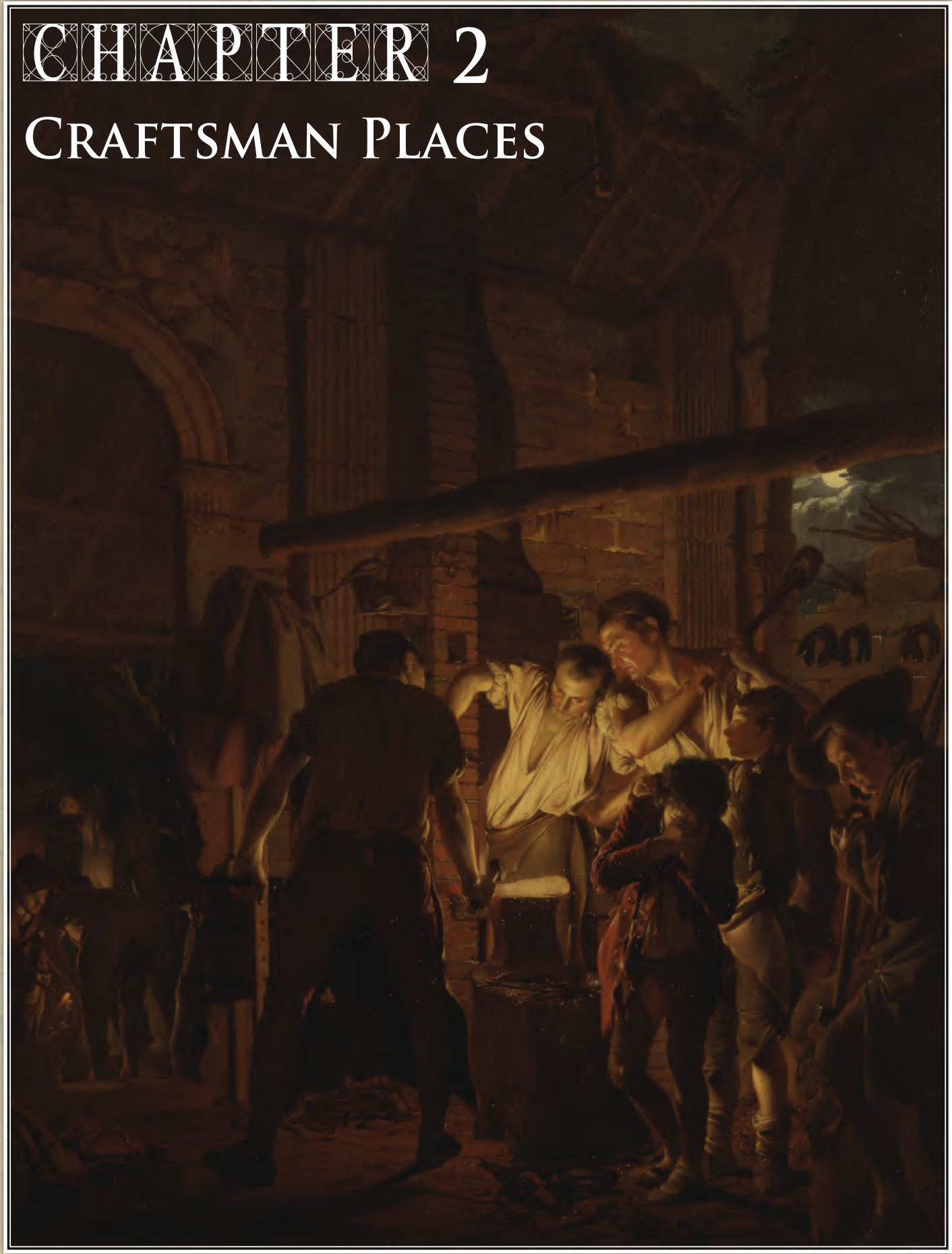
Municipal government might have to enter diplomatic negotiations with the community's neighbors (or with a threatening army or intelligent monster), whether for help, a suspension of hostilities or financial demands, or the formation of a league or alliance against a common threat. These might be achieved by concessions that the city would normally be unwilling to make and 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 lead to, whether formally or informally, invocation of more wide-reaching and centralized powers than the civic government and particularly its leaders would normally 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 insulation from events going on around them.

Underworld establishments 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.



Chapter 2
Craftsman Places



This chapter 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. Character parties tend to employ a staggering array of armaments and equipment and — apart from that obtained through plunder — they must obtain many such things from the workshops of skilled craftsmen. True, there may be much that is available "off-the-shelf" in shops or even used in the town marketplace. Unique items and those that are rare, of masterwork quality, or otherwise special, however, may require visits to the workshops of those able to create them. This has the additional benefits of allowing storytellers to provide characters with chances to roleplay and use skills that might not turn up in the course of a dungeon crawl and even as opportunities to insert adventure hooks. It can also make characters appreciate all the more the special items they have had to personally obtain.

Craftsman places of the sorts that characters might have to visit when preparing for their adventures include armories, arsenals, blacksmithies, carpentries, clothiers, glazieries, jewelry shops, leatherworking shops, sculpting shops, shipyards, and stonemasonries, all of which are described in this chapter. These are by no means the only sorts of locales associated with craftsmen that characters might visit either in the course of their adventures or during preparations for them and other useful places of this sort might very well be found in any particular community.

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 cause 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 some 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. (See "Chapter 1: Communities" for more information about all these sorts of buildings.)

Regardless of their forms or locations, craftsmen's workshops typically contain all of the tools, equipment, and materials needed to create the items associated with them. In general, the greater the capabilities and affluence of a particular craftsman, the larger and better equipped his or her workshop will be, and there may be certain things an artisan 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.

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 might create many different sorts of armor, but most specialize in just one or a few. Most produce their wares from materials like cloth, leather, iron, and steel, but in non-standard milieus or cultures they might also utilize bronze, hide, bone, bark, 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 fighters 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. Professional gladiators, for example, 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 that are subsequently incorporated into larger products (e.g., breastplates, greaves).

Manufacturers of shields and possibly helmets might have separate shops or even their own guilds, due to the somewhat different nature of their products and the production requirements associated with them (e.g., painting of devices on shields, addition of feather or horsehair crests to helmets).

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 parts into finished sets of stock or custom armor.



Finally, any particular armory might also be run by or for the members of some specific people or race — although some are more likely to need or produce such things than others — and armorers 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

- An armorer patronized by some of the characters 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 dragon with foresight and guile beyond its years has undertaken to hunt down those responsible for slaying one of its 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 lesser 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.) Its victims — any of whom could be characters or their friends, associates, or relatives — include the elderly survivor of the original party that slew the mature wyrm, the long-lived Dwarf who fashioned its hide into armor, and the aristocratic poseur who added the dragon-hide panoply to his collection of exotic armors.

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 places 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, demons and devils, certain sorts of undead, or malicious fey.

Some commercial arsenals that adventurers patronize might not actually produce weapons at all, but rather purchase or otherwise obtain them from various sources and then 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 wishing to unload 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 arms makers are more 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 crafting metal weapons; a blacksmithy for creating the blanks used to craft sword blades, axe heads, and other metal components; carpenters' workshops for crafting the basic wooden parts of weapons like bows, crossbows, and polearms; specialized areas for shaping bowstaves variously of natural wood, composite construction, or even spring steel; and leatherworking shops for producing things like whips, braided sword hilts, scabbards, girdles and sword belts, and gauntlets (although in some larger towns,

scabbard-makers and other sorts of leatherworkers might operate independently). Tools might include forges, anvils, hammers, awls, files, wiredrawing blocks, and leather aprons.

ADVENTURE HOOKS

- A particular arsenal has long been haunted, more or less benignly, by the spirit of a slain warrior, and there has been over the years much speculation about its identity and what led to its presence there. When a string of murders occur in or near the arsenal and weapons from it are involved this ghost is the prime suspect. In actuality, however, the ghost is angry at being powerless to stop these crimes, knows what is really going on, and is eager to share the truth with open-minded investigators.

- 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 may 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 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 an artisan 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 places of this sort 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

A Sample Blacksmithy

Depicted here is a small smithy of the sort that might be used by a blacksmith. A workshop of this size would likely be used by a single Human-sized Craftsman along with perhaps one apprentice, although a whole crew of smaller beings like Gnomes or Halflings might operate in such a space.

Such a facility might be a stand-alone workshop in a village or other small community, or serve as an adjunct to complementary operations, like a stable full of mounts that need shoes, an armory requiring a steady supply of links, plates, rivets, and other hardware, or a smelter from which raw iron could be shaped into transportable plugs or transformed into the beginnings of weapons or tools.

Construction of this building is of heavy fieldstone with a wood shingle roof, but could just as easily be of almost any other locally-available materials. Non-flammable materials would likely be the preference in a workshop where open flame is a factor (e.g., stone or brick walls with ceramic or slate roofing), but economic and other factors might dictate use of less resilient but more affordable materials (e.g., wattle-and-daub, log, or plank walls with wood shingle roofing).

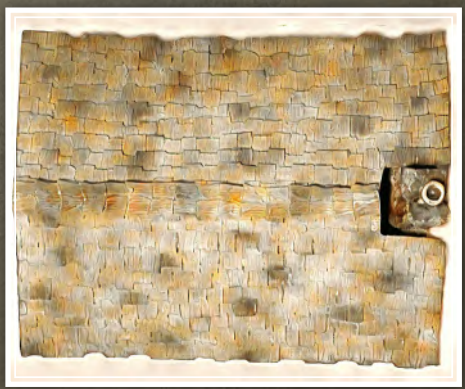
A workplace of this size would probably not also be used as a dwelling by any but the poorest and most miserable craftsman. A door on the inside, however, just to the right of the entrance, might be used to connect the smithy to an adjoining dwelling or other structure.

As configured, this building cannot be easily locked up, so the assumption is likely that it is located within a secure area (e.g., the courtyard of a castle), that theft is inconceivable, or that easily-portable tools are secured somewhere else during non-work hours (e.g., behind the afore-mentioned door, in a hidden lock-box set into the floor).

The most prominent features in this smithy are a forge near the top of the illustration and, nearby it, a large, iron anvil mounted upon a heavy oak stump. Other equipment would include a sturdy wooden workbench, appropriate artisan's tools, and a barrel of water for tempering heated metal. Temperatures within the smithy would regularly exceed 200 degrees F.







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.

CARPENTRY

Carpentries are the workshops of 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 constituent parts; cabinetmakers, who specialize in chests, dressers, 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 may even might have the additional armorer or weaponmaker skills needed to complete such items.

Famous carpenters include Daedalus, Jesus of Nazareth, and 14th century English woodworker 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 usually 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 larger facilities — will be found in communities of town size and bigger. Large-scale carpentry operations may also be located near places where lumber is obtained or stored (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 do so in order to commission large jobs or have high-quality items fashioned (e.g., having reinforced doors made to secure a ruined castle they have taken over). Characters who have acquired valuable consignments of timber might also go to carpentries to purchase such materials.

ADVENTURE HOOK

- A local carpentry shop has recently been kept busy at all hours as the master woodworker, his apprentices, and a number of temporary laborers he has had to hire attempt to fulfill orders for large numbers of coffins. The owner of the shop has accepted the explanation from the agent who placed the order that the caskets are for a nearby community that has been struck by a disaster (e.g., plague, flood). It is up to the storyteller to determine whether this is actually the case or if the coffins are being used for something more insidious (e.g., a growing vampire colony, by smugglers seeking to smuggle illicit goods into or out of the city in faux funeral processions).
- An especially skilled carpenter in the campaign area 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 able to track down the thieves and recover the stolen timber.



Clothier

Clothiers 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 like outfits with artfully-hidden pockets or scabbards, or any sorts of similar things beyond what can be purchased in a marketplace or general store (described in Chapter 6: Mercantile Places).

Clothiers 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 kinds of artisans, the proprietors of clothiers tend to be highly specialized and 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 very well be, of course, 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, sandals, or other sorts of footwear; hatters, who produce head gear; hatters and milliners, who make hats; lace-makers, who create delicate cloth items with open web-like patterns; 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 periodic trips to town markets or from traveling peddlers.

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

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 fabric 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 of sufficient size might 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 certain clothier has been secretly supplying foreign spies with clothing that enables them to better conduct infiltration, observation, and even assassination activities in the local area. Initially he was unaware of how his work was being used but has since gleaned the truth but has continued to profit from the endeavor. Investigation into the operations of the spy ring might reveal the activities of the clothier, whether he is a witting dupe or being threatened with harm to himself or loved ones, and if he can provide information that can help expose the enemy agents.

- The owner of 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 artisan might have purely commercial motives or may 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.



Glaziery

Glazieries are workshops that often rely on secret techniques passed down through families of hereditary craftsmen and which can produce glass items of various sorts. These might include utilitarian things like food dishes and storage jars, more expensive and finely-decorated luxury goods like ornaments and window panes, including the colored or stained glass varieties favored by temples; and equipment for alchemical and industrial uses, such as specialized flasks, tubes, and distillation apparatuses.

Pieces of glass can also be polished and carved in the same way as precious stones and presented as such or used as replacements or counterfeits for more expensive materials. Specific types of glazieries include those devoted to making mirrors and those specialized in grinding lenses, which might be incorporated into anything from spyglasses 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.

One or many glass manufacturers often form the major or even primary industry of a town or city, exporting their products to other communities and nations, and an entire village might be devoted to such an operation and home to affiliated employees, suppliers, clerks, and transport personnel. It is also likely that a glassblower's enterprise will be set up in a location where it 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. In northern Europe, forest glass operations used wood ash and iron-bearing sand as constituent materials, consuming large amounts of timber and significantly thinning the woodlands where such glazieries were established. During periods when unrest or disruption of trade prevented glazieries from obtaining necessary raw materials or when the knowledge of how to make glass was lost, many areas made due with items made from the melted-down glassware of more prosperous times.

Small, specialized glassmaking operations might be associated with other institutions of some sort and a large industrial, alchemical, or magical establishment that has a constant need for specialized glassware might maintain a dedicated glaziery on-site to ensure ready supply. A major temple complex, for example, might have a glassmaker's workshop in order to create special leaded 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 pre-scored flasks that break easily on impact.

Adventurers might need to visit a glassmaking shop 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

- A local glassblower opened his shop this morning to find all of his wares smashed and suspects a ring of thieves to which he recently refused to pay protection money. What he has not yet discovered, however, is that the remains of the hoodlums are hidden within the ash of his furnace and were slain by the resident Banshee whose shriek destroyed the glassware. This restless spirit is that of the glassblower's late wife, who did not perish from a wasting sickness as he believes but was instead poisoned by someone.

- Characters might be hired to transport various goods through a hazardous area, a mission complicated by the fact that their load includes a fragile consignment of glassware. Matters might be further complicated if such containers hold dangerous substances of some sort …

- A 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). As part of this task they might have to undertake further explorations and tasks to obtain the unusual sands or other minerals needed to create this special glass.

Jewelry Shop

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 greatly 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 goldsmiths, who are skilled at casting, turning into leaf, and otherwise working with 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 precious metals and gemstones.

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 might focus on creating items for members of certain classes (e.g., holy symbols for clergy) or on working closely with spellcasters in the creation of various sorts of magic items.

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, such as clothing or furniture, being created by various other sorts of artisans.

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, materials, or styles that they favor (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 and sometimes still-living materials).

Customers at jewelry shops vary depending on the cost and prevailing uses for the objects that a particular 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 every level 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 levels of affluence. Individuals 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 — might emphasize this with either costume jewelry or genuinely valuable items, depending on how successful they are in their various occupations.

In a traditional ancient, Medieval, or fantasy game setting, adventurers might need to visit various sorts of jewelry shops fairly frequently for purposes as diverse as having gems, ornaments, and other swag appraised; liquidating such items into ready cash or converting excess money into concealable and easily-transported gems and jewelry; commissioning masterwork items for use as spell components or as the basis for 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 in any setting, and these will likely be enhanced and augmented by magic in a fantasy milieu. 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 HOOKS

- One of the most accomplished jewelers in the city is renowned not just for the quality of his work and the personal touch he brings to it but also for the exceptionally fair prices he charges for it. Unbeknownst to anyone else, however, he increasingly gains an obsessive attachment to many of the pieces he has created and, after a point, cannot bear being separated from them anymore and will seek to retrieve them — going so far as to murder customers to cover his tracks and keep his secret.
- 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.

Leatherworking Shop

A leatherworking shop is where the durable hides of oxen, sheep, and many other sorts of real and possibly fantastic beasts are crafted 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 — perhaps most critically to adventurers — armor, helmets and shields. Such items are often decorated by dying or bleaching, punched and incised designs, metalwork, fancy stitching, or ornamental leather pieces such as tassels and appliqués.

Ability to reliably create some items might be predicated upon having other craft skills, such as those of an armorer, and leatherworkers without such abilities might only create the components for larger items. Some leatherworkers might also provide their own tanning of skins and hides.

Leatherworking has many specialties within it and any particular shop might be devoted to botteliers, which make bottles and flasks; cobblers and cordwainers, which make and sometimes repair shoes and boots; girdlers, which make girdles and belts, often for use with weapons; glovers, which make gloves, gauntlets, and mittens; lorimers, which make reigns and similar tack for horses; saddlers, which make saddles for horses and possibly other sorts of mounts; scabbard-makers, which fashion sheathes for swords, daggers, and other sorts of edged weapons; and thongers, which produce straps and laces. One large guild might represent all such craftsmen or separate sub-guilds or completely separate organizations might be associated with each specialization, and certain sorts of leatherworkers were historically among the artisans with the most influential groups of this sort (e.g., the Worshipful Company of Cordwainers in Medieval London).

Leatherworkers often maintain close relationships with craftsmen that create complementary products, such as clothiers and furriers, or which provide raw materials, including tanners and metalworkers who provide buckles, rivets, studs, and other fittings and fasteners. Workshops of such other artisans might be strategically located close to those of leatherworkers in areas where such activities are being conducted on a large scale.

Adventurers might visit leatherworking shops with general or narrow focuses for any number of reasons, especially when they need custom-made items like saddles, tack, and harness for exotic beasts; scabbards, bandoliers, and pouches for special weapons and other adventuring gear; footwear suited to strange environments; and innumerable other things.

Many villages and small communities will be home to leatherworking shops, especially if there is some local activity that requires a continuous supply of leather goods of some sort, such as a mine that requires helmets, aprons, and gloves. Almost all towns or cities will have several or many leatherworking establishments — and, as with any handicrafts,



some communities are especially famous for their leatherwork (e.g., the city of Corinth in ancient Greece, the city of Marrakesh in Morocco). Towns and cities with many leatherworking establishments will generally have them located in the same streets or areas.

Non-Human peoples have variations on leatherworking commensurate with their needs and values. Some groups of Dwarves, for example, specialize in leather goods made from the hides of various subterranean creatures; many evil humanoids are inclined to use leather made from sentient beings or the hides of their enemies; and certain communities of Elves, as with some Humans, eschew the use of leather at all and clothe themselves solely in plant-based materials.

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). Equipment in a leatherworking shop tends to include furnishings like workbenches and stools and tools like awls, heavy needles, various odd-shaped knives and creasing tools, and sometimes a small forge to reheat rivets if these are required for various items.

Leatherworking shops do not usually require extraordinary 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

- A local leatherworker's business has been rapidly improving thanks to large shipments of high-quality leather, very supple and easily worked, that he has been receiving from a new tanner. In reality, however, this tanner is an unscrupulous Ghoul who consumes the flesh and bones of men and then cures their skins and sells them to the leatherworker for a small sum and the smug satisfaction of perpetuating a sick joke. Eventually, either the leatherworker will glean the truth about the materials he is working with or someone will discover that his finest goods are made from Human skin, but either way there will be a reckoning.

- 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 of hides for leatherworking shops, to characters hunting down specific sorts of dangerous creatures as a rite of passage and subsequently having the skins made into gear for their personal use.

Sculpting Shop

Sculpting workshops are used by craftsmen of an artistic bent to 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 religious places, and sculptors will 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).

Many 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. Some might prefer to focus only on sculpture, however, and to work with other artisans adept in the complementary skills they require.

Sculptors also often 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 toward 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, 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, often 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 imbued with 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. 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 depending 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 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 or something like a figurehead for a ship; seeking a buyer for valuable stone or other materials that a particular sculptor might be willing to purchase;



or seeking expert information about the properties or vulnerabilities of various types of sculpted items.

ADVENTURE HOOK

- A local sculptor has become well known for the strikingly realistic figures he has begun producing, which exceed in skill any of his earlier work and deviate in style markedly from his bas reliefs and other creations. A cloud of suspicion has fallen over him in some quarters, however, fueled by rumors that he variously has a detailed portrait of a Medusa, keeps a Basilisk as a pet, and/or has a fan made from Cockatrice feathers. Characters might be prompted to investigate this situation or be hired by various third parties to do so.

- An apprentice for a local sculptor is in cahoots with a cadre of jewel thieves and has been mixing stolen gems into clay and fashioning it into works that can be easily smuggled out of the city. Should this ruse be discovered the apprentice and his cohorts plan to frame the master sculptor. Everything is thrown into chaos, however, when a cursed gemstone is hidden within a clay sculpture of a Hydra, leading to dire supernatural results.

- 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 characters are harassed by a party 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.

SHIPYARD

Shipyards are places devoted to the construction of vessels of all sorts, including rowboats, keelboats, longships, sailing ships, warships, and galleys. Such places might be very specialized and used only for construction of one or a few sorts of ships or boats, or more comprehensive and used variously for multiple purposes, to include building many sorts of watercraft, repairing and maintaining them, and possibly even breaking up decommissioned vessels. Shipyards are



sometimes also known as boatyards or dockyards, although places with the latter label are often more associated with maintenance or basing operations.

Famous shipyards include the one at the Harappan city of Lothal on the Sabarmati River in what is now India, which became active around 2,600 B.C.; the ancient Greek city of Naupactus, the name for which literally means "shipyard"; and the Arsenal of Venice, a sprawling complex of ship-building facilities and armories that was founded in the early 12th century.

Shipyards will necessarily be located on bodies of water, whether on islands or a mainland, and these might include sites in sheltered bays, harbors, lagoons, deltas, fjords, or river estuaries with ready access to the sea. They might also be established near places where supplies of appropriate materials are readily available (e.g., generally forest for timber, but possibly also wetlands with papyrus for reed vessels).

Depending on their size and various needs, to include adequate labor, shipyards could be located in anything from purpose-built villages to towns and cities, and if security is a requirement they might be established within fortified areas or in conjunction with naval bases or other military facilities. They might range in size from small yards with a minimum of infrastructure that are used only periodically, to full-blown factory complexes that employ hundreds of fulltime personnel.

Facilities associated with shipyards might include open areas for the staging and assembly of vessel components; storage yards for timber and other bulk materials; warehouses for sailcloth, rope, nails, and the like; slips for the launching of large vessels; dry docks for repair of vessels of various sizes; workshops for performing specific tasks and securing tools; timbers for rolling vessels or heavy equipment like cranes; quarters for shipwrights, laborers, and guards; and stables for draft animals if they are used at the site.

Ancillary workshops might be located in or near a shipyard. A bronze-working foundry, for example, might be located in a shipyard dedicated to the manufacturing of war galleys and used to create rams for their prows. Facilities for making rope, sails, and other elements of finished vessels might similarly be part of a shipyard.

Shipwrights, skilled craftsmen who know how to construct various sorts of vessel, are the most important sort of worker associated with shipyards. Expert shipwrights are valued craftsmen who might be hired by shipyards from other lands who are trying to expand their own maritime capabilities, whether for military, trade, or exploratory purposes. Shipwrights might also be interested in working in the yards of other nations both because it is lucrative and to learn about their techniques. Other personnel associated with shipyards might include laborers to do things like move materials from one location to another; specialist craftsmen like carpenters, blacksmiths, and sailmakers; and security forces that might range from simple watchmen to combat troops like marines and artillerists. Sailors, pilots, and navigators might also be found in or around shipyards if their skills are required on a regular basis.

While Humans are generally the most prolific of the seagoing peoples, members of any races might be found in shipyards. While often associated with woodlands, Elves have been known to build excellent vessels for everything from crossing great oceans to

navigating inland waterways. Likewise, humanoids — especially highly organized and militarized ones like Hobgoblins and their kin — might be inclined to build vessels like warships or troop carriers. Even people not necessarily associated with seafaring might be found in shipyards as a result of their special skills. Dwarves, for example, might be employed to forge anything from nails to prow rams; Gnomes might be the most suitable people for producing mechanical devices of various sorts; and Halflings might be the best rope-makers or skilled sailmakers in a particular region.

Depending on why they were founded, by who, and where, shipyards might make their products available to anyone with ready coin or only to specific clients, such as the government of a major state. Most will be at least somewhat flexible in this regard.

Adventurers might end up in shipyards for any number of reasons, to include commissioning construction of vessels or having existing ones repaired; serving as security personnel; posing as workers or otherwise gaining access to facilities to gather information or steal things; or being hired to oversee transport of completed vessels to clients in other places.

ADVENTURE HOOKS

- After a plank of driftwood washes ashore marked with strange symbols an apprentice shipwright and friend of the heroes notices similar symbols carved into the underside of a merchantman currently under construction at the shipyard. When the characters next meet with the apprentice he excitedly attempts to tell them something he has learned about the symbols but his revelations are cut short when a strange curse causes his lungs to fill with seawater, drowning him on the spot.
- Because shipyards are places where innovative techniques and the best naval technologies are implemented they are often the targets of military or industrial espionage. Appropriate characters might thus be tasked variously with infiltrating the shipyard of a rival state and learning some of its secrets, or with protecting a shipyard from spies and/or finding ones possibly already operating within one.
- Lack of materials necessary for building vessels can slow operations at a shipyard or even bring them grinding to a halt or cause such a facility to be shut down. Adventurers of various sorts might be needed to acquire anything from new sources of lumber to hardware like nails, rope, or sails.

STONEMASONRY

Stonemasonries are the workshops of craftsmen skilled at working with materials like rock, stone, and brick and using them to construct buildings, fortifications, and all sorts of other structures. Although some such artisans 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 in India, Stonehenge in England, Chartres Cathedral in France, the rock-cut churches of Lalibela in Ethiopia, 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, moved up 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 rock 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, particularly 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.

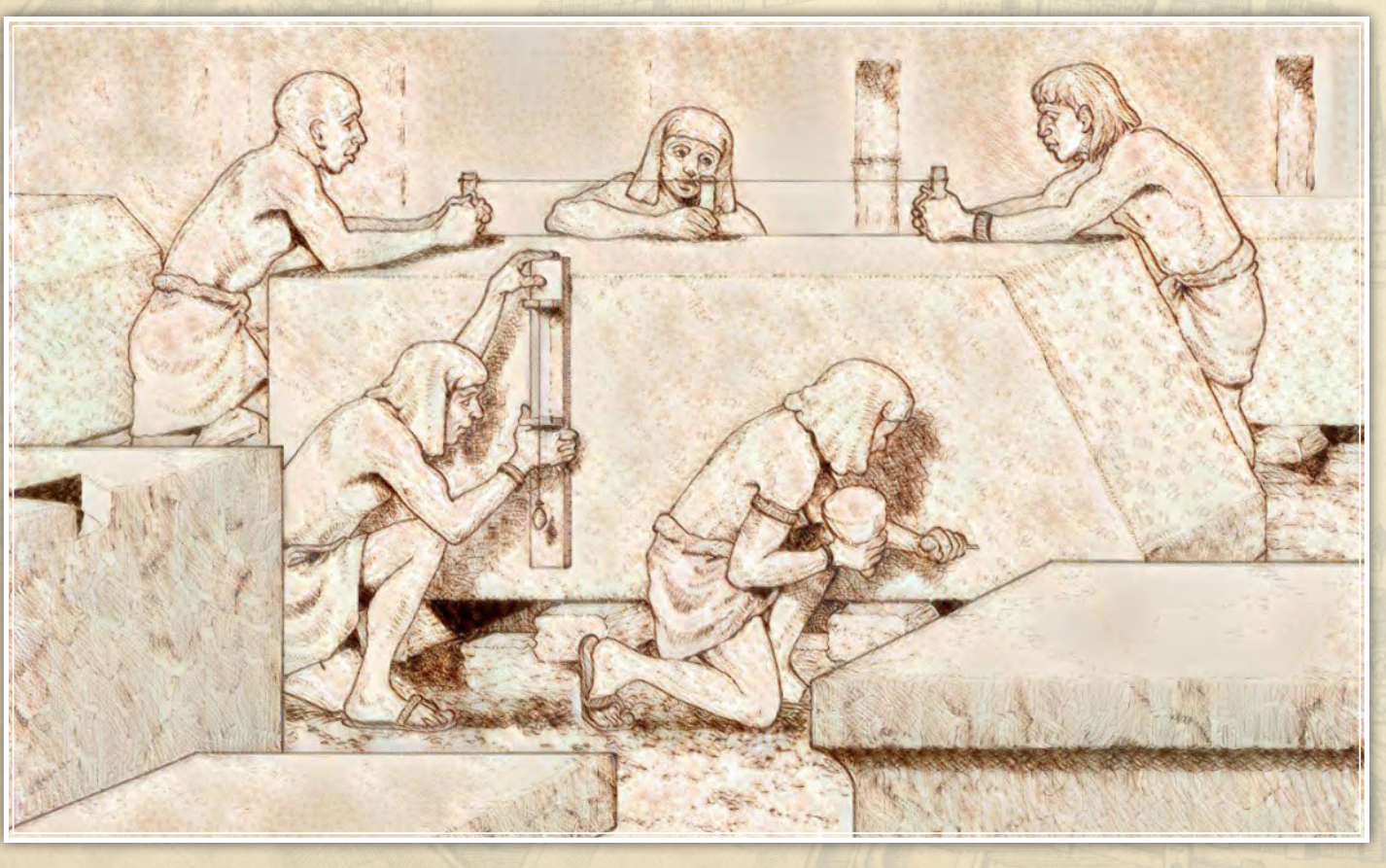
Security at stonemasons' workshops tends to be typical of that for any other craftsmen, as described in Chapter 1, but the most skilled and those working with expensive materials might have additional security measures appropriate to the milieu (e.g., stone rather than wooden portals).

Adventurers will not likely need to visit stonemasonries 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 stonemasons for various sorts of information, such as the characteristics of a type of place they are planning on exploring.

ADVENTURE HOOK

- Fears that a local cemetery has become haunted by some malignant undead force begin to spread after several people are hurt, killed, or go missing while visiting or passing by a mausoleum that was recently built within it. One person who understands a possible cause for what is happening, however, is the proprietor of a nearby stonemasonry, who knows that there was something amiss with the material he used to construct the funerary structure (e.g., it was made from rock mined from a dormant but still living ancient Earth Elemental).

- 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 at their disposal, to include infiltration and espionage.

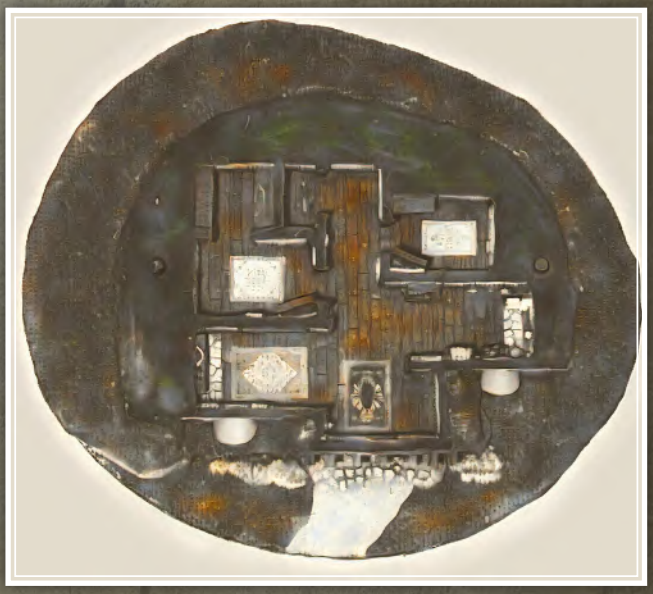




A Sample Halfling or Gnome Craftsman's Workshop

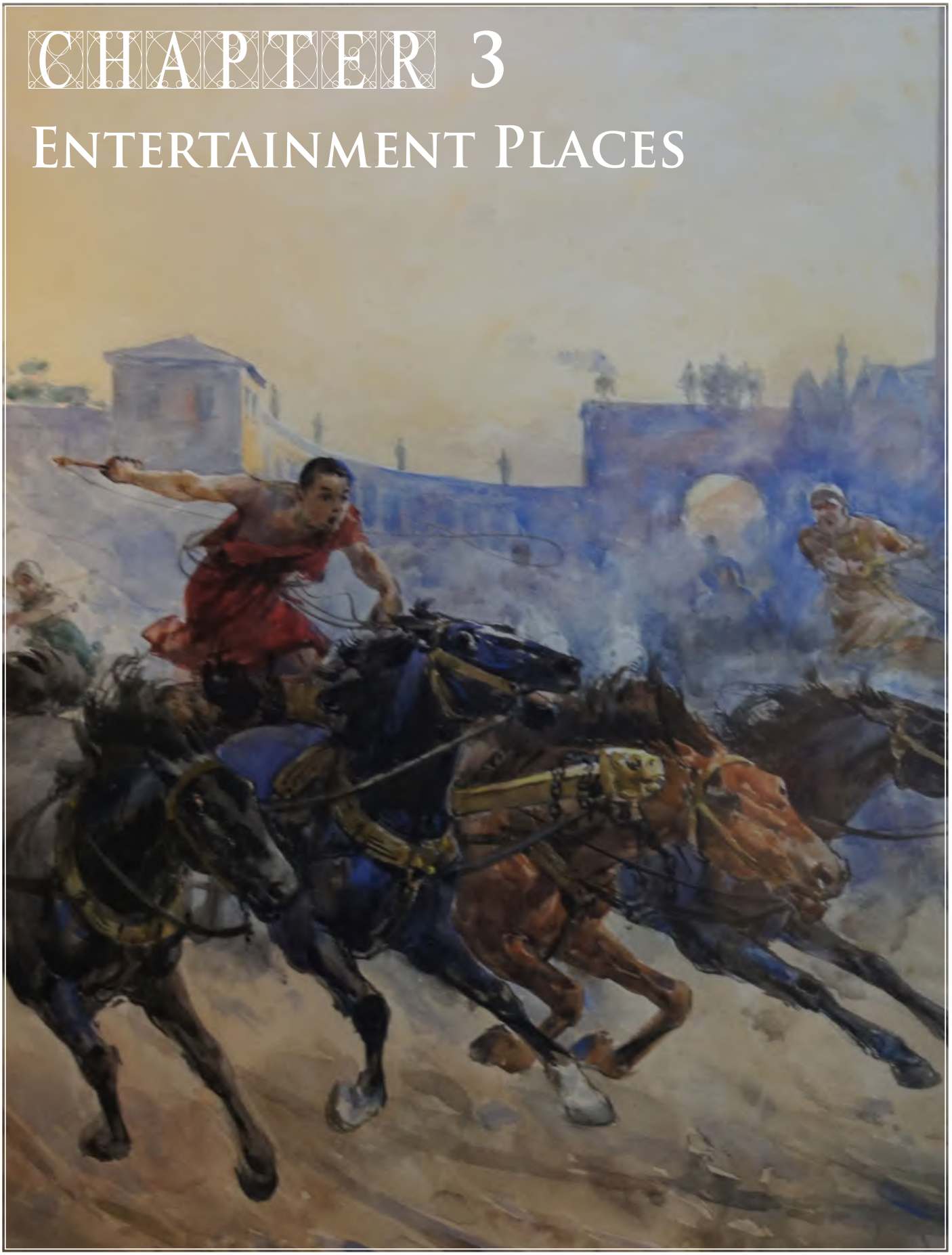
Shown here is a typical underground home and workshop that might be used by a Halfling — particularly if built into a mound, as depicted here — or a Gnome, especially if completely subterranean. Such a structure could be suitable for a wide variety of craftsmen (and for members of other vocations as well).

A work area of this sort would almost certainly have stone walls, whether built from the ground up and then roofed and covered over with an earthen mound, following the custom of Halflings, or excavated from a hillside and reinforced as necessary with new masonry, as would be more typical for Gnomes. In either case, the dwelling/workplace would be built and appointed with an eye toward comfort, and would likely include some combination of wood paneling, tapestries, and papering on the walls, and smoothed planking and thick rugs on floors that would otherwise tend to feel cold and damp. Multiple fireplaces — the chimneys of which are visible at the left and right sides of the topmost image — would also help keep the place dry and cozy, in addition to being used for cooking and possibly as a source of heat for some industry or vocational activity.



Security measures at a home workplace of this sort would likely include mundane measures like reinforced wooden doors and good locks and anything beyond this would be commensurate with the value of the resident craftsman's operations and appropriate to his income and abilities. If warranted by local conditions, one or more guards and easy access to quality arms and armor for masters and apprentices alike might also be employed.

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 storytellers to introduce parties to new allies, enemies, or other supporting 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, racetracks and hippodromes, theaters of various sorts, and parks, all of which are described in this book.

Entertainment venues can be of almost any size, are as varied as the diversions presented in them, and are generally intended to appeal to many sorts of people and a broad variety of tastes. One thing many such sites have in common, however, is that they are built specifically for the activities 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. Walls in the entryway of a theater, for example, 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, under a night sky, or in another world.

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 theater 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 site, perhaps with staff employed to administer requirements like selling tickets or viewing passes. An 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 prevent 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.



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 fairs, or holidays and pageants 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). Some carnivals are owned by families who have been in the business for as long as they can remember and many carnies are born into the nomadic life of the traveling fairs and will only marry or regularly deal with others of their caste.

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 or contracts with 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 utilize 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 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 attractions 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 among 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 might feature acrobats, variety and burlesque-style shows, and prize fights open to all comers. Itinerant prostitutes might also be associated with a carnival and ply their trade in conjunction with it.

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 might sell a variety of foods that are likely to be similar at all carnivals in the milieu (e.g., cotton candy, peanuts, and corndogs).

Many carnival folk in a particular setting 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, they may be either more or less valid in a game milieu.

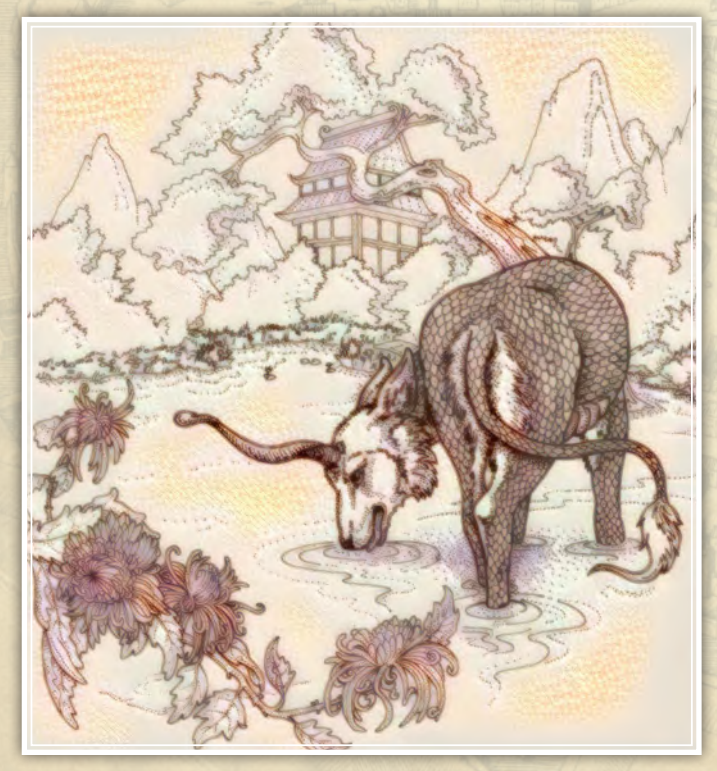
Adventure Hooks

- A group of Halfling street entertainers take exception to a traveling carnival cutting into their trade and begin to booby-trap its wagons, loosening wheels, stealing draft animals, and sewing spoilable foodstuffs into the tent-flaps of the big top pavilion. They also begin to pickpocket and steal mercilessly from the crowd, taking advantage of the fact that the town guard is too busy to track the diminutive rascals to their lair.
- 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 with their depredations.
- 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 collections 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, educational, and conservation 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 necessary to support large collections of exotic creatures, the patrons 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 proprietors, of course, menageries also need staffs of handlers capable of feeding, cleaning up after, and otherwise caring for the creatures they house, and 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, and in the middle of each was an ornate pavilion from which walking paths radiated out and 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 place of this sort.

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

Adventure Hooks

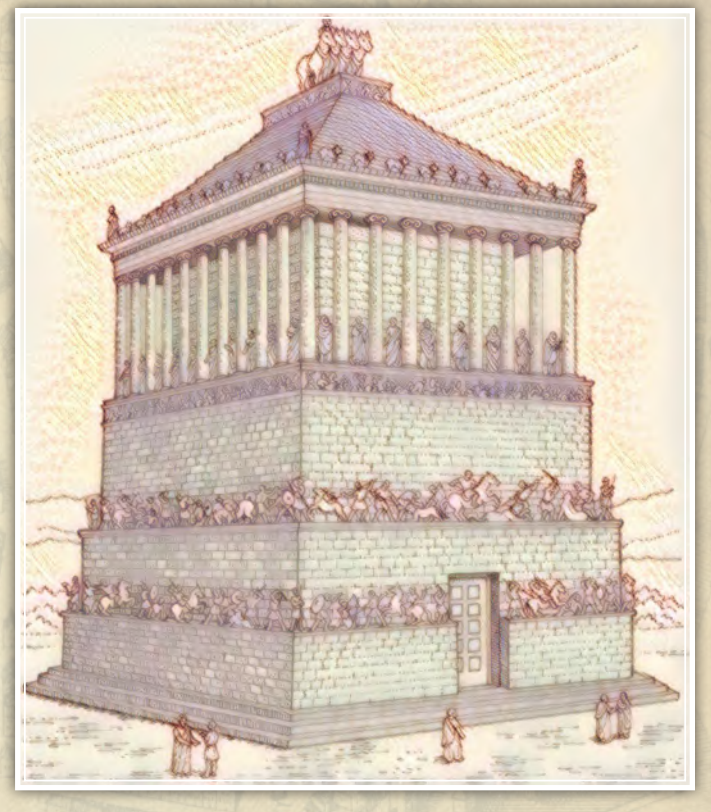
- A fanatic and somewhat unstable ranger is planning a raid on a local noble's menagerie, with the idea of killing a number of exotic beasts whose existence he is opposed to. With this plot in mind, he is casting about for adventurers of with similar inclinations to accompany or otherwise support him 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. Private collections of this sort may or may not be open to the public and might be accessible only to certain individuals, such as friends of the owner or people with something to offer to the exhibition. 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 a game world — unlike their modern



equivalents — will probably not 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 interested in a collection of arms because he might be able to apply to 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 ones 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. This statuette might actually be an idol of a nearly-forgotten devil-god who will seek to manipulate the characters into actions leading toward restoration of 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.
- Characters tasked with solving a series of mysterious killings might need to question visitors or staff at a museum where one of the victims was attacked or at which the body was dumped. Such potential suspects might have a variety of motives or alibis — legitimate or 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 places for leisure and recreation. In some societies, however, parks might only be open to certain privi leged 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 grant 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, rivers, 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.

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 community; large but discrete areas like islands or dense forests; or tracts of land in conjunction with manor houses and their gardens that form the country estates of aristocrats. Many parks are also surrounded by and sometimes subdivided with walls, fences, hedges, moats, or other barriers, often with an eye toward keeping game in, unwelcome visitors out, or both.

Amenities in parks designed for recreation might include such areas as fields for locally popular sports, playgrounds, benches and tables, signage, and trails of various sorts (e.g., dirt, paved, graveled). 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 or fairgrounds.

Because preservation of the landscape and its natural resources is at least a secondary goal in most parks, and because they 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, no 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 of herbs and other plants, 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 Hooks

- A large urban park that essentially serves as a mini-wilderness within a city has become the site of an increasing number of strange incidents that include attacks on various disreputable characters prone to lurking in or around it. This park has, in fact, been adopted by a nature priest of sorts, who serves as its warden and has started taking action against those who he believes to be abusing the domain for which he is responsible.
- 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 people and creatures like horses, dogs, and camels and vehicles like 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, amphitheaters, 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 an 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 things like 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 desires 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 ground, such as a long beach, stretch of salt flats, or dry lake bed.

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 secondary functions — they 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 a racetrack 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.

Racetracks 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 complementary 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 (e.g., by cursing 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 city, the 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, keeping others from being killed or injured, 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 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. These 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.

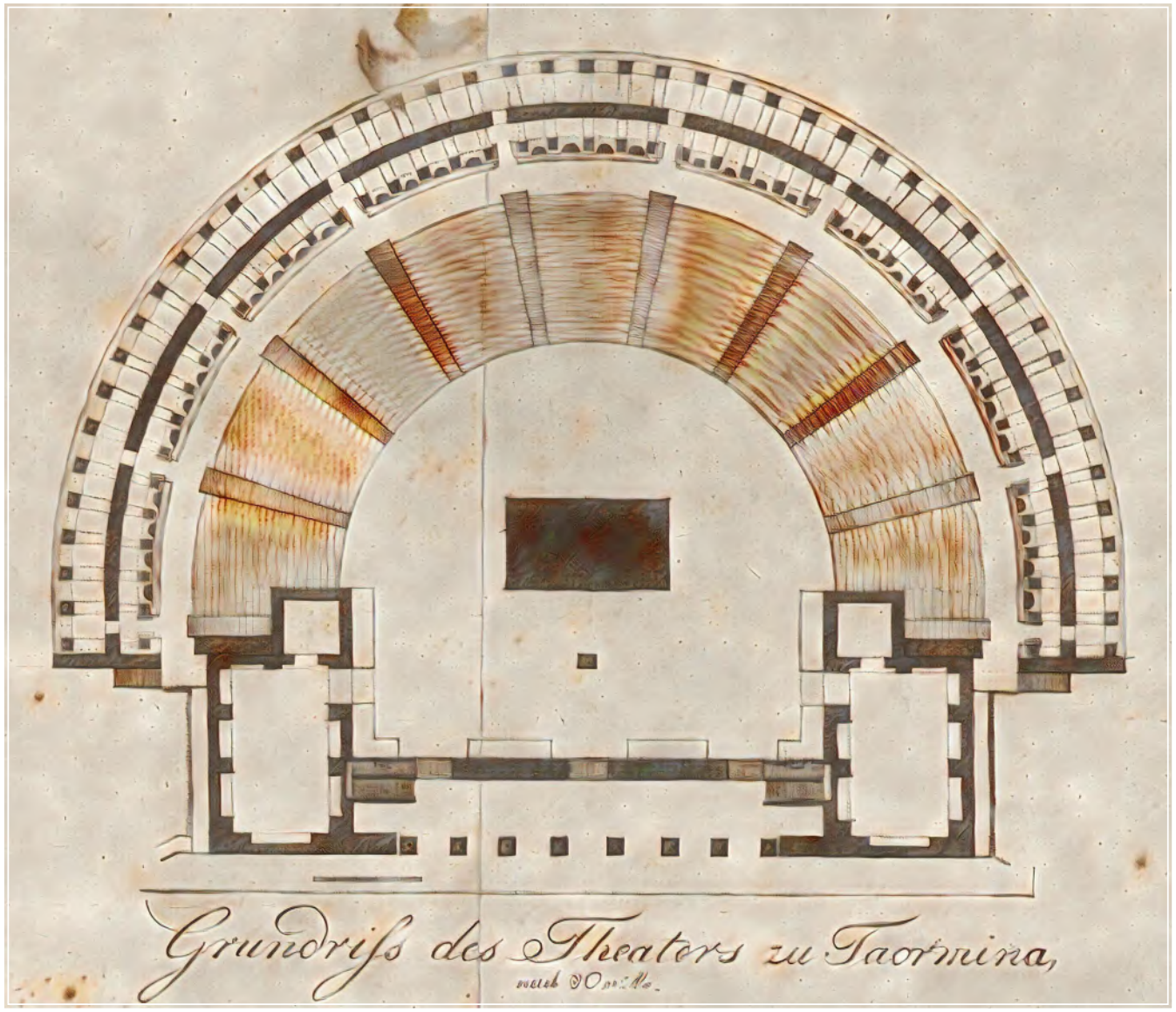
Theater

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 they 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 can present their various performing arts. 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 storytellers 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 those of ancient Greek and Renaissance English theater (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.



A Sample Theater Floorplan

Shown here is a theater of the sort used in the ancient Mediterranean and which 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.

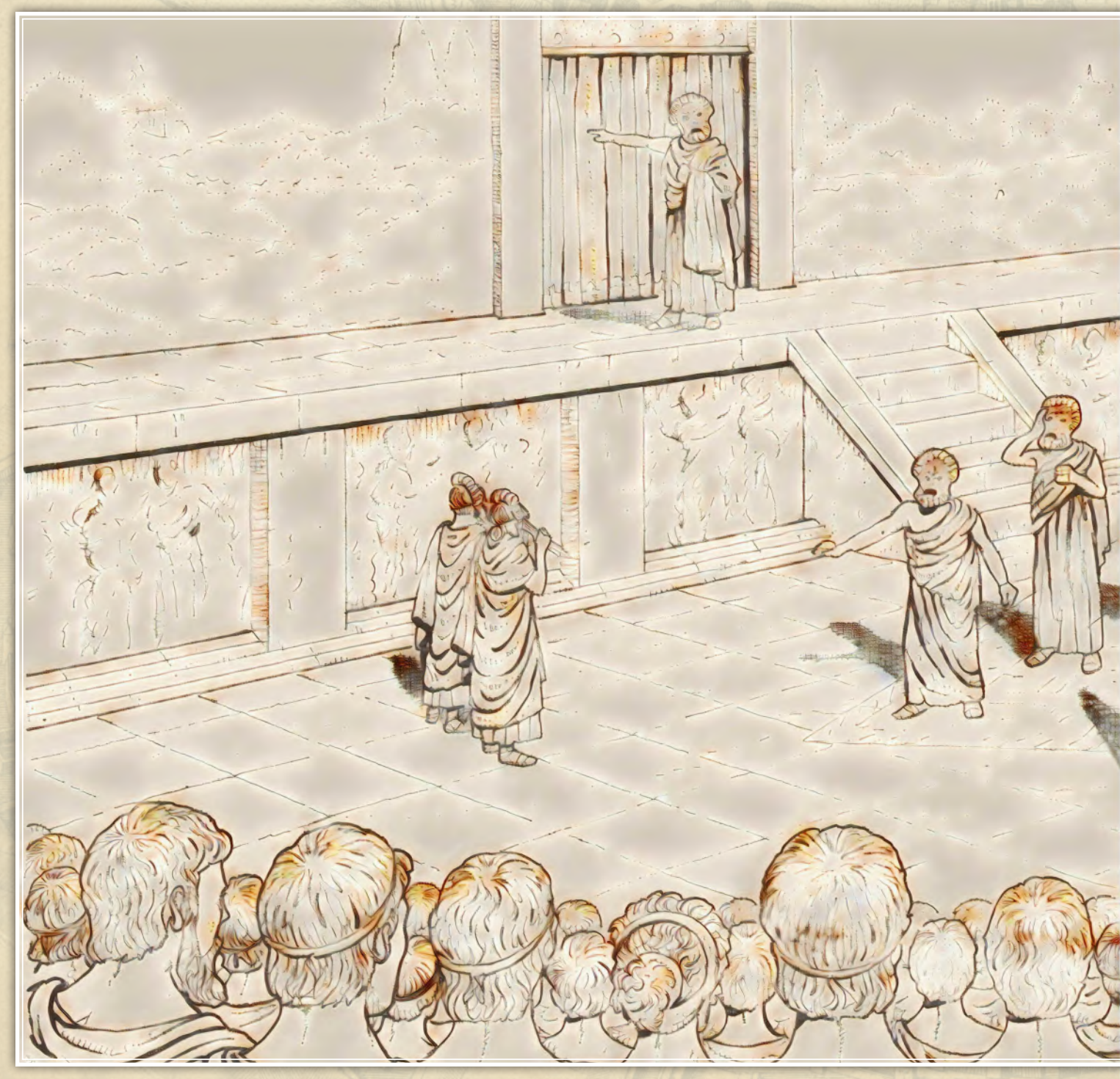
Action took place both in the orchestra, the large circular area in the middle of the theater, and the proscenium, a raised platform in front of the long hall that served as a backdrop of the theater. Props, scenery, and machinery ranged from simple in traditional Greek productions to elaborate in Roman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

Many such theaters were part of temple complexes dedicated to appropriate deities, notably Dionysus in the Classical world.

Purposes of theaters and the performances given in them vary widely and can include everything from producing art-for-art's sake, to honoring the gods, to supporting a particular political regime or agenda. Most of the time, however, the primary goal is entertainment and other objectives are secondary.

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

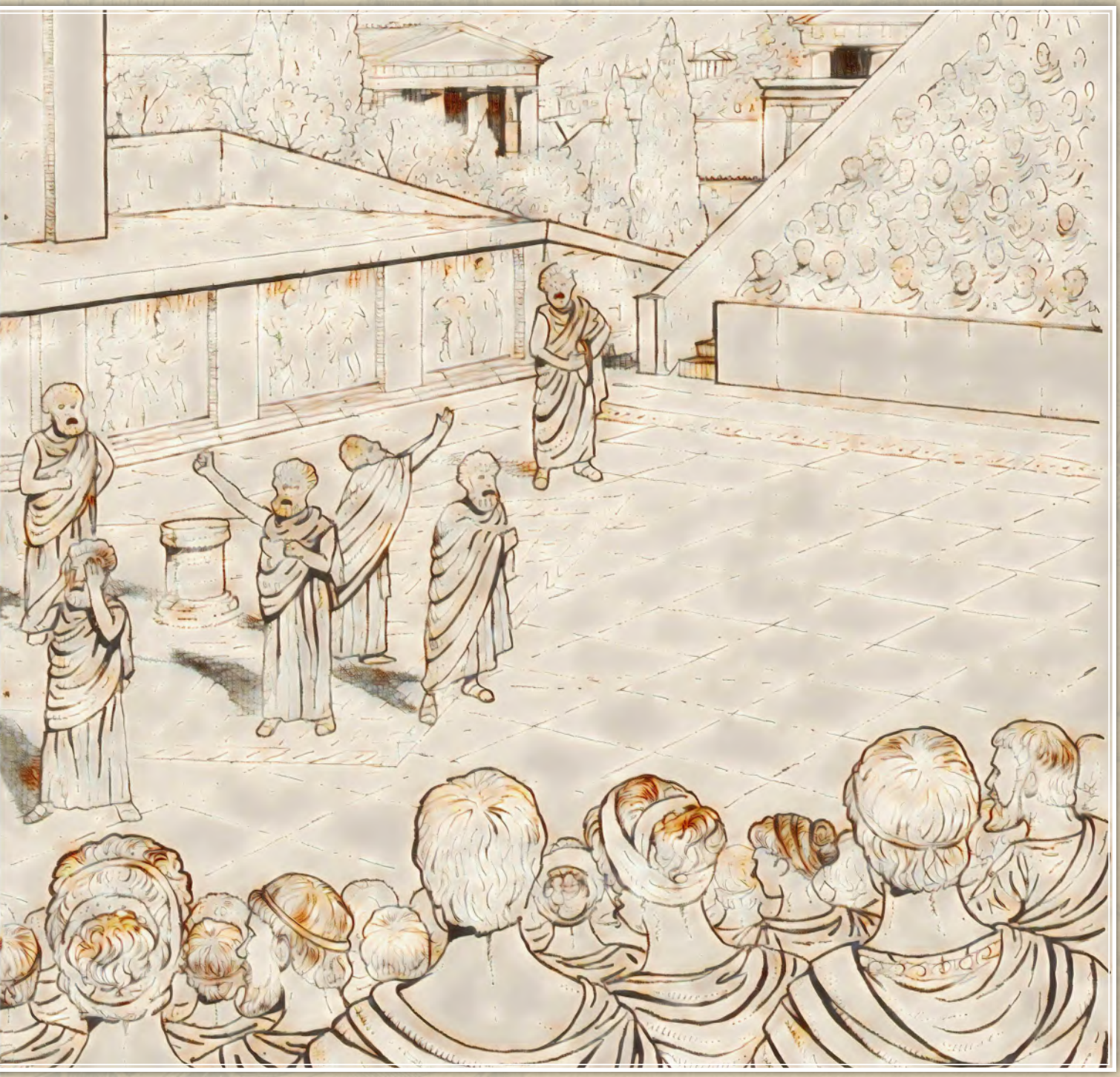
Proprietors of theaters will probably be either professional entertainers (whether retired or still players in their theater's productions) or promoters and impresarios. Other people associated with theaters might include actors, singers, acrobats, and other sorts of performers; artisans capable of creating such things as backdrops, props, and costumes; and, in large operations, a diversity of characters that could 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 include 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, and characters might be watching a play when hired rowdies commence to disrupt the show, attack the audience, or even set fire to the theater. Characters might also be offered such an assignment.



CHAPTER 4
Professional Places



In the course of their adventures or in pursuit of advancement in their vocations, characters may find it necessary to visit a variety of places devoted to the development of various professions. While some scenarios might simply haze over the events and interactions that occur at such intervals in a few minutes of discussion between players and the storyteller, it can sometimes be more satisfying and realistic to have characters periodically — or even 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 specific sorts of professional places pertinent to adventurers that are described in this chapter.

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 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 the ancient city of Pergamum 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.

Guildhouse

Guildhouses are the headquarters and seats of activity for organizations that regulate businesses, crafts, trades, and professions of all sorts. As the public faces of groups that are often very rich and powerful — and frequently want to be seen as such — structures of this sort are generally large and well-constructed but usually not overly ostentatious or garish. Guildhouses are sometimes 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 of them) or all of the guild-regulated activities in such an area (if there is only one). 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.

Functions practiced at a guildhouse generally 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).

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 typically include examples of goods produced by guild businesses and awards or other honors that have been bestowed upon the guild or its members.

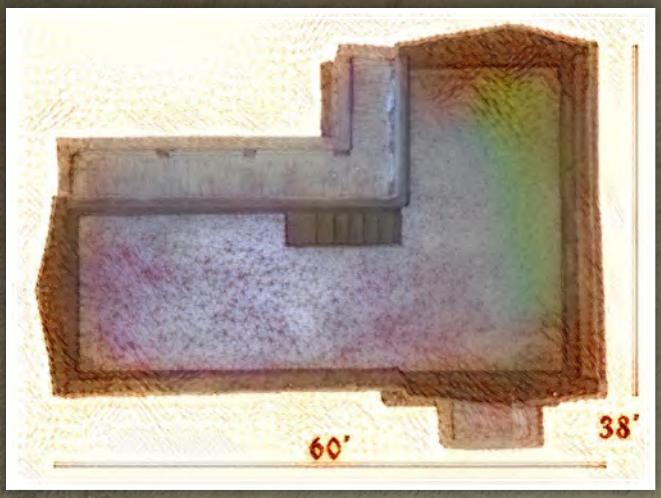
Chief official at a guildhouse is typically a master of an appropriate craft or vocation who has worked his way up through the political structure of the guild and perhaps even the community as a whole. Such an official is likely very influential and his favor or dislike can go a long way toward reflecting 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 and maintain the guildhouse, cook for the staff and guests, and perform other necessary tasks.

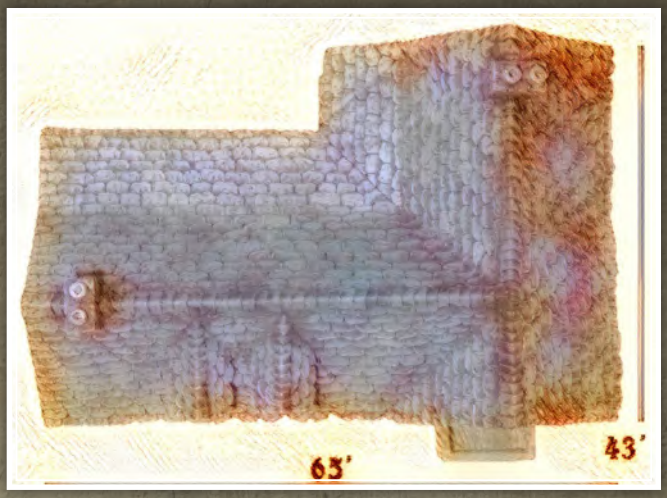
Security at a guildhouse will be commensurate with the prevailing level of threat and the value of anything kept on the premises (e.g., coining dies at a guild entrusted with producing a city's money). It might be provided by guards hired directly by the guild, by those provided through affiliation with 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. Traps, superior locks, magical wards, and other safeguards commensurate with the resources of the guild are also likely to be present.

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







A Sample Guildhouse

Shown here is a small hall of the sort that might serve as the headquarters of a single, all-encompassing guild in a community of village size or smaller, or as the facility for a specific vocational guild in a community of small town size or larger. A possible plan for such a hall is described here.

Functions practiced at a guildhouse of this sort 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, making available room and board to eligible guests for half the prevailing local rate). Furnishings throughout the guildhall are utilitarian and somewhat austere.

Presiding over such a hall would be a master craftsman or tradesmen. This official is very influential, and his favor or dislike will be reflected in the way characters are treated by the locals. Other personnel include two clerks trained as scribes; two commoner servants who keep the facility clean, cook, and do other necessary chores; and security in the form of four low-level soldiers — two on the ground floor, and two on the upper level — equipped with chain shirts, large wooden shields, shortspears, and longswords. All are dedicated guild members and will obey almost any orders from the master.



The ground floor includes the guildmaster's office, an eight-bunk dormitory for guests, and a common room used for guild meetings and meals (at which no intoxicants are served). A lever in the guildmaster's desk can be used to drop guild fees placed in it through a chute and into a vault in the basement. The upper level includes four bedrooms, a small suite with a private balcony belonging to the guildmaster, a room shared by the two clerks, and two private rooms available to important visitors.

A basement includes quarters for the two servants, a kitchen with a dumbwaiter connecting it to the ground floor, a pantry and storage areas, and a secure vault for guild valuables (which currently contains 712 gold pieces worth of mixed coinage, most of it in the form of silver pieces). Rumors suggest that there is also some sort of secret door leading out of the basement ...

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 businesses and the town council — to swiftly find such transgressors and wreak awful retribution upon them.

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 places of this sort might variously provide less comprehensive 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.

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). Military forces of more civilized states may support temporary or mobile hospitals — to include hospital ships — 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.

Non-Human peoples will typically have their own medical traditions and approaches to places like hospitals, both because of their unique physical characteristics and health requirements and their specific cultural values. Elves are known to have healers of legendary ability but tend to prefer one-on-one over institutionalized care and are thus more likely to have individual physican's facilities rather than actual hospitals. Dwarves, although hardy and resistant to disease, are more likely to suffer maladies like mining accidents, and are likely to have hospitals located near to areas where they will be needed and to specialize in certain kinds of injuries. Uncompassionate humanoids like Orcs, Goblins, and Gnolls, all of whom despise anything they might perceive as weakness, are unlikely to have hospitals of any sort and to administer whatever medical care they might have available in a hierarchical way.

Like other public structures, hospitals are generally large, solidly built, and often ornately-decorated complexes of stone, brick, or whatever the best materials available are and, ideally, make best possible use of light, fresh air, greenery, and other salubrious influences. Hospital conditions may not always measure up to ideals, however, and might be constrained by availability of optimum space, lack of adequate funds, or medical philosophies not enlightened enough to incorporate them.

Most of a hospital's area is usually devoted to patient wards ranging in size from private chambers

— which might not be available at all facilities or only to those with adequate funds — to large rooms with dozens of beds in rows. Depending on the approach to medicine in a particular facility, people with specific ailments might be grouped together in order to provide them with more specialized care. Likewise, depending on the extent to which a hospital's physicians understand things like the germ theory of disease, patients with certain ailments might be segregated from others in order to reduce spread of contagious conditions.

Other areas that might be found within a hospital 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 through extensive use of tiles, smoothly plastered and painted walls, and close-jointed hardwood floors.

Supplies a hospital tends to need include large quantities of cheap linen; items like stretchers, wheelchairs, bath-sponges, and bedpans; abundant supplies of water and firewood; and a variety of exotic herbs, minerals, and chemicals for compounding of various medicines.

Personnel associated with a hospital might include skilled physicians with knowledge of medicine, surgery, diet, other treatments; nurses, who might range from members of a separate religious or vocational order 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 semiskilled orderlies to perform menial functions and assist with labor-intensive tasks. Governors or trustees who administer a hospital might variously be physicians, members of the civil organization or religious order that owns or operates the facility, or specialists skilled in finance and management, and by virtue of their social ranks might represent whatever interests fund the place (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 valuable medical supplies and equipment. Guards who secure the entrances to hospital complexes and patrol them are often well-versed in non-lethally subduing those who deserve compassion more than violence while remaining 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

- 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. This task might fall to the characters for any number of reasons, to include them being the only ones thought capable of accomplishing it, and the person might variously be one of the party's hirelings, a character's dependent or relative, an aristocrat or other important person, or even a common villager.

- Characters who visit a hospital for whatever reasons (e.g., because they are hurt or ill, one of them is a healer, a patient's relative or some other concerned individual has requested it) might discover that a number of patients have died or disappeared under odd circumstances. Should the party investigate they might uncover illicit experiments, abuse ranging from serious neglect or sheer sadism, or kidnapping of patients who are unlikely to be missed for some dire purpose.

Mages' Lodge

Mages' lodges are fraternal organizations for spellcasters that perform many of the functions of traditional guilds. Such roles might include regulating how members perform their trades, organizing the training of apprentices, sharing and improving techniques, granting degrees of recognition, assisting in the supply of necessary materials, performing complex rituals that require multiple casters, and, possibly, honoring pertinent gods. Because the regulated trade in question is magic, however, many of these activities work in unique ways.

Organizations of this sort are also sometimes known as covenants, convocations, brotherhoods, schools, orders, circles, covens, or even simply as guilds. Large organizations of this sort might even incorporate smaller groups of mages who regularly operate and carry out rituals together. Historical examples of mages' lodges 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 mages' lodges are often egotistical individuals who are accustomed to exercising personal power through willpower and intellectual superiority, and possibly even threats and trickery, and they frequently apply similar methods and attitudes to dealings with their colleagues. Indeed, unlike organizations regulating other vocations, the greatest threats to mages' lodge are most likely to arise from within and be caused by the actions of their members rather than those of outside forces. In order to impose even a modicum of discipline and civilized interaction, lodges therefore typically require members to bind themselves with oaths threatening dire consequences to body and soul and enforced by powerful spells that will literally bestow upon malefactors the curses invoked in them.

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 sorcerers). Such a master must be an accomplished mage — although he or she is sometimes not the most magically adept of all the lodge members — and typically acquires this position by election and then maintains it by force, manipulation, and subterfuge. This leader might preside over and be kept in check by a council of senior magicians who have considerable say on all major decisions affecting the lodge. Other leadership configurations are possible, such as shared rule between several senior mages; an inner council of equally-ranked wizards who vote on all decisions; or even obedience to a powerful extraplanar being, a leader who claims to convey the commands of such an entity, or an earthly ruler powerful enough to overawe the mages.

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 communities as large as cities. Either way, a guild usually meets in a secure 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. A lodge's meeting place might also be in or beneath the home of a particularly wealthy member, or may contain a comfortable residence for the lodgemaster or other well-trusted custodian.

A lodge itself — or at least its private interior chambers, if the organization 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, along with 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; a scriptorium for copying books; a vault for powerful magic items available for common use by lodge members, and possibly another for items that the guild considers dangerous and needing to be locked away from the world; chambers for socializing and discussions on advanced magical concepts; shrines or a chapel to 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 visiting from afar or 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 kidnappings, thefts, or assassinations.

Adventure Hooks

- Membership or advancement in a mages' lodge might require a certain amount of volunteer service — perhaps as much as one month a year in total — to be performed either at its facilities or elsewhere on its behalf. This could lead to involvement in any number of encounters, and 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 an upstart rival organization in a covert magical war. 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 confrontation.



Training Hall

Training halls are places where warriors, athletes, and others can variously exercise, practice with weapons, and associate with others of similar inclination, both for purposes of socializing and networking. Places of this sort include all sorts of gymnasiums, dojos, fencing clubs, martial arts schools, and the like. Individual training halls might be associated with specific weapons, armed or unarmed combat 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 instruction or amenities they offer and, 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, Orc warriors, 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 vocations 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 also 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. At the other extreme, training halls might be multi-building complexes that include amenities such as dining areas, dormitories, bathhouses, libraries, and other facilities.

A training hall's primary service is access to its facilities and instructors, and some might also provide arms, armor, and specialized equipment for use on site. In societies where individuals sell their abilities as professional combatants, some training halls might also serve as de facto fighters' guilds that help find work or provide other services for their members.

Price structures at training halls are often geared toward encouraging or discouraging clientele from certain levels of society and 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 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 ...
- Characters might hear that a new training hall, whether nearby or isolated, teaches techniques of unparalleled effectiveness, and one or more party members might want to incorporate these teachings into their repertoire. Masters of this school do not accept just anyone, however, and characters might have to prove their worth by fighting a representative of the facility'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, prompting them to destroy the place to prevent advanced fighting skills from falling into the possession of evildoers.

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, such that in some towns only they have the right to vote or otherwise participate in the legislative process, while in others they are merely a very influential 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 and trade guilds. Members of greater guilds typically include the wealthiest and most powerful professionals, merchants, and scholars, while members of minor guilds generally include 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 commensurate 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, a guild's masters meet periodically as a council to decide trade matters, issue decrees related to their vocations, 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 a guildmaster to serve as the figurehead and leader of the guild. Typically the wealthiest and most experienced member of the guild, a guildmaster is normally elected for a specific term (e.g., one year, 10 years). Such a character has the power to veto any actions of the great council or guild council and may issue decrees that can remain in force for a period that is typically up to a month in length.

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 privileges 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

If desired, you can use the following tables to randomly determine the extent to which guilds exist in a particular area. Only craftsmen, tradesmen, entertainers, or professionals for whom a guild has been established — or one that is closely related — will be guildmembers, and others will operate independently.

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 1d4-3 for thorps, 1d4-2 for hamlets, 1d4-1 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 Chapter 1: Communities).

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 or 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
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/or 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/or 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	Mechanics and/or Artificers (G)
52-54	Mercenaries and/or Guardians (G) 55-56 Merchants (G)
57-59	Millers (M)
60	Miners (M)
61-62	Moneylenders (M)
63-65	Ostlers (M)
66	Papermakers and/or Inkmakers (M)
67-68	Peddlers (M)
69	Physicians (G)
70-72	Potters (M)
73	Ropemakers (M)
74	Sailmakers (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/or 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

(M) = Minor Guild (G) = Greater Guild

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/or 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	Wizards and/or Arcanists (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 its structure.

d100	Structure
0-25	No ruling structure
26-50	All guildmembers elect guildmaster
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/trade guild and the other a greater professional guild — and all craftsmen, tradesmen, 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 remitted 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 trades 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 Regulations

d100	Regulation
0-5	No competing goods related to the guild may be imported into its sphere of influence.
6-9	Guildmembers must own weapons and armor and serve in a local militia.
10	Guildmembers are prohibited from owning weapons and armor.
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.
26-30	A master may only have one apprentice at any given time.
35	A master may have up to 1d6+1 apprentices at any given time.
36-40	Apprentices must serve at least 1d6+1 years, regardless of other qualifications.
41-45	Apprentices must complete a masterwork 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, whether apprentices or journeymen, but may not hire unskilled laborers.
81-85	All journeymen are guaranteed employment 1d6 days per week and those 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 following subtable and, if a specific non-Human race is precluded in a guild of the same race, substitute Humans instead: 1) Demihumans (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	Storyteller's choice.

CHAPTER 5
Tradesman Places



While character parties often have a wide range of skills and abilities at their disposal, there are times when they might need to visit the places run by tradespeople of various sorts in order to avail themselves of their specialized capabilities. Putting characters in the position where they need such skills can encourage roleplaying or creative thinking, prompting them to negotiate with supporting characters to do things they cannot easily or competently accomplish on their own. Storytellers can also sometimes use places associated with tradesmen as opportunities to insert adventure hooks into their narratives. Examples of tradesmen places that characters might need to visit for various reasons include apothecaries, breweries, livery stables, lumber camps, mills, quarries, and tanneries, all of which are described in this chapter.

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. 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.

In ancient, Medieval, or Renaissance societies, many tradesmen work — and often also live — in places similar to those used by craftsmen. 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 and is probably best located in a rural area or at the edge of town (depending on the sorts of animals he trains, of course). 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.

Some tradesmen might also 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.

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 or her workshop will be.

Apothecary

Apothecaries are places run by characters of the same name as well as those referred to as pharmacists, chemists, druggists, herbalists, and other tradespeople skilled at formulating, compounding, and dispensing drugs, medicines, and related substances and materials, using herbs, minerals, substances derived from creatures of various sorts, and other ingredients.

Characters will generally visit apothecaries 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 which might also be available at alchemy workshops, described in Chapter 8: Scholarly Places, as there is certainly some crossover between these two sorts of places). Apothecaries set up as retail shops might also sell items like alchemical products, patent medicines, candy, and pipeweed.

Medicines, drugs, and other substances prepared or created at apothecaries might variously take the form of teas and infusions of various sorts, herbal and chemical tinctures and ointments, fluid and solid extracts, herbal poultices, lotions, powders, tablets, suppositories, and essential oils.

Apothecaries and their ilk might also be experienced as 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 sages. 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.

Apothecaries themselves 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 modern industrialized societies), or completely unregulated (as in many ancient cultures, including that of Rome).



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 generally 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.

One of the best cinematic depictions of an apothecary's workshop and its operations is in the film *Curse of the Golden Flower*.

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, safely collect, and effectively preserve them during transport.
- When an important person or perhaps a member of the party dies or is severely weakened by the suspected use of poison, characters might need help from 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 known as brewers produce alcoholic beverages like beer, ale, stout, and lager through the fermentation of barley, wheat, and other grains and possibly the addition of flavorings and preservatives such as hops or mixtures of herbs like gruit. Related places include cellars, dedicated to storing and serving beer; wineries, which produce wine from fermented grapes; cideries, which make fermented beverages from fruit like apples or pears; meaderies, which made alcoholic beverages from fermented honey; and distilleries, which distill rather than ferment alcohol from various grains or fruits and produce beverages like brandy, vodka, or whiskey (and which require a higher level of technology).

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 large commercial breweries. Main features of such a place typically include a broad stone floor for malting; a series of large lidded tubs with particular uses, including a 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.

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 also 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.



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.

Activities at typical breweries include processing grain into a sugar-rich fermentable liquid called wort through controlled germination of the seeds called malting; drying and/or roasting, mashing, boiling, and cooling this substance; inducing fermentation by exposure to air, pitching yeasty flocculate, or pouring in still-fermenting beer from a previous successful brew; and conditioning procedures such as settling and filtering; and, ultimately, casking. These processes require controlled temperatures and anything from many hours to several days of attention for a particular batch of brew.

Characters might visit breweries for any number of reasons, the most obvious being purchase and consumption of the beverages produced at them, whether personally or in bulk for celebrations or resale at other locations. Breweries that operate like taverns might also be good sources of information or rumors that could lead to adventure or effective venues for recruiting compatriots or hirelings, and brewers themselves often have a good sense for what it going on in their communities or places where their beverages are sold and consumed.

Adventure Hooks

- An ingredient widely used in local beer — whether a popular flavor, a preservative, or both — has recently fallen into short supply or become completely unavailable (e.g., hops, cloves, lemon peel). Depending on their abilities and inclinations, characters might be tasked with determining the origin of the shortages and addressing them, finding a new source for the ingredient in question, or even formulating a suitable new recipe that does not rely on the unavailable component.
- A local ruler might outlaw, restrict, or levy onerous taxes on particular beverages, prompting drinkers determined to have their preferred tipple to pay well for bootleg supplies of it. Adventurers might be tasked with intercepting shipments and finding brewhouses and stills, or might become smugglers, exercising their skills in stealth and trickery along with complications like dealing with a heavily-laden wagons or boats.

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 typical livery stable usually has proper accommodations and trained staff for only one kind of mount — whether that is horses, camels, elephants, riding dogs, hippocampi, 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 options.

Level of service and amenities at any given 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 covers grooming and exercising of mounts and any number of additional things. Some stables might also hire out mounts and carriages (with the tack of each mount and trim of each carriage marked, of course, with the establishment's livery or colors); provide drivers and groomsmen for jobs away from the facility 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, a training hall, or any other places likely to be frequented by mounted visitors.

Adventure Hooks

- An important visitor who uses the services of a livery stable may risk injury when an unfamiliar mount balks or rears. This might be an unfortunate accident that 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 established in wilderness areas where trees are available for harvesting and which are occupied by crews for weeks or months at a time. Such operations typically take place some distance away

from civilized areas and often subject workers to strenuous and hazardous conditions. Logging sites might also be established for rapid harvesting of timber in support of military operations, to include construction of siege engines, temporary fortifications, battlefield obstacles like archers' stakes, and fascines (bundles for filling in moats).

Historically, establishment of new communities, shipbuilding, and war were among the major impetuses for massive logging operations and led to the denuding of entire islands, coastlines, or other areas of virtually all their forests. Regions or communities noted for specific sorts of woodcrafts — such as cabinetry or veneer — could also be the site of significant logging but might conduct them in a more sustainable way. Logging operations where margins are tight or wood relatively scarce may also collect bark and cut branches for sale where they have valuable uses, such as for tanning supplies, gardening, or firewood.

Logging is often conducted in virgin areas of old-growth forest, where the largest and best-quality trees are found, leading many timber barons to move their operations from place-to-place, causing boom periods that are often followed by stagnation. Rapid land-clearing associated with such operations inflicts dramatic changes on the environment, such as erosion, enlargement and pollution of rivers, scattering and death of forest animals, and promotion of fires. Loggers thus often become the special enemies of druids and other proponents of the natural environment.

Logging operations in plantations and coppices — cultivated knots of young regrown trees — demands a different style of 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, around 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.

Crews assigned to tree-felling typically use calculated axe or saw cuts, and possibly 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 which can cause serious inconvenience and danger if botched, to include felling, while less experienced loggers trim fallen logs 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 logs to a cleared area for processing and transportation to where the wood will be used. If no sufficiently strong animals are available to haul the logs to their intermediate or ultimate destinations, 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. In any event, loggers may become known for their beasts of burden and specialized techniques almost as much as for their backwoods work-clothing and the tools they bear.

Roads built for transporting timber away from lumber camps are generally not intended to look attractive or last for an extended duration but must temporarily bear heavy traffic and are thus often constructed with corduroy — cut branches and scrub — laid over the clay and muck of the trail. A logging operation might also 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 are then typically left in carefully-constructed stacks at the landing for several weeks or months, in order to season them, prevent green timber from warping and releasing its moisture once sawn and fastened into place, and make 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 logs on site and cut 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 might also simply choose suitably straight, clean boles as round timber for posts, heavy framing, and log construction.

Apart from ever-expansionistic Humans, well-organized societies of Dwarves and humanoids might carry out extensive logging operations, while sylvan races such as Gnomes and particularly Elves would seldom consider such wholesale destruction.

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 likely either take precautions like building palisades and hiring mercenary soldiers — or simply forego cutting in such areas.

Adventure Hooks

- Deep forests harbor many creatures unknown or fearsome to civilized peoples, and loggers might call upon an adventuring party to protect them from roving carnivores like wolves, giant lynx, or tigers, humans or humanoids who resent their arrival in the forested lands, or supernatural threats that they can barely understand (e.g., 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 a dozen normal 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, be 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 are facilities that 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. People of every settled region dependent upon agriculture require the ability to grind grain, and mills are thus often used for the processing of flour (and in such cases they also often incorporate or serve local bakeries). Other important tasks performed by mills might include 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.

Particular sorts of mills employed in any particular country will be determined by a number of factors, including the prevailing level of technology; available sources of energy; 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).

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 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.

Successful operation of mills depends on the force and reliability of their power sources, 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 particular places 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 relies only on providing and feeding a sufficient number of the creatures that power the mechanism (using donkeys, steeds too worn-out to ride, mules, oxen, or more unusual creatures to provide a larger quantity of force).

Watermills 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 from numerous rushing streams, a few capacious rivers, or aqueducts connected to 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. 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 generally predate the mills themselves and 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 coastlines 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 also 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, other sorts might be employed in particular campaign settings.

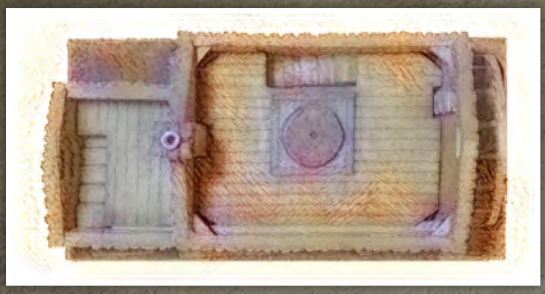


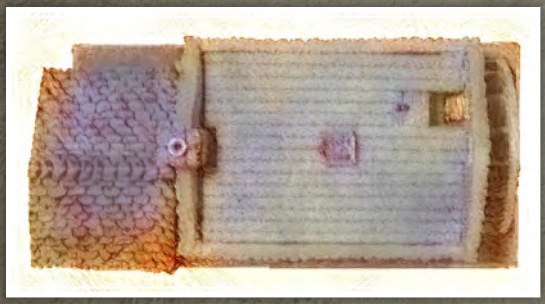
Steam, for example, might also be used to power mills in milieus that have a technology level at least equivalent to that of the late Renaissance (or in places where it is available geothermally). Large treadmill-powered cranes using the same sorts of mechanisms as mills can be used to raise and move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

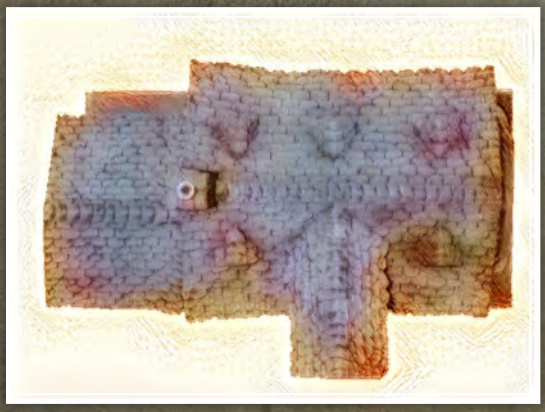
Use of mills in various industries, in any event, greatly increases the quantities of processed goods that a region can produce and export, given an adequate and steady supply of raw materials. Villages might grow into industrial towns or entirely new settlements may spring up where an abundant power source allows such mills to thrive.

Another vital, probably older, but more localized application of mills and other mechanical devices is to move water into prepared channels for











A Sample Mill

Pictured here is a small, three-story watermill used for grinding grain that would be common in a typical fantasy environment; in well-established areas, there might be as many as one such mill for every 40 or 50 households. Watermills of this sort can produce a phenomenal amount of energy relative to what a single person can accomplish and might also be used in operations as diverse as blacksmithing, woodcutting, clothingmaking, or winepressing.

Descriptions in this section assume north is at the top of the page, but mills are built in response to sources of water, not points on the compass, and could thus be aligned in any direction. Construction of this mill is fieldstone with clay tile roof, but might just as easily be of almost any other materials (e.g., a brick, wattle-and-daub, log, or plank building with a slate, wood shingle, or thatch roof).

The small, two-story structure at the west or landward end of the mill is likely to be living quarters for the miller and his or her family, or an office for a company-owned mill. Note the placement of the chimney, which could be used for heating both sides of the building (but only for cooking on one, as open flame could ignite airborne powdered flour with disastrous consequences). The great wooden wheel from which the mill derives its power can be seen at the east end of this mill.

The top level of the mill proper can be accessed by a ladder through a trapdoor and features five gabled windows (visible in the image of the roof), a winch-and-pulley at the south end of the room used for hauling sacks of grain up to it (the covering for which is also visible in the image of the roof), and a hopper into which grain would be poured.

Most prominent feature of the middle level is a great millstone, which grinds the gravity-fed grain directed down from the hopper above into flour, which is then re-bagged.

This mill's lower level contains the gears connected to and driven by the water from the stream (such equipment might also be kept in basement area, particularly in the case of a mill with a more powerful overshot wheel, rather than the earlier undershot variety depicted here). These gears might be made of either wood or metal, depending on the prevailing level of technology and the economic resources of the miller.

irrigation in areas with low or uncertain rainfall, or out of places where it is not desired, such as low-lying wetlands. 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 otherwise hard-to-settle 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 their lifetimes.

Due to the size and complexity of a mill's machinery and the importance of its operation to local residents, 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 (known as 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. Failure in any of these areas might lead to severe repercussions, due to the importance placed upon maintaining basic food supplies, if a miller either deliberately or inadvertently cheats his customers or his lord. A miller will ideally also be mechanically inclined in order to keep mill machinery in good working order.

Equipment and other items associated with mills includes spare millstones and implements for repairing components of mill machinery or fabricating new ones, such as 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, and tools used by both carpenters and stonemasons. Fishing gear is also needed in the case of watermills that have fish or eel-ponds.

As technical experts, millers and mill-wrights are often well-placed to move about a campaign setting, plying their trade for different local rulers wherever the pay is best. Milling is typically a recognized trade, 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. Profits and evident freedom and prosperity of millers can, in fact, 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.

Dwarves, Gnomes, and Halflings — all mechanically or agriculturally inclined — often employ watermills or windmills 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.

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., by irrigating fields or 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, which may require interested characters to quickly obtain components to repair the facility 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.

Quarry

A quarry is a type of mine from which stone, gravel, pebbles, or sand are extracted and might variously be cut into the side of a hill or mountain, take the form of an open pit in the earth, or be completely subterranean. Regardless of the form they take, the intent of quarries is to expose veins, vertical faces, or beds of fresh stone so that they can be extracted. Clay pits, typically located in low-lying river deposits, function like quarries in many ways.

Celebrated quarries include Mount Pentelikos, which supplied marble for the buildings of the Acropolis in Athens; Penrhyn Quarry, the largest slate quarry in Wales and a flashpoint of labor activism; the vast underground quarries beneath Paris; Rano Raraku on Easter Island; and Marble, Colorado.

Because their products must often be removed in large blocks or slabs — particularly when single pieces are desired for things like monumental sculpture, lintels, or foundation blocks — quarries require easy access right up to their work areas for heavy wagons or whatever other means of conveyance are being employed (e.g., log rollers). Thus, more than other sorts of extractive sites, quarries are likely to include broad horizontal access tunnels (called adits), cuttings, built-up roads, or horse-drawn tramways (which, historically, encouraged the earliest uses of railed vehicles in some nations).

Once exposed to air and removed from a rock vein, certain types of stone change their characteristics significantly, from an initially soft and easily-worked state to a much harder consistency. This provides an incentive for stonemasons who wish to use such rocks to set up workshops within or near a quarry in order to more easily finish their stone blocks on site.

Architects generally seek, if they can, to obtain building stone of suitable quality from nearby quarries — supplemented by any materials they can reuse from demolished or ruined structures already on their building sites — as the greatest part of the cost and labor of acquiring cut stone often consists in transporting the blocks overland to building locations. Some stone, however, is so unique in its beauty or symbolic significance to a particular project that it justifies transportation over great distances and even river or sea passages that may require purpose-built ships or oversized barges. Such projects sometimes also employ powerful magic, such as the spells with which Merlin was said to have brought the components of Stonehenge from Ireland. Similar tales are told concerning the city of Nan Madol on the Micronesian island of Pohnpei.

Types of stone most commonly quarried include granite, marble, and slate, which have hard-wearing surfaces, split cleanly into rectangular blocks, and show a pleasant grain and color that is sometimes enhanced by interesting veins and inclusions in the case of ornamental facing stones. Sandstone (such as brownstone), limestone (such as Jerusalem stone), and volcanic tuff are also used in many regional building traditions and, when quarried in great volume, may give a distinctive character to the architecture of a city or a group of towns.

Some of the most favored types of stone might be exported to other nations, where, due to their cost, builders might only use them for corners, wall surfaces or veneer, and sculpture, making up the bulk of structures with locally-cut blocks, rubble, or brick. Other stones — such as soapstone, flint, and chalk — are typically used for everyday items or industrial materials rather than as building components.

Within nations that commonly build or sculpt in stone, any substantial rock-built village or town needs at least one quarry within easy transport distance, and a large city or metropolis likely has access to several bulk stone quarries and at least one well-known source of particularly fine stone for its sculptures and significant buildings. In rural regions, intermittently-worked quarries may have supplied materials for several nearby large edifices of stone, such as temples and castles, and large and well-known quarries may export their produce to form the foundational industries of villages or towns.

Quarrymen, often working from scaffolds, split out large sections of rock, typically by cutting a series of slots to each side and below a chosen piece, drilling a row of holes along the desired break line, and then splitting the rock between them using hammered wedges; water poured into the holes

and allowed to freeze overnight; or alchemical compounds that corrode, crack, or blast apart the stone. Work crews may use ropes, pulleys, rollers, and ramps to lower stone blocks safely to the floor of a quarry, particularly if working at a higher level where the rock would break apart if simply dropped.

Sheer cliffs with unstable edges, minor rockfalls, and large-scale collapses all pose deadly risks to workers or to incautious visitors to a quarry. Inactive workings collect rainwater in deep, stunningly cold pools, where those who swim or fall in unprepared can easily drown. And years of exposure to the dust and chips from broken rock abrade the skin and lungs of lifelong workers.

Because quarrying is hard, isolated, and often dangerous work, it is sometimes relegated to convicts, prisoners of war, or slaves. At the other extreme, however, it is also possible that small groups of skilled workers might be able to exploit a particularly valuable sort of stone and thereby earn an independent living superior to what they might otherwise be able to achieve.

Stoneworking tools can make very effective weapons, so quarries worked by slaves or prisoners need substantial and attentive guard forces. If a quarry uses alchemical substances to break rock, criminals or plotters can use the same methods to get into secure vaults, collapse buildings, or otherwise cause mass destruction, so the owners typically keep such compounds in secure areas and impose stringent accounting procedures to ensure no amounts go missing. Beyond these special circumstances, a quarry's product is only valuable in large quantities that cannot easily be carried away and its tools are not especially valuable, so security arrangements might end with a fence and warning signs to deter outsiders who might be seriously injured or killed. Because nobody other than quarry workers ought to be anywhere on such a site, trespassers might inadvertently fall victim to operations like rock-blasting that take no account of their presence.

Dwarves show great ability as quarrymen, as they do with all stone-working trades, although in their own estimation this is only a second-rate profession compared to the glories of stonework carved in situ from the living bedrock. Other fantasy races with an affinity for stonework and mining might operate quarries in a given setting, most notably Gnomes, Kobolds, and some Giants.



Adventure Hooks

- Quarry workers unearth the remarkable and valuable skeleton of a giant or primordial beast, or even the still-living body of an immortal creature that has survived uncountable ages trapped in the stone. Scholars or cultists interested in the find might conspire against each other to take possession of it, even resorting to fraud or violence. And, a creature not so inert as it initially appears, may become animate at night to slay and feed among the local inhabitants.
- Villagers ask the party to find a peasant lad who disappeared some time previously. Unfortunately, the young man was chased (e.g., by bandits or some frightful creature) over the edge of a disused quarry, where he drowned. His body may never be found and the full circumstances of his death ascertained unless the players can assemble obscure clues to find the location where and how he died.

Tannery

Tanneries are places where the skins of animals removed and properly preserved and made into leather so that they can be crafted into useful items of all sorts by craftsmen. Tanning of skins to make leather involves physical and chemical changes through long steeping in pits filled with tanning solution that is traditionally made from tree bark, oils, fats, alum, or alchemical compounds. The most rigorous of these processes can make "true" leathers capable of withstanding repeated wetting.

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

After drying, the tanner generally sells the rough leather to craftsmen known as curriers to soften, scour, polish it to the necessary texture for its intended use by the separate trade of curriers, and sometimes dye it.

In places regulated by guilds, it is often forbidden for a butcher to be a tanner or a tanner to be a currier, in order to encourage free-market dynamics between those involved in the different stages of leather production and to help ensure the quality of finished goods.

Whittawers are tanners who 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.

Tanneries 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 de-hairing, 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 a community typically require them to be situated downwind and downstream from all but the poorest residential districts.

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.

Tanneries are well known for an ineradicable stench of decaying flesh and ordure and, in some societies, their proprietors are relegated to outcast positions due to religious stigmas associated with the handling dead bodies and filth. Tanners themselves 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.

Tanneries run by non-Humans might specialize in the skins of rats, other intelligent beings, or creatures that could be considered taboo in most societies. Goblinoids in particular are well known as tanners and often incorporate leather and hides into their clothing, costumes, and war gear.

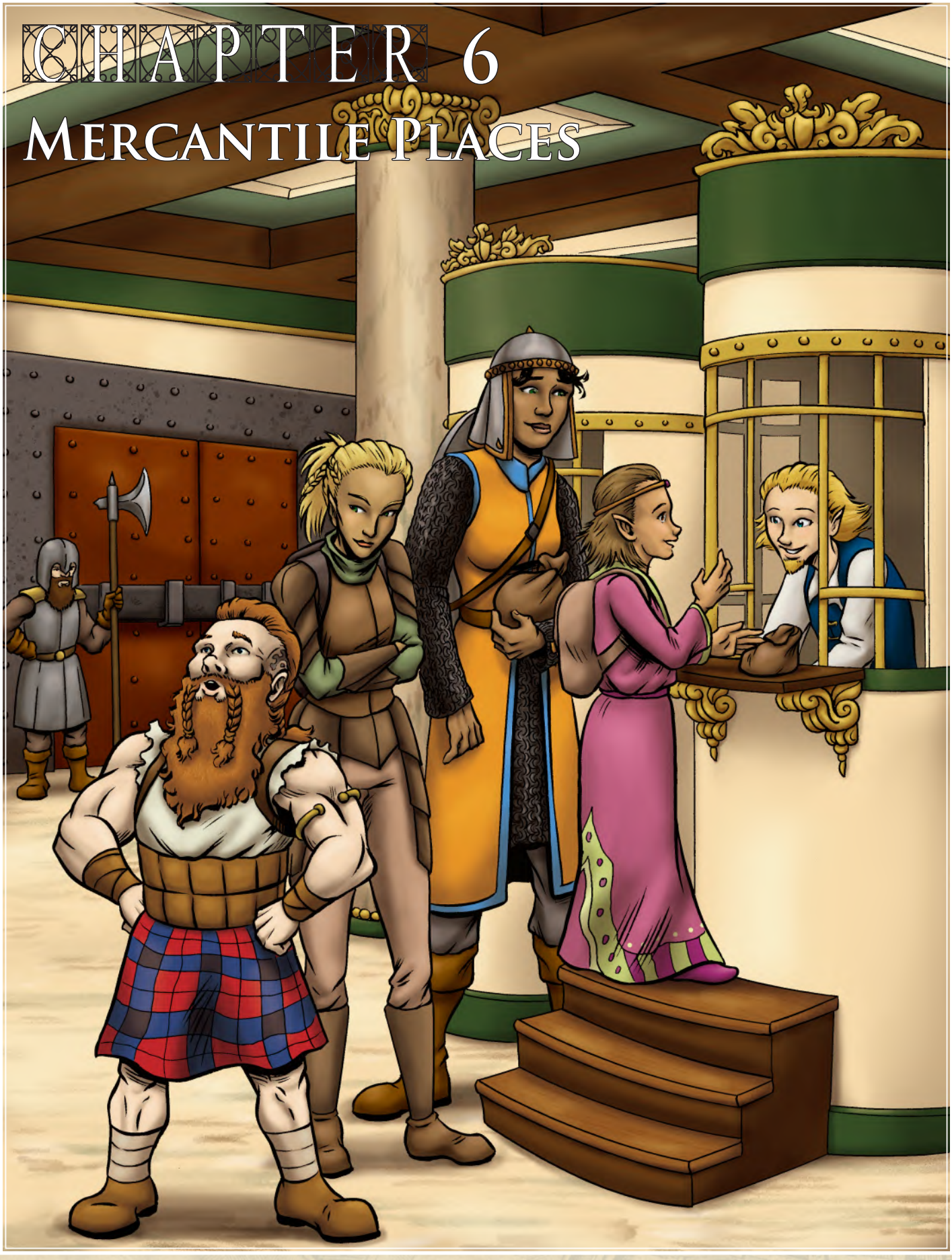
Adventure Hooks

- A blight among the local cattle has decimated their numbers and threatens to cause the otherwise thriving tannery and leatherworking industries to collapse. While there are presumably many long-term solutions to this crisis, the best immediate remedy appears to involve travelling to a market town some distance away, purchasing a herd of cattle, and driving it back to the affected community (all the while dealing with obstacles that might include but not be limited to bandits, predators, and bad weather).

- 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 tanner of exotic skins might therefore call upon a party of adventurers to return to the erstwhile lair of a slain Dragon to recover the materials necessary to properly process its hide.



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 loot they acquire in the course of their adventures. Such places are, naturally, among some of the most visited places in many campaign settings, and those covered in this chapter include banks, brokerages, general stores, marketplaces, pawnshops, scroll shops, slave pens, trading posts, and warehouses. 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 interesting and lively roleplaying. It 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 but which can allow them to get the most out of the wealth they have acquired.

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 can obtain provisions and much of the equipment they might expect to need on their quests. Locales 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. Those who are especially unscrupulous or unfortunate might also end up at slave pens in one capacity or another. 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 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 goods 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. While the owner of a country general store would almost certainly live in an adjacent backroom or loft, for example, the manager of a bank would not likely have an apartment inside the establishment he runs.

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 mechanisms 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, and some of these funds are then loaned out or invested in other ways, with a small proportion of them 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 particular societies — to operate as non-profit institutions or to be owned and operated by the government or other public institutions. 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). Likewise, 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 sorts of commercial institutions.

Non-Humans of various sorts tend to have their own attitudes toward or approaches to banking. Elves tend not to trust institutions of this sort and, to the extent that they might need to safeguard valuables or secure loans, they usually prefer to turn to friends, family, or patrons rather than to outsiders. Chaotic humanoids like Orcs or Gnolls certainly have no appreciation for the concept of banking and are generally as suspicious of the idea of depositing valuables in them as places of this sort are toward the idea of loaning money to such peoples. Long-lived Dwarves, on the other hand, have great regard for the concept of compound interest, and of financing capital projects like mines or refineries with large loans that might take even centuries to repay. Gnomes in many settings are unsurpassed as bankers and noted for the elaborateness of both their interest schemes and the mechanical devices they use to safeguard their facilities.

Adventure Hooks

- After the bank where their fortunes were deposited is robbed, one or more of the characters are ruined. In order to have any chance of retrieving their fortunes, they will need to participate in an investigation to find the thieves and possibly take the lead in apprehending and bringing them to justice.



- 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 facilitate the efficient sale of large quantities of goods, whether those of a particular kind or many different sorts with common requirements for finance, storage, or transportation. One or more brokerages 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 a front room and store inventory in a back one, to sprawling warehouses owned and operated by major trading houses.

Services available at brokerages typically include having goods appraised and being able to sell 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 he receives 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, obtaining 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 proactive security measures. Whatever protective measures are present will, in any event, be commensurate with the value and volume of the goods being dealt with, and might thus be similar to those employed in banks, warehouses, or anything in between, as appropriate.

Adventurers interested in quickly unloading large quantities of swag might be encountered at establishments 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 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 as many assets as they can before decamping and disappearing forever. If such an attempt were ever discovered and revealed to a corrupt broker's superiors or clients, they would likely take severe or even violent retribution, and in anticipation of their anger the thief might be driven to desperate measures to cover his tracks. A party of characters might be hired by the owner of a brokerage to discretely investigate a possible theft of this sort, or they might be drawn into a case of murder or kidnapping when the rogue 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. General stores 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; outerwear like cloaks; outdoor supplies like fishing gear, game traps, or bedrolls; and local produce, crafts, and trinkets of various sorts (e.g., ones affiliated with a nearby holy site). 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 hopes of selling them.

In the context of a roleplaying game, general stores — particularly those in areas frequented by adventurers — carry most or all common items of adventuring equipment. 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. 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 pay more than 50% of what they believe they can sell them for or buy repeated consignments of unusual items (e.g., foreign-made weapons). They might also be cash-poor — or claim to be — and more willing to offer store credits than currency. Because 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. Storytellers 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.

In any event, characters 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 adventuring areas, but that is not likely to make the situation much more palatable.

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 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 establishments of this sort are, at the least, equipped with doors and windows that are barred or which can be locked and/or shuttered when the store is closed. Many are also run by people who can generally take care of themselves and who can count on support from their neighbors or the local authorities.

Adventure Hooks

- After the general store in a frontier area frequented by adventurers is overrun by humanoid brigands — and the owner either slain or prompted to cut his losses and go elsewhere — one or more characters might seize the opportunity to open their own establishment of this sort. Canny characters able to run a business and properly protect such a place might both turn it into a source of income and use it as a headquarters for further exploration of the surrounding area. Presumably, however, they will have to deal with the same threats that shut down the previous store, and maybe others as yet unknown.
- When they visit the general store in an isolated village they are passing through, characters discover both that it is out of a number of key items they were hoping to purchase and that a number of locals are agitated because things

they need are also not available. Investigation will reveal that the last couple of expected shipments never arrived, but whether this is because they were hijacked, diverted, or cancelled the proprietor does not know. She would, however, be grateful for anything the characters are able to learn, which could also be in their interests and help ensure they are able to obtain the things they need.

Marketplace

Marketplaces are designated areas within many communities — whether permanent or temporary and open for a specific period each week, month, or year — 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, cloth and textiles).

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. Prices at wholesale markets will generally range from one-third 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, 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, on the other hand, security might take the form of a police substation or guardhouse 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. Various ethnic or racial minorities within a larger community might also have their own marketplaces, or sections within existing ones, as a means of providing goods and services for groups that might otherwise have trouble obtaining them.

Adventure Hooks

- A local footpad attempts to pickpocket a character during a visit to a marketplace. At the storyteller's option, this attempt can be assumed to succeed, possibly resulting in the loss of a valuable or critical item and compelling the characters to try to retrieve it or to somehow offset its loss.
- A character who has an unusual area of expertise — such as an obscure language or knowledge about certain types of goods — notices a valuable book or ornament stacked carelessly in a second-hand dealer's stall. He or she may seek simply to profit from this chance find or to also investigate further where the junk seller acquired such an item.

Pawnshop

Pawnshops are businesses that offer monetary loans in exchange for items of value, which a proprietor known as a pawnbroker holds as collateral and which are subsequently referred to as 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 then the pawnbroker is entitled to sell it.

Historically, pawnbrokers existed in China from 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 this is derived from the emblem of the Medieval financiers of the Lombardy region of Italy. In China, on the other hand, 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 monumentally high value. 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.

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 authorities and have traditionally been subject to many limitations (most modern Western law related to pawnbrokers, in fact, 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).

Pawnshops cannot generally exist in societies that prohibit assessment of interest on loans, which have historically included some Christian and most Islamic societies. Indeed, even when the operations of such financiers are not prohibited outright, they might be harassed by zealous individuals or severally hampered 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 gems, jewelry, items made of gold or silver, 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 or her 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 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 one region to another and depend on the prevailing laws governing the operations of pawnbrokers. This interval 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 then 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 things 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 pawnshops and second only to that of banks, 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 resent others who subsequently purchase them. Former owners of items unwilling to accept their loss for some reason, to include sentimental value or 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, unbeknownst to the pawnbroker, be imbued with a magical curse. It is possible that the former owner has decided to pawn such an item for 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.

Scroll Shop

Scroll shops are stores that sell copies of scrolls, supplies for writing them and other texts including books, and 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.

A scroll shop 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 smaller examples of the tradesman's establishments described under "Buildings" in Chapter 1: Communities. Keeping such places dry and free of paper-eating vermin are primary concerns.

Scroll shops 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, along with tools such as mortars and pestles; pens and materials such as quills or strong reeds for hand-cut writing implements; 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 like 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. Scroll shops 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).

Scroll shops are often suppliers solely to characters like sages or spellcasters, providing items that many inhabitants of an ancient, Medieval, or

fantasy setting regard as luxuries or cannot use at all (e.g., if they are illiterate). Because manufacture of different kinds of scrolls, books, and texts adheres to different standard sizes, colors, qualities, and preferences, many such vendors also specialize in catering to a specific set of customers or do most of their business with members of a particular academy or scholarly guild. Such places are therefore 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 streets or precincts where many booksellers and similar trades congregate.

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

In smaller settlements, the services of a scroll shop might be part of the stock-in-trade of an apothecary or general store — 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 or mages' lodge to buy scrolls or obtain there writing supplies suitable for inscribing arcane magical texts.

Scroll shops 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 wizard relying on components that he assumes to be of real quality might meet with disaster if they are actually counterfeit.

In the case of wizards' tomes in particular, 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.

Proprietors of scroll shops more often possess the expertise of scribes or bookbinders rather than broad arcane or literary knowledge and 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 proprietor.

Although much of a scroll shop'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. If a scroll shop holds highly valuable items, however, 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. A proprietor might also take the most expensive items home at night if he lives elsewhere, accompanied by guards

of whatever number and competence are required to ensure his safety.

Adventure Hooks

- Scroll shops 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.
- An investigation into a crime might hinge on finding the source of a mysterious note or letter, prompting characters to seek out the expert knowledge of papers and inks possessed by the owner of a scroll shop (who might hesitate to reveal details that could incriminate him in unlawful events if the materials did indeed come from his store).

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 with different outward purposes or in remote locations.

Physical security measures at slave pens are designed both to keep slaves confined and to 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 larger structures like dungeons, prison-like buildings, or walled compounds.

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 locations where slaves are displayed and auctioned off, possibly including things like raised platforms for those being sold to stand on or parade across, with secure seating or standing areas for buyers; bathhouses where slaves can wash and be groomed prior to being auctioned off; kitchens for preparing food for slaves and staff alike; forges 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; areas for branding or otherwise marking slaves if this is the custom; and possibly vaults or secure storage areas of some sort for money and other goods used to purchase slaves. There might also be areas used to test specific desired capabilities of slaves (e.g., sparring yards where the combat abilities of potential gladiators can be assessed) or places 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 site; 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.

In a traditional setting, demihumans like Dwarves, Elves, Halflings, and Gnomes will generally be revolted by slavery and not practice it in any widespread way or at all. Evil humanoids, however, will readily capture, keep, buy, and sell slaves. Hobgoblins are among the races that see prisoners as valuable commodities that are a product of their warlike ways and thus the most likely to practice slavery in an organized enough manner that they require commercial pens. More chaotic peoples like Orcs and Gnolls, on the other hand, are inclined to enslave anyone they can but are much less likely to do so in any sort of systematized way or to run facilities for such purposes.

Adventure Hooks

- While adventuring in a wilderness area, characters might fall into the hands of slavers and be transported to and then imprisoned in a slave paddock pending their sale. Such 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 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 governments 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.



Trading Post

Trading posts are places established for the purchase, 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. Many such places are consequently 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 lone buildings or low walls 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, especially those of the Hudson's Bay Company, for purposes of trading with native populations and obtaining commodities like furs. Legendary examples include the Keep on the Borderlands from the Dungeons & Dragons adventure of the same name, which functioned both as a military base and a fortified trading post.

Goods available at trading post "general stores" traditionally include manufactured goods or other resources that are typically 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 frequently traded primarily for whatever commodities are abundant in a particular area (e.g., gold, ivory, slaves, furs). Various services are also typically available at trading posts, including blacksmithing, stabling, and sleeping facilities.

Security at a trading post will be commensurate with the level of threat prevailing in the surrounding area, which by the very nature of such an establishment is 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 virtually as a 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.

Humans, who tend to exemplify an entrepreneurial spirit more so than any other race in a traditional fantasy campaign setting, are the most likely people to found trading posts, but there can certainly be exceptions to this general rule. Mercantile Gnomes, for example, will sometimes invest or participate in trading ventures that include the establishment of trading posts, and Dwarves will sometimes construct places of this sort in areas where their peoples are conducting activities like prospecting or mining.

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 sufficient 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 to be.
- A trading post — the most substantial collection of buildings in a recently-settled wilderness region — 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 extended 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 property. 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 readily available timber, nails, waterproofing materials, and the like).

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 typically built from materials that are sturdy, readily available, suited to the basic form dictated by the commodities that they are to hold, and economical (e.g., brick or even concrete in some milieus). 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., 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 they handle.

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. 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; strong rooms, 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,



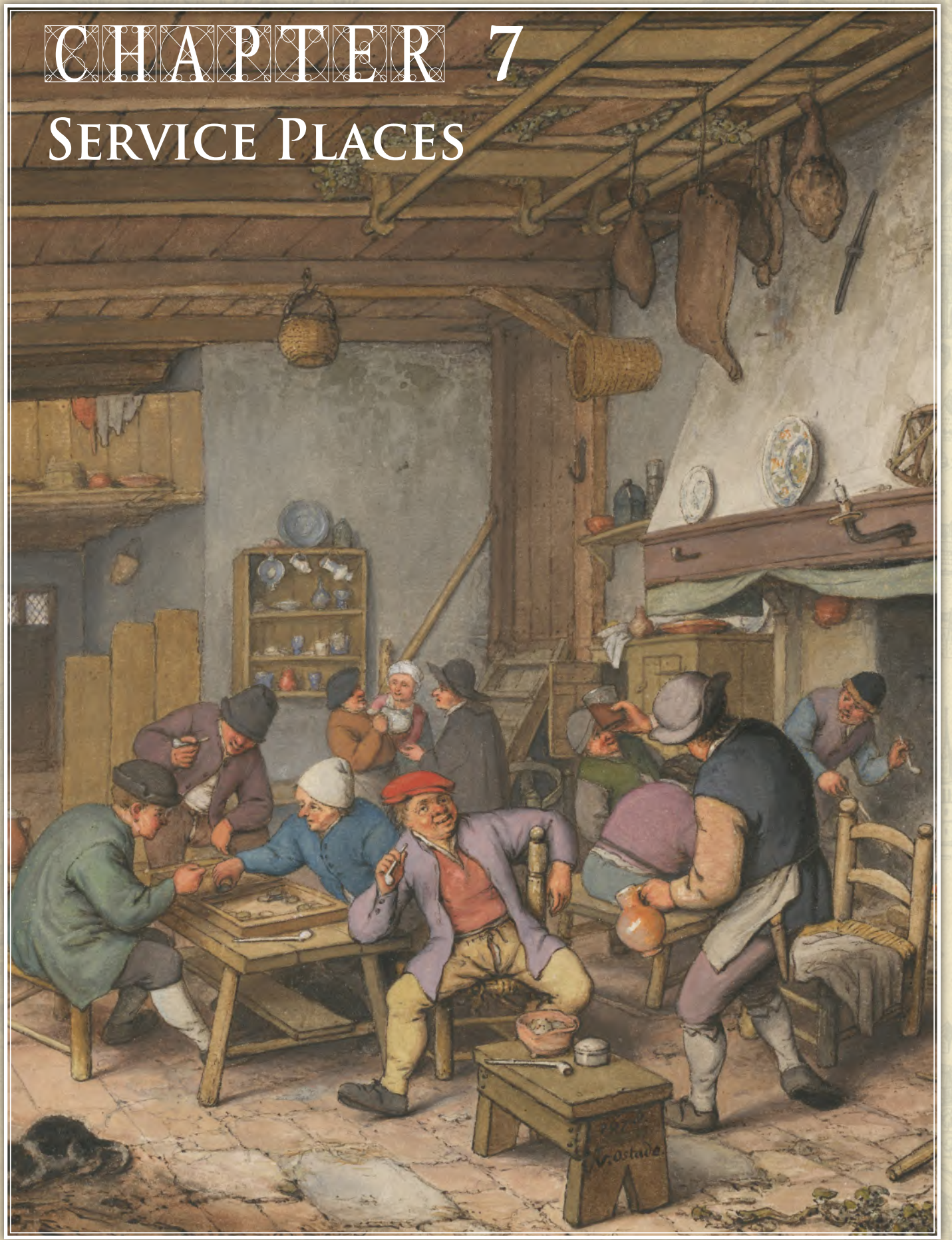
Renaissance, or fantasy campaign setting will be merchants who need inventory held while they are waiting for events like ships to arrive or the trade season to begin.

Adventurers, especially those without large dwellings, 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 the facility 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 there 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 ignite in response to any use of fire (or even the sparks struck by clashing weapons).

CHAPTER 7
Service Places



After weeks of marching through wilderness and dank caverns, sloshing and struggling through muck, slime, and blood, and sleeping on bare earth 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 and include some of the most quintessential sorts of locales associated with fantasy role-playing games. 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, Renaissance, 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 spots 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 will 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 providing for pilgrims or keeping the indigent from dying inconveniently in the streets or resorting to crime). Former adventurers might also run such places, 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 described under “Buildings” in Chapter 1: Communities. Service facilities with a larger clientele — especially those that cater to the workforces of large organizations — might require purpose-built halls or multi-story buildings of heavy timbers, brick, or stone, or be expanded over time into complexes 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 measures at service places are 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.

Barbershop

Barbershops are places where people can obtain services like 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. Many barbershops also sell pomades, lotions, patent medicines, hygiene items, brushes, and small sundries. Legendary practitioners 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 also 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 amenities 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.



Features of a typical barbershop include a chair and workplace for each barber that is well-stocked with razors, clippers, towels, brushes, soaps, unguents, and clean cold and hot water (the latter often maintained over a small burner). Barbers who practice rudimentary medicine or dentistry 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 images 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.

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 barbershops have reason to cultivate a pleasant, confident, and upstanding manner that inspires trust, and barbers who attend privately on noble or royal clients may 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).

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).

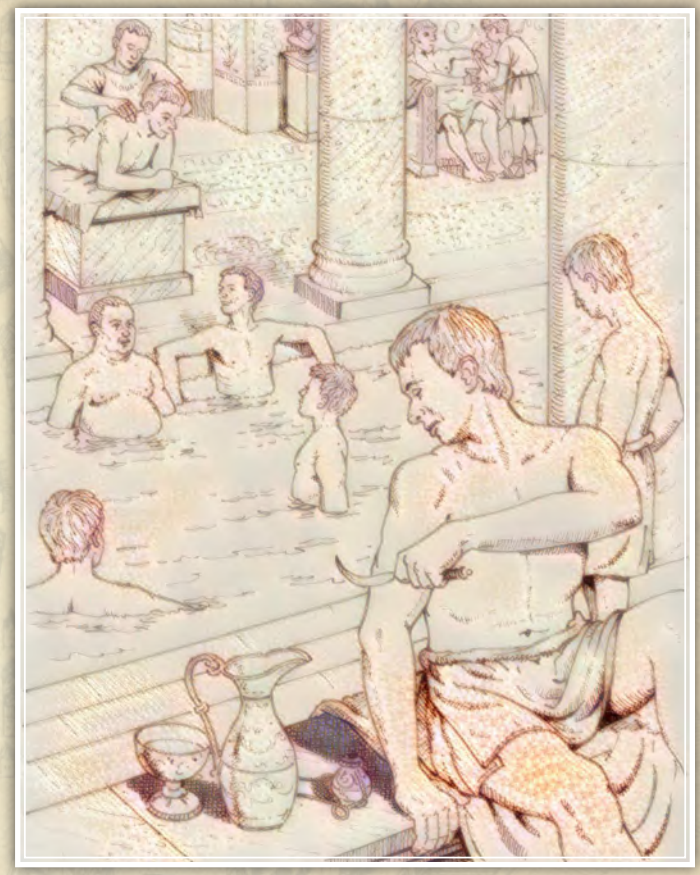
Every people, subculture, and race has its own approaches to personal grooming and facilities that

can help meet its needs in this regard. Of all the non-Human peoples, it is perhaps not surprising that Dwarves, with their prolific body and facial hair, would have the most highly developed institutions of this sort. Gnomes, many of whom are noted for their flamboyant moustaches and coiffures, are also known for their barbershops. Those who patronize barbershops specially geared toward the needs of groups other than their own, however, are more likely than not to get results that do not meet their needs or which produce strange effects.

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 possessions (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 generally have sturdy locked doors, barred or shuttered windows, and the like.

Adventure Hooks

- A customer in a barber's chair places himself in a position of complete trust and characters with enemies might have attempts on their lives made under such circumstances. These could include attacks by the barber himself — as part of a secret career of villainy or a well-paid assassination attempt — or anything from a squad of crossbowmen or a quick swordsman, all of which someone might have trouble defending against if they are immobile or have their face covered with a hot towel. One murder in a barbershop could destroy its business, however, so even an unscrupulous barber would likely go to any ends to keep such a deed from becoming public knowledge.
- A patent medicine sold in a popular barber's shop, through the malice of an indwelling spirit or various 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 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 Moroccans, the Russians, and especially 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 businesspeople but are also quite often individuals with professions related to the functions of their establishments, such as barbers, masseuses, various sorts of healers, or those affiliated with another institution with which a particular 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 bathhouse 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.

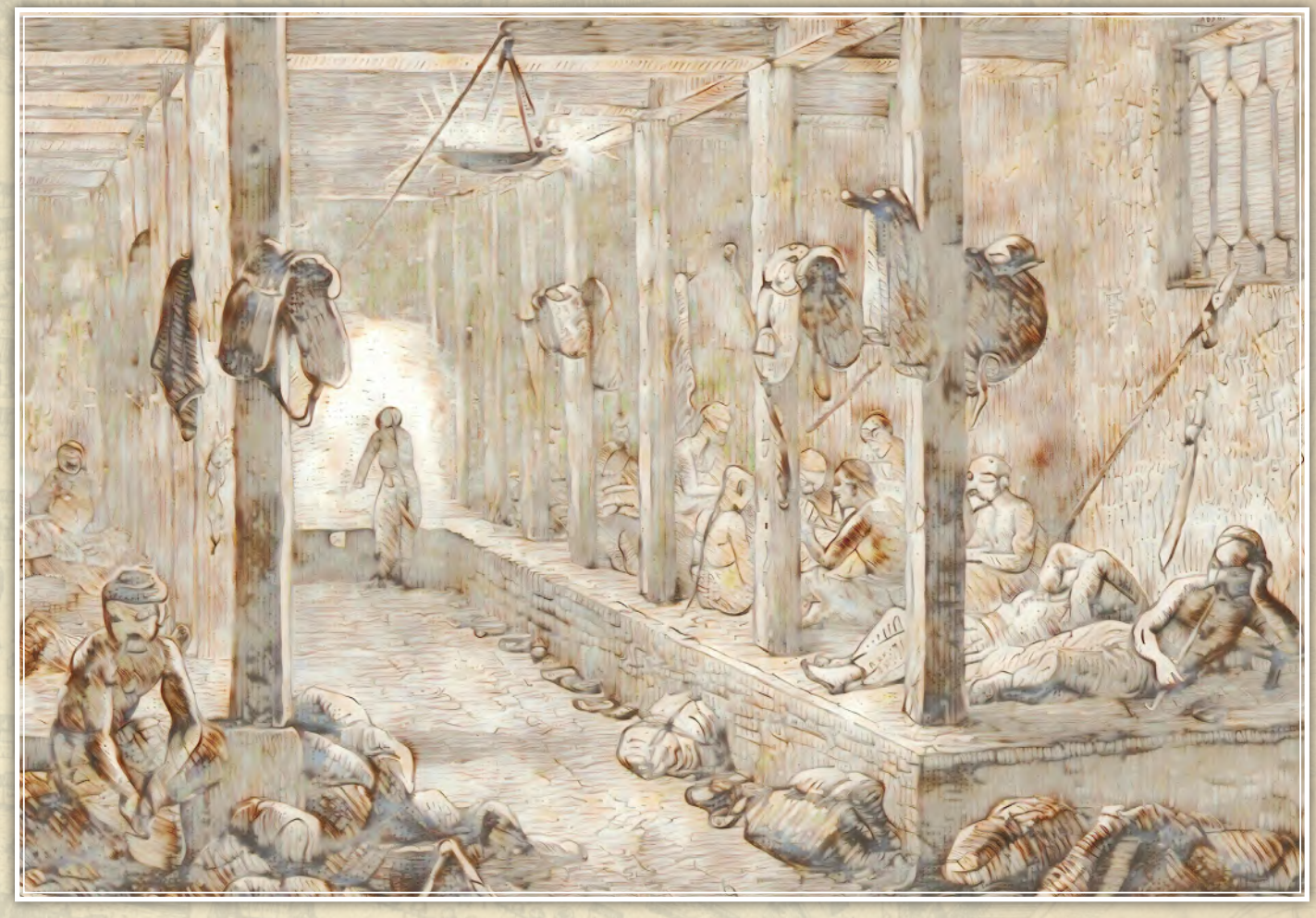
Adventure Hooks

- In societies where public baths are important, meetings and business are often conducted at them. 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 unscrupulous competitor has forged hundreds of imitation bath tokens in an attempt to drive a particular bath house out of business by clogging the victimized establishment with unpaid custom. Potential patrons often find these tokens in local tap houses, or other gathering places, or other public places. When the player character(s) redeem their tokens, they are overhear the owner of the beleaguered bath house lamenting his dwindling fortune despite his baths being filled to the brim. And yes, she would appreciate someone solving this mystery before her business collapses entirely.
- 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. 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 bathhouse but possibly to the surrounding community as well.

Hostel

Hostels are simple lodgings, run either by charitable or religious organizations or as commercial enterprises, which are designed to meet the needs of less-affluent travelers who cannot afford or wish to eschew the relatively luxury of inns. Such places are typically like a cross between cheap hotels and dormitories and are favored by everything from pilgrims to itinerant workers like day-laborers, journeymen, petty hawkers, entertainers, and traveling barbers, as well as occasional parsimonious members of the middle class.

Famous hostels include the Albergue de Peregrinos in Roncesvalles, Spain, which serves travelers on the 500-mile Camino de Santiago pilgrimage route, and the Jugendherberge in Nürnberg, Germany, established in the imperial stables of the city's 500-year-old castle.



Some hostels are intended only for members of certain social groups, races, vocations, or genders, and characters that 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 for purposes of providing sleeping quarters for pilgrims — many of whom may have renounced wealth, if only temporarily — 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.

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, churches) and which are filled with bunks, whether single or double, and sometimes with but just as often without bedding. Individual rooms, available at a premium if at all, typically resemble the cells of monks.

Other areas within many hostels include common rooms where people can chat without disturbing people who are sleeping; refectories where visitors can prepare and eat food and where whatever might be provided is served; and washrooms where people can clean both themselves and their clothing.

Services and surroundings provided by hostels are typically clean and tidy but austere and intended to provide for the needs of travelers without indulging any desires for privacy or excessive comfort they might have. Hostels are also typically designed to discourage visitors from staying any longer than necessary before continuing on their journeys and some might have limits on how long people can remain within them, from periods that can be as little as one night and which usually do not exceed two or three. Exceptions, however, might be made for travelers who are injured or who might otherwise need to linger longer than usual.

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 own bedrolls or cloaks. Whatever 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 even more prolific at an establishment of this sort.

In any event, the austerity associated with hostels and their ilk might devolve into neglect and sordid conditions when laypeople or corrupt officials appointed to manage such places abuse their positions out of laziness, greed, or actual animosity toward their guests.

Many hostels serve no food at all and simply expect guests will provide their own fare; many serve a very simple breakfast for those about to hit the trail (e.g., toast made from the previous day's bread, butter, preserves, herbal tea); and some offer a simple evening meal to guests for a reasonable surcharge. Taverns, commercial kitchens, and other places to acquire food are quite often located in the areas surrounding hostels, but it is not unheard of for these to be further than exhausted travelers want to go at the end of a long day.

Security at hostels tends to be minimal and guests are generally expected to look out for their own belongings and security. Doors into the facility and to guest rooms may not even be outfitted with locks, and securing 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 around the clock, however, in order to keep an eye on things and will likely call for the city watch in the event of any problems and will typically eject any obvious troublemakers.

Many non-Human peoples operate hostels either in their countries or for members of their own races in foreign lands. Outcasts like Half-Orcs often have hostelries established specifically for their use, and these may be the only places that welcome them in some areas (and, as much as anything, may be tolerated in order to make it easy for the local authorities to keep an eye on them). Dwarves tend to respond well to the concept of hostels and places of this sort are not uncommon in their lands or those that many of their kind travel through.

Adventure Hooks

- Hostels having acquired an ominous 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, in fact, lead 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 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 organization 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 places that offer lodging for travelers to stay overnight or longer, providing more-or-less comfortable places to sleep and possibly also eat, bathe, have clothes laundered and boots cleaned, or have 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 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 in order to accommodate travelers during each night of their journeys, whether at crossroads, convenient spots along the highway, or in small villages. Inns might also be established near sites that attract significant numbers of visitors, such as temples that are pilgrimage destinations or natural landmarks of remarkable beauty.

Inns can vary widely in size, from modest buildings with a few small private rooms or a single shared bunkroom that can provide for a handful of guests, to large structures with numerous private, semi-private, or common rooms that can accommodate dozens of visitors. Large inns located in villages or smaller settlements will often be the largest privately-owned buildings in such communities and might include numerous wings or be situated in compounds containing affiliated structures and businesses. Indeed, inns often include or are affiliated with taverns where guests and locals of good standing can share a drink or a meal and socialize, and many also provide amenities such as posting letters, money-changing, and storing valuables. Many, especially in societies where hygiene is important, will either have small bathhouses or provisions for bringing hot water and toiletries to each room.

Inns can help fulfill guests' other needs, to include preparing for anything from another hard day of travel to attending important business meetings, religious services, or similar events. Some will even provide personal services, such as barbering or cleaning and mending of clothing; arranging for tradesmen like clothiers to call on guests; or maintaining 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.

Design for a typical large inn might consist of two or three double-story wings partly encircling a courtyard where carriages can pull in to unload

guests and luggage, with conveyances thereafter being taken to a coach house and draft animals to a stable by attendants. An innkeeper's office and residence are usually next to the main entrance in order to welcome visitors when they arrive and to settle their bills when they leave, and the facility might have a small postern-gate from which guests can venture out into the surrounding area.

A number of variations on the inn concept might exist in any particular setting. Walled roadside inns specifically designed for use by merchants and their pack trains are often known as caravanserais. Inns that specialize in catering to people who visit them for recreational purposes, and which are often located near seashores, at oasis, or in other attractive or relaxing areas, are sometimes known as resorts. Country inns that provide accommodations and meals to visitors pursuing particular outdoor activities, such as hunting, fishing, or skiing, are often called lodges. And in some milieus, higher-end urban inns are known as hotels.

While many inns provide nothing but accommodations, especially in areas where a variety of other amenities are available, some also offer hearty meals. Often, aristocratic or wealthy guests are served in a separate dining room, or in their chambers, 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 one is known for a culinary specialty, it often consists of traditional local recipes that use ingredients such as game meats or wild herbs readily obtained in the immediate area.

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, and collecting and stockpiling of firewood is therefore an important task for which the inn usually contracts local peasants.

Inns are quite often family businesses, with relatives of different ages filling jobs appropriate to their abilities and experience. Retired adventurers also often take up innkeeping, especially in undeveloped or frontier areas. Skilled innkeepers must, in any event, be proficient at many things, to include bookkeeping and purchasing and managing stocks of supplies in the largest operations.

Because the core purpose of an inn is to allow guests to rest peacefully and to travel through unfamiliar places without concern for injury to their persons or reputations, proprietors of such places are known for their distaste for openly rowdy or disreputable behavior, often adding extra charges to a guest's bill to pay for damage caused. What goes on quietly in private rooms, of course, is another matter.

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, 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 quests, lending them an almost mythic significance.

Although few peoples travel as widely or with as much expectation of comfort as Humans, all civilized races maintain lodgings of one sort or another for visitors, and Dwarves, Elves, Gnomes, and Halflings all have their own distinct traditions of hospitality. Among the less-civilized humanoids, Goblinoids are known for periodically providing 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 nearby to render services.

Adventure Hooks

- An innkeeper might present characters that have stayed at his establishment with a long list of charges, totaling to an enormous sum that is more than they can easily pay. 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 cover their debts.

- Private rooms at inns are often used to host meetings and assignations of all kinds, including ones where the disparate parties mistrust each other 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). Characters might be drawn into such conflicts either as participants in a meeting; as unwitting witnesses or targets of stray violence who just happen to be staying in the wrong inn at the wrong time; or by taking on an investigation that requires them to determine events that took place in an inn chamber hours, days, or even years before.



Kitchen

Precursors of modern cafeterias, buffets, and fast-food restaurants, commercial kitchens are typical of 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 include provisions for either eating on the premises or carrying away their wares, and many also provide catering services. 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. Laborers, craftsmen, tradesmen, entertainers, and anyone else without more than a few pieces of silver to spend on their main repasts are likely to be found elbow-to-elbow with relatively impoverished adventurers at places of this sort.

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 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).

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 evening 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, and 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 indigestion, along with any other symptoms or ominous suggestions the storyteller deems reasonable. Accusations of any sort leveled at the proprietor will be met with indignant denials of any wrongdoing, and a visit to an apothecary, healer, or other medical professional will likely result in a diagnosis of simple 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 storyteller …
- Simple fare from 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 — might demand that characters 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 operating, 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 customers, serving good-quality meals with individual service in pleasant settings, and may specialize in providing specific sorts of food or the cuisine of a particular foreign country. Because they cater mostly to the middle classes, restaurants are typically found in large towns or cities where there are concentrations of such people.

Many styles of service exist, but most often a customer will order from a selection of dishes that are then cooked or otherwise prepared nearby, sometimes in view of the patrons as both assurance of freshness and a form of entertainment. For groups that make advance reservations for special occasions, a restaurant may provide a pre-set menu that includes items not normally served or other special amenities (e.g., place cards, small gifts). Restaurants also serve drinks appropriate to their meals, which a cellarer or similar specialist may select personally, and sometimes provide entertainers all or some of the time, possibly wandering between tables for close-up performances.

A restaurant's proprietor is often also its head chef but might also be purely a business manager or the *maître d'*. Skilled cooks often alternate throughout their careers between owning and running their own restaurants, managing establishments that are part of larger concerns such as large inns or government centers, and serving as private cooks for wealthy households.

Large quantities of standard ingredients used by restaurants are typically either picked out by skilled staff or the chef himself at wholesale markets, gathered or hunted fresh from the local countryside, or delivered by specialist suppliers known as *providores*.

Restaurant kitchens typically contain an array of specialized professional cooking equipment, from knives, bowls, and dishes to particular types of ovens, and are arranged as production lines that go from preparation of ingredients through final presentation of dishes. They often use cooking processes that are larger in volume, faster, and sometimes demanding of 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). Subordinate kitchen staff must also perform ongoing tasks like washing dishes, pots, pans, and utensils, disposing of malodorous garbage, and the like.

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

Races that disdain luxury or formal dining manners, such as most of the savage humanoids, seldom have restaurants, but Halflings, known to be gourmands, Elves, with their refined tastes, and Dwarves, with their ancient traditions and love of ceremony, support many types of restaurants suitable to their preferences. Goblinoids have restaurants of a sort, with various disturbing meats that are often served alive.

Adventure Hooks

- Because of the many enemies they have, a family of nobles, organized criminals, or other powerbrokers that control a community might seldom leave their secure villas to gather together. Thus, when a special occasion brings

most of them to a banquet at an exclusive restaurant, the stage is set for a usurper to try to massacre them in a single bold stroke. Characters might be hired as guards to protect the place during the meal or contracted by the family's enemies to assault the restaurant, and in either case might then be paid off by the other side to betray their employer. Or, they might just be innocent diners in the wrong place at the wrong time!

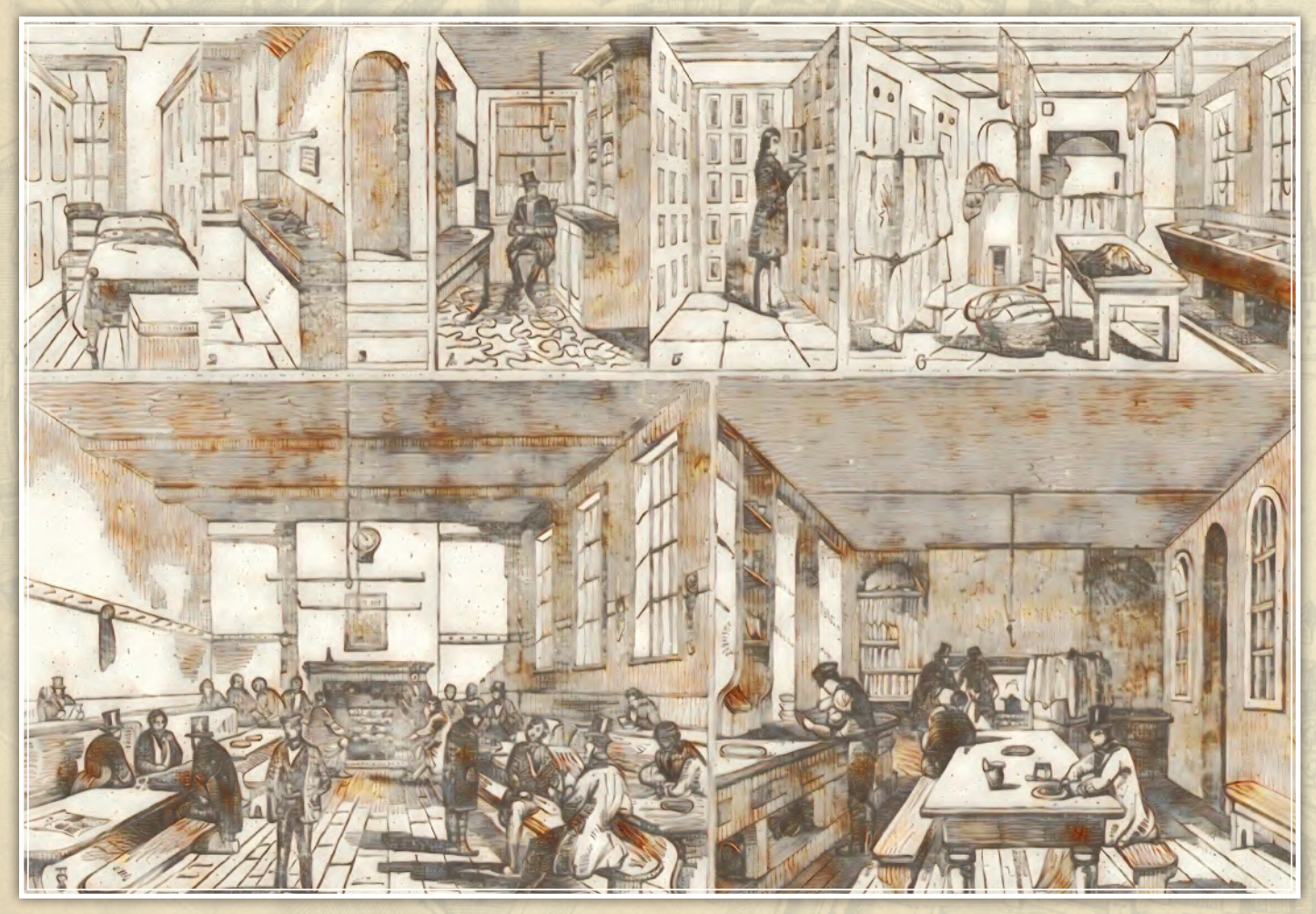
- One of the signature dishes of a famous restaurant is served only by special request and at great expense because it requires a rare game-beast, herb, fungus, eggs, or some similar ingredient that is difficult to find and dangerous to hunt or gather. A restaurant owner might therefore hire characters to go to the wild location where this particular ingredient can be found and return in a timely manner with a sufficient amount for an upcoming feast.

Rooming House

Rooming houses are accommodations intended mainly for members of the lower middle class and upper lower class, usually individuals by sometimes couples, who require modest lodgings for extended periods. Such places are also frequently known as boarding houses and are generally located in communities of town size or larger, to which people have relocated for work but where they might not have family to stay with.

For a reasonable price by the day — or much more cheaply by the week — a visitor 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).

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 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 building. A common dining room, kitchen, washroom, and a slightly larger apartment for a live-in manager or owner are typically situated close to the street entrance, for convenience of housekeeping in the common areas and in order for the proprietor 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 boarding houses. 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 chambers at a rooming house. Characters venturing there may have to brave the suspicious gaze, and possibly disapproving comments, of the professional's landlady as they arrive and depart, 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 character has taken up lodgings might have hidden something under the floorboards or in a secret compartment (e.g., a valuable jewel, an incriminating document, a dead body). This might prove dangerous to a new tenant who discovers the hidden item, or if the former owner or other interested parties turn up to retrieve it.

Tavern

Taverns are establishments 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 quaff small beer in the room where it was brewed, to sprawling, multi-level halls serviced by gangs of sturdy beer maids.

Similar places 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 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 discrete meeting place and a useful venue to seek or disseminate information like rumors, local news, and offers of employment.

Almost any settlement, to include those even smaller than villages, 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.

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, sell 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 games played on the premises or local sporting events. 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 the establishment from being robbed of its inventory or vandalized by miscreants during hours when it is closed.

Most Human cultures in a traditional setting 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 like Elves and Satyrs, although 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 or warlords' feast-halls. 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).

Adventure Hooks

- Of all the places patronized by adventurers, the tavern is certainly the most quintessentially classic venue for characters to seek out quests, 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 suitable place for conducting any such activities, storytellers 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. This 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.



Inn & Tavern Generation

Following are a series of tables that may be used to ascertain the numbers and kinds of inns and taverns that might be found in a particular community and to determine their general characteristics.

Part 1: Number of Inns & Taverns

First determine the base number of inns and/or taverns associated with communities of various sizes and then, if desired, apply the optional modifiers that address the level of contact with the outside world and other factors (negative results should simply be treated as 0). Assume that a third of such establishments are inns, that a third are taverns, and that a third combine the functions of both such establishments.

Base Number of Inns/Taverns by Community

Thorp (1-100 residents): 2d4-7

Hamlet (101-500 residents): 2d4-5

Village (500-1,000 residents): 2d4-3

Town (1,001-5,000 residents): d10+5

Small City (5,001-12,000 residents): 3d10+10

Large City (12,001-25,000 residents): 5d10+15

Metropolis: (25,001+ residents): 7d10+20

Option: Modifiers to Number of Inns/Taverns

Optionally, you can modify the number of inns and taverns present in a particular area when rolling as described above, based on how vital the local economy is, choosing from Stagnant, Isolated, Provincial, Healthy, or Flourishing. You can then further adjust the number based demographic and geographic factors, which are cumulative.

Stagnant: -2 on each die rolled. This area has no regular contact with the outside world, its residents subsist only on what is produced in the area, and any tools or ornaments that are not locally made are decades or generations old.

Isolated: -1 on each die rolled. This community sees traders, outside governmental officials, and occasional passers-by as much as one to three times per season on average.

Provincial: +/-0. This area sees a fair number of out-of-town merchants and other visitors each month, especially during certain seasons, but still lies beyond the periphery of anything truly cosmopolitan.

Healthy: +1 on each die rolled. This community's markets thrive, with buyers and sellers from many nearby regions seeking different goods and services.

Flourishing: +2 on each die rolled. This place is a major center of trade, with traders and transients constantly arriving from other cities and lands.

Situated on a royal/national road or pilgrimage route; at a seaport or oasis, on a navigable river or lake, or near a mountain pass; presence of mines, factories, or military base: +1/die rolled per factor (up to +3).

Presence of significant natural obstacles or hazards (e.g., deep desert, arctic cold): -1/die rolled.

Adjacent friendly or neutral lands predominated by Humans or Demihumans: +1/die rolled.

Adjacent lands controlled by enemy Humans or neutral Humanoids: -1/die rolled .

Adjacent lands controlled by enemy Humanoids: -2/die rolled .

Significant problems with monster infestation: -1/die rolled.

Option: More or Fewer Taverns

Optionally, you can modify the total number of establishments run solely as taverns patronized by locals (i.e., a third of the number generated above), based on how gregarious they are and

the local consumption of various beverages or other substances. Local equivalents of taverns need not serve alcoholic drinks and any beverages, stimulants, or intoxicants enjoyed socially at the place where it is sold — such as tea, coffee, tobacco, qat, or betel nut — can prompt creation of comparable establishments.

Antisocial: -2 Town or smaller, -4 Small City, -8 large City, -12 Metropolis. Inhabitants of this community 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 unable for whatever reasons to eat meals in their homes.

Abstemious: -1 Town or smaller, -2 Small City, -4 large City, -6 Metropolis. Due to a strictly-enforced religious decree or civil ordinance, public serving of alcohol or other intoxicants is prohibited and locals visit taverns for meals only. Note that rules that are unpopular and widely flouted have little or no influence on the number of taverns but that they may alter the procedures of each place and the ease with which a stranger might find such an establishment (e.g., as with the case of speakeasies during Prohibition).

Sociable: +1 Town or smaller, +2 Small City, +4 large City, +6 Metropolis. In such a community local inhabitants like to gather in their free time to share a stimulating or intoxicating beverage or other substance and discuss their daily lives and the state of the world, supporting many local taverns.

Dissolute: +2 Town or smaller, +4 Small City, +8 large City, +12 Metropolis. There is a lot that members of the local population wish to forget or not think about and many give over as much of their free time as possible to imbibing alcohol or other intoxicants.

Part 2: Types & Patronage of Inns & Taverns

Most inns and taverns are run in such a way as to be useful to the greatest number of people possible and, as a result, are neither too cheap or expensive or set up to meet the needs of only specific groups.

For every such establishment in a community there is a cumulative 5% chance that each will specialize in serving a specific sort of ethnic, racial, economic, vocational, or other group, to a maximum of 50%. Thus, for example, if there were only one inn/tavern establishment in a particularly community it would only be 5% likely to be specialized in nature, if there were six establishments each would be 30% likely to be somehow specialized, and if there were 10 or more establishments each would be 50% likely to be specialized (and for communities with 10 or more inns and taverns you can feel free to simply assume that half are general purpose in nature and that the other half cater to specific clienteles). People who are not members of a special group in question may or may not be welcome in such an establishment, but it should not be a foregone conclusion that they would not be.

If desired, roll on the following table to determine the group catered to at a particular establishment:

d20	Clientele
1-2	Poor folk
3-5	Middle-class folk
6	Wealthy folk
7	Laborers
8	Craftsmen/Tradesmen
9	Criminals
10	Intellectuals (e.g., students, sages, wizards)
11	Religious folk (e.g., priests, monks, pilgrims)
12	Military folk (e.g., mercenaries, soldiers, watchmen, guardsmen)
13-14	Merchants
15-16	Foreigners
17	Aristocrats
18-19	Specific race (e.g., Humans, Orcs, Halflings)
20	People with particular illnesses/ health needs

You can also roll 3d6 to determine the percentage chance a particular establishment will deal dishonestly with characters in some way, adding another d6 if they are not members of a clientele the place specializes in and one more d6 if the place is run by or for criminals. How this dishonesty manifests — overbilling, watered-down wine, robbery, murder — will be dictated by circumstances and is at the discretion of the storyteller.

Part 3: Hospitality in Unorganized Areas

In wildlands or 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 to householders who have the room and means to accommodate guests.

If desired, roll on the following table to determine the people in a particular unorganized area willing to offer accommodations to travelers (assuming anyone at all is):

d20	Hostler
1-6	Peasants
7-8	Craftsmen/Tradesmen
9-10	Warriors
11	Nobles
12	Foreigners
13-14	Demihumans
15-16	Humanoids
17-20	Outlaws

You can also roll 4d6 to determine the percentage chance that a particular hostler will deal dishonestly with characters in some way, adding another 2d6 if the place is run by Humanoids and another 2d6 if it is run by or for outlaws. This dishonesty might manifest in anything from demanding valuable "gifts" in exchange for their hospitality to more extreme things like robbery, murder, or attempting to sell guests into slavery or turn them over to enemies for a bounty.



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, and improve information associated with all branches of knowledge and where they might go to consult with their sagacious occupants or purchase goods and services from them.

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). Characters who follow scholarly careers — particularly spellcasters like wizards — must themselves interact with such sources in support of their own research, writings, and requirements for esoteric components.

Scholarly places that fulfill these needs in various ways include academies and colleges, libraries, alchemy workshops, libraries, scriptoriums, and the establishments of professional wizards and oracles, all of which are described in this chapter.

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 knowledge gained in various sorts of scholarly places 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 sorcerers pondering the most esoteric questions about 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 brick or stone structures of permanent and monumental character and decorated with friezes, statuary, and murals depicting famous scholars associated with them, 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 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, destruction of records is a greater concern than the perhaps unlikely event that someone would attempt to steal them, and security precautions thus generally focus on protection against fire, flood, vermin, and other disasters. Some societies hold certain branches of knowledge as secrets that are intrinsically very powerful, however, 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.

Academy

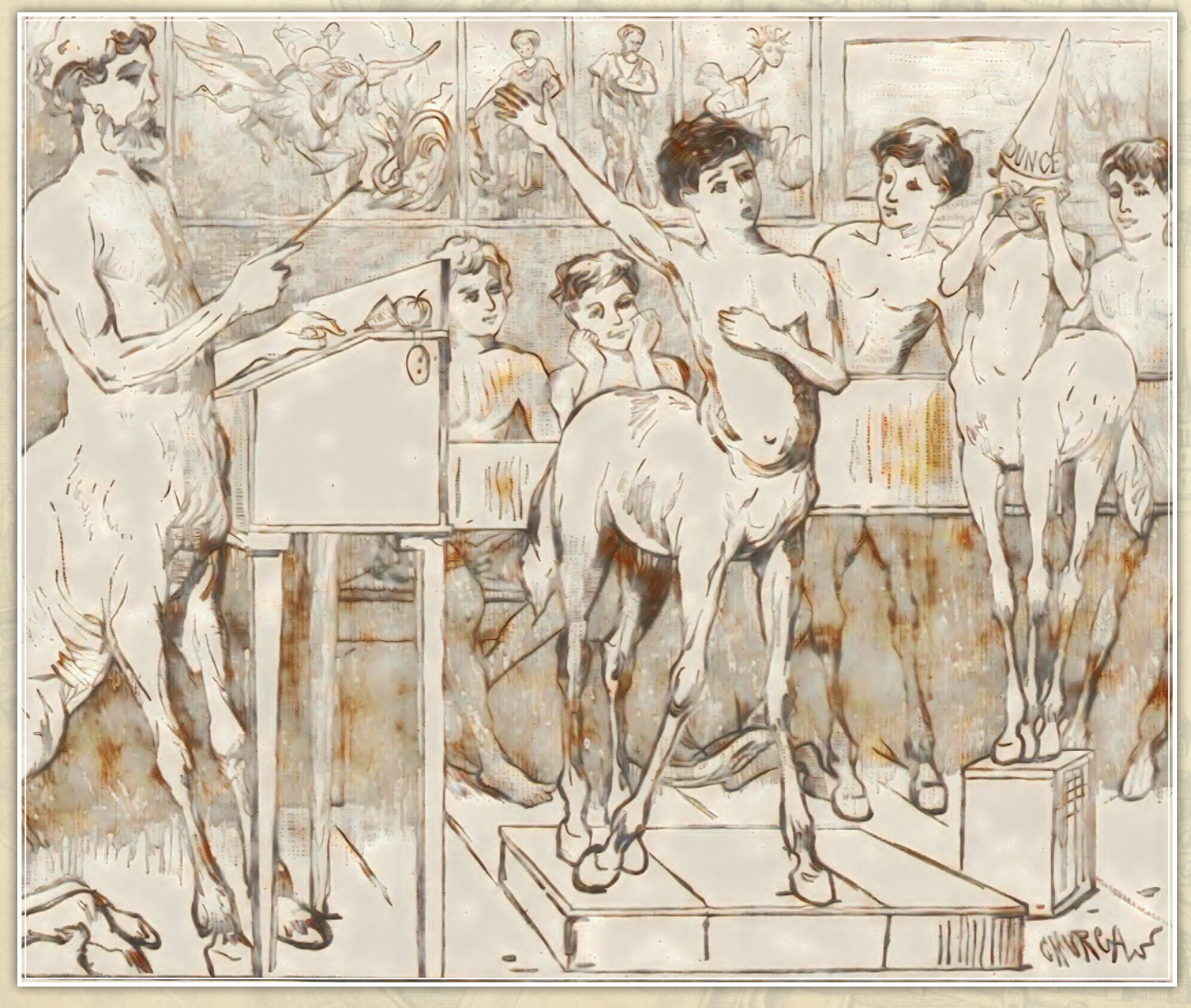
Academies, colleges, and other institutions of higher education are places where philosophers, sages, and experts in various disciplines instruct students in specific fields of knowledge or bodies

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, women).

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 — or multiple ones that have been aggregated into universities — might include numerous halls, lecture theaters, libraries, scriptoriums, laboratories, workshops, dormitories, refectories, and sporting facilities.

Academies are typically 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 seats of power or made their fortunes. Some founders, however, given adequate resources and prestige, choose to place their campuses in small,



isolated communities instead, whether because their intended regimen 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.

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).

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

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).

Adventure Hooks

- In order to receive the specialized religious, magical, or vocational training they need to advance in their professions characters might need to attend academies of some sort. This might involve them successfully applying to such institutions; travelling to them if they are in remote areas or distant communities; paying whatever fees might be required; dealing with faculty, staff, and other students; and possibly passing tests of various sorts.
- Adventurers are often experts in diverse fields of knowledge, both practical and esoteric, and those who are so 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 a requirement to deal or travel with incompetent, annoying, or overly-ambitious students.

Alchemy Workshop

Alchemy workshops are places devoted to the activities of experts in quasi-scientific disciplines 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 often 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.

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, 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 use their skills on others' behalf for hire.

Typical customers of alchemy workshops 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, who require various sorts of acids and other substances; wizards, who need 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 alchemy workshop must strike a balance between accessibility to the specialist traders and craftsmen who provide equipment and rare raw materials, and separation from neighbors, who tend to complain of the smoke and strong fumes given off by alchemical processes (not to mention occasional explosions, toxic outflows, or escapes of malformed experimental creatures). Many alchemists thus 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, as one component of a large-scale arsenal, or the like.

An alchemy workshop typically extends over at least the ground floor of a moderately-large townhouse (as described under "Buildings" in Chapter 1: Communities) or a rural manse, which ideally should be of sturdy fireproof materials like brick or stone. Such an establishment requires a reliable source of water, such as 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. A place of this sort typically has a main work area that contains a number of furnaces of different designs vented to a common chimney, vats, tubs, baths, distillation columns, and other large pieces of apparatus, and 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 and his workers; 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 generally protect their premises with high walls and strong locks, measures that 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 have much higher security measures, such as round-the-clock guards. 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, and some might even have various synthetic creatures at their disposal.

A master alchemist must be a dedicated scholar with many years of learning and experience. Operation of an alchemy 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. Other industrious races, to include Dwarves, Goblins, and Kobolds, might also be drawn to this esoteric vocation, as might long-lived and scholarly Elves, each bringing a different perspective to the Great Work.

Adventure Hooks

- An alchemist might commission 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), and 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 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 scholar 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.

Library

Libraries are collections of books, scrolls, clay tablets, or information in other forms and are typically intended to provide a broad selection of the best available sources of knowledge on one or more subjects. Some libraries are more along the lines of prestigious luxuries and contain books selected for their fame and rarity, or from a standard list of popular works, rather than any information they might contain. Similar places include archives, which hold the records of organizations, and booksellers of various kinds, which tend to be found in the commercial areas of towns and cities, often grouped near one another, as with other sorts of mercantile places.

Famous places of this sort include the Library of Ashurbanipal in the Assyrian city of Nineveh, where more than 30,000 clay tablets were discovered; the Library of Alexandria in Egypt, the largest collection of books in the ancient world; and the library of Celsus in Ephesus, in what is now Turkey, which was built to store 12,000 scrolls and serve as a tomb for a Roman senator.

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 only on a case-by-case basis or not at all. In a premodern society books will also generally be very valuable and often irreplaceable, and will thus almost never be lent out.

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 study — 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.

Because premodern libraries tend to be organized with unique and unrelated systems at best, assistance from a librarian knowledgeable about a particular collection is key to finding desired information quickly and reliably. And while head librarians and the proprietors of bookstores may be knowledgeable sages in their own rights, their prime qualifications are as bookmen with expert knowledge of publishing sources, the authenticity of texts and editions, and how 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 sorts of things and who, at minimum, need to be literate, 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. Basic requirements of such a place are usually 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 for reading texts, equipped with comfortable seating and sometimes desks or bookstands; and a direct — but sometimes controlled — means of access between the two. Libraries generally emphasize the use of available light sources that avoid the use of open flames, which might damage 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.

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; offices and workrooms 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. A library might also keep writing materials for taking notes at hand in the reading area if its owner or staff trusts users not to damage texts in the process.

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, or magical traps that sound an alarm when items are taken from a specific area or which harm thieves without 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 there is reason to expect such disturbances.

Characters might visit libraries for any number of reasons, to include seeking information about things associated with their adventures, consulting specific works they have learned about, or having written works they have discovered examined. Because of their general seclusion and comfort, libraries are sometimes also a useful place for meetings.

All literate races have their own approaches to libraries or special focuses with them. Long-lived peoples such as Dwarves, Elves, and Gnomes, for example, will be even more concerned than Humans with things like history and genealogy and with tracking the many details associated with them. Dwarves in particular tend to specialize in works devoted to subjects like mining, metallurgy, and crafting and constructing things with stone and metal, and might keep their most important documents in ultra-resilient forms like books with pages made from asbestos or slate tile. Elves often focus on subjects like forestry, weather, flora, fauna, and various natural phenomena and, while most of their books might simply be bound in sheaves of parchment or vellum, they might put their most vital records on pages of living vegetal material and protect their libraries from damp, rot, and vermin with potent magic. To the extent that grimmer humanoid races like Goblinoids have written works or libraries at all they tend to be devoted to things like aggrandizing warlords, the worship of infernal beings, or subjects like warfare, torture, or poisons.

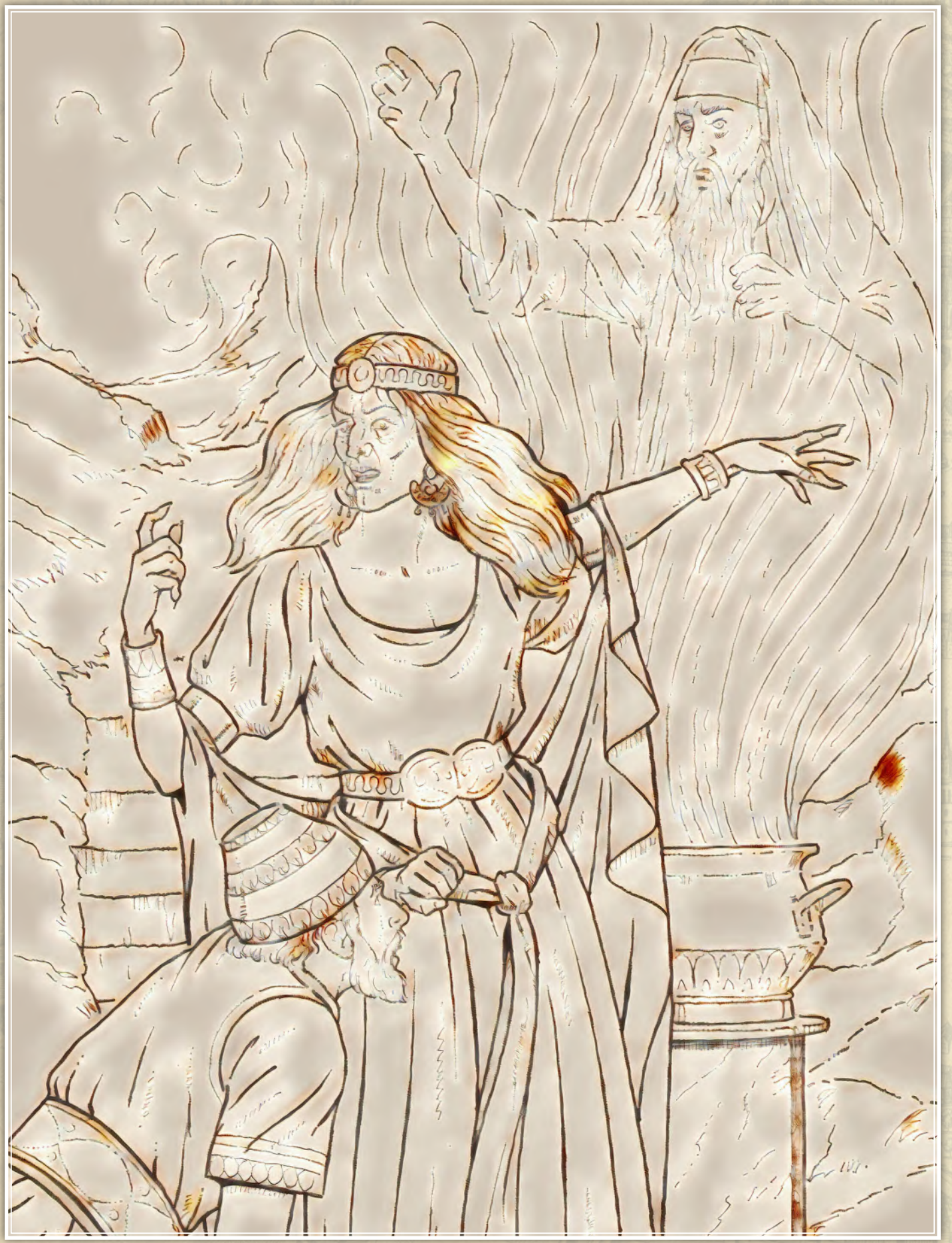


Adventure Hooks

- 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 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 and its effects. A party of characters might be the only thing standing in the way of such a travesty — or leading the way to make it happen.

Oracle

Oracles are the places used by individuals of the same name who draw upon mystical or psychic powers to obtain knowledge of the past, present, and future. Many such characters — who might also variously be known as diviners, dowsers,



fortune tellers, mediums, mystics, oracles, spiritualists, or seers — perform their divinations using physical devices and methods like cards, dice, palm-reading, astrological or numerological calculations, or crystals, while others can make predictions without any such material foci.

Characters of the sort found at oracles might also variously be known as diviners, dowsers (who specialize in finding lost or hidden things or discovering supernatural influences upon objects or places), fortune tellers, mediums (who contact and sometimes play host to the spirits of the dead and other entities), mystics, oracles, spiritualists, or seers. Some oracles 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 clients. Other fortune-tellers are able to provide customers with instructions they can carry out themselves to receive answers or solutions to their problems.

Adventurers might visit an oracle to discover pertinent facts, learn their best course of action, or decide the optimum day and time to begin a journey or venture, especially if they have somehow learned 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, or how to dispose of items that appear to have bestowed curses upon their owners.

Different oracles 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 storyteller might also decide that a particular fortune-teller is secretly a powerful spellcaster with access to potent divinations or a touch of divine providence, and might then use such a character to provide oracular directions and assistance consistently useful enough to steer characters where he wishes them to go.

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

A 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 displayed.

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.

All non-Human races have their own approaches to oracles and the diviners associated with them. Dwarves, for example, often establish places of this sort in areas of geological significance, such as within ancient mountain halls, near veins of rare minerals, or at spots where ley lines converge, and their diviners often employ various forms of geomancy. Elves, on the other hand, prefer to establish such places in groves of ancient trees or beside isolated forest pools, and for their oracles to use methods of fortune-telling that look for irregularities in things like the shapes of leaves or movements of deer. Humanoids like Goblinoids, Orcs, and Gnolls tend to situate their oracles in the most ominous places possible, such as cemeteries, desecrated temples, or the sites of massacres, and are almost uniformly drawn to the use of blood sacrifice in their divinations.

Adventure Hooks

- Introducing an adventure with 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. Storytellers should not hesitate to continue this tradition as convenient in their own game sessions.

- All of the oracles in a village, town or city, no matter what methods the diviners associated with them use, are swamped with predictions of horror, loss, and woe. Whether the community is truly under threat of all-encompassing doom, the diviners are suffering the special attention of a malevolent or mischievous god, or something more mundane is at work might be revealed through investigation by various characters.

Scriptorium

Scriptoriums, or scriptoria, are places devoted to the copying and illustration of books and might be operated either as independent commercial ventures or as part of scholarly institutions like temples, monasteries, academies, scroll shops, libraries, and mages' lodges.

An ideal 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 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 and are often simply the owners of private businesses or the more practically-inclined senior members of whatever scholarly institutions the facilities serve. Specialists associated with such places include scribes, who compose documents neatly, accurately, and grammatically; calligraphers; translators; cartographers; and professional authors, poets, and playwrights. Pages prepared in scriptoriums are fashioned into complete books by bookbinders, who may contract other craftsmen to do the additional work required to make fancy covers of different materials and to provide tomes with secure bindings and clasps, including locks if desired.

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.

Adventurers might visit scriptoriums to purchase copies of books that have been made there or to have books they own or have found 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 trades such as masons, potters, jewelers, or smiths.

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 to both sell their takings for a profit and retain access to the knowledge contained within them.

Wizard's Tower

Wizards' haunts and professional establishments are often constructed in the form of towers, multistory buildings that are generally well-suited for the requirements of their sorcerous occupants. This is sometimes because their owners find tall buildings useful both as vantage points and to ensure that as few other structures as possible overlook their windows and block access to light and open air or encroach upon their privacy.

Wizards also usually 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, in any event, often 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.

A wizard's tower might be located almost anywhere, from the most desolate wilderness to the heart of a great city, and in areas that are variously prosperous or poor. As wizards grow in power, however, they tend value their privacy more and more, particularly if they conduct experiments that could be hazardous or otherwise cause concern to those around them. The most adept wizards are therefore increasingly likely to build their workplaces away from large settlements, requiring those who wish to consult such archmages to travel through countryside or even into the wilderness or other planes of existence to reach their lairs.

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 arcane 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 apartments in part of his manor, palace, or fortress.

A wizard's tower is almost always his home as well as his place of work. 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 or conjugal relations).

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 otherworldly creatures at their disposal

as sentries. A wizard's own panoply of spells might also serve as a final and daunting line of defense against intruders.

Adventurers might visit the towers of consulting wizards for any number of reasons, including having identified the nature and abilities of magic items they have acquired; a chance to trade spells or obtain in-depth advice on different forms of magic that can complement the characters' own experiences and specialties, or even becoming a part-time apprentice to a more knowledgeable mage in order to advance their own spellcasting abilities; the opportunity to commission the creation of magical items; and gaining access to various useful magical effects that party members may not have the skill or knowledge to cast (e.g., removal of magical curses or conditions, scrying, summoning of extra-dimensional servants, temporary strengthening of characters and their equipment). Wizards might also often provide services such as reading and translating obscure languages relevant to magical practice that characters may periodically want to avail themselves of.

If characters wish to trade in magic items, a wizard might have on hand a small number of minor, consumable, or charged items that he or his apprentices have made — such as potions, scrolls, or wands — and might be willing to swap or sell them. In some magical traditions, many of the spells that hired wizards provide are used to create magical amulets or talismans for clients 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 places like alchemy workshops and scroll shops, and the proprietors of such establishments — while knowledgeable about their wares — might not actually be wizards or spellcasters of any sort.

Whether wizards are willing to trade spells might vary by from one setting to another. If individual spells are standard and widely known, such characters might be willing to simply trade one for another, plus the accepted fair market value for the costs of scribing it for another wizard's use. On the other hand, if spells are closely-held secrets and restricted to a select group, a wizard might only willingly impart such knowledge to characters formally signed on as his apprentices. Requirements for such apprenticeship might be nominal or could involve significant pacts, magical bonds, and obligations for a character to devote time and personal resources on behalf of the masters or to perform significant tasks in service to him.

Any race whose members have the capability of performing magic might have wizards' towers in their lands, and such practitioners of arcane magic might also dwell alongside and provide services to otherwise non-magical peoples. Wizards of all races are, in any case, 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.

Wizards of various races might also be more likely to have towers with certain characteristics. Gnome spellcasters, for example, are much more prone than other races to have towers that are disguised, camouflaged with, or protected by illusory magic, to incorporate complicated mechanical devices ranging from elevators to traps, and to have automata of various sorts as servants and sentries. Dwarves, on the other hand, might specialize in towers that are perhaps not as tall as those of other wizards but which are more massive in form and which have more extensive subterranean areas. Likewise, Elves are much more likely than others to situate their towers in sylvan areas, and might construct them from or incorporate into them great living trees.

Adventure Hooks

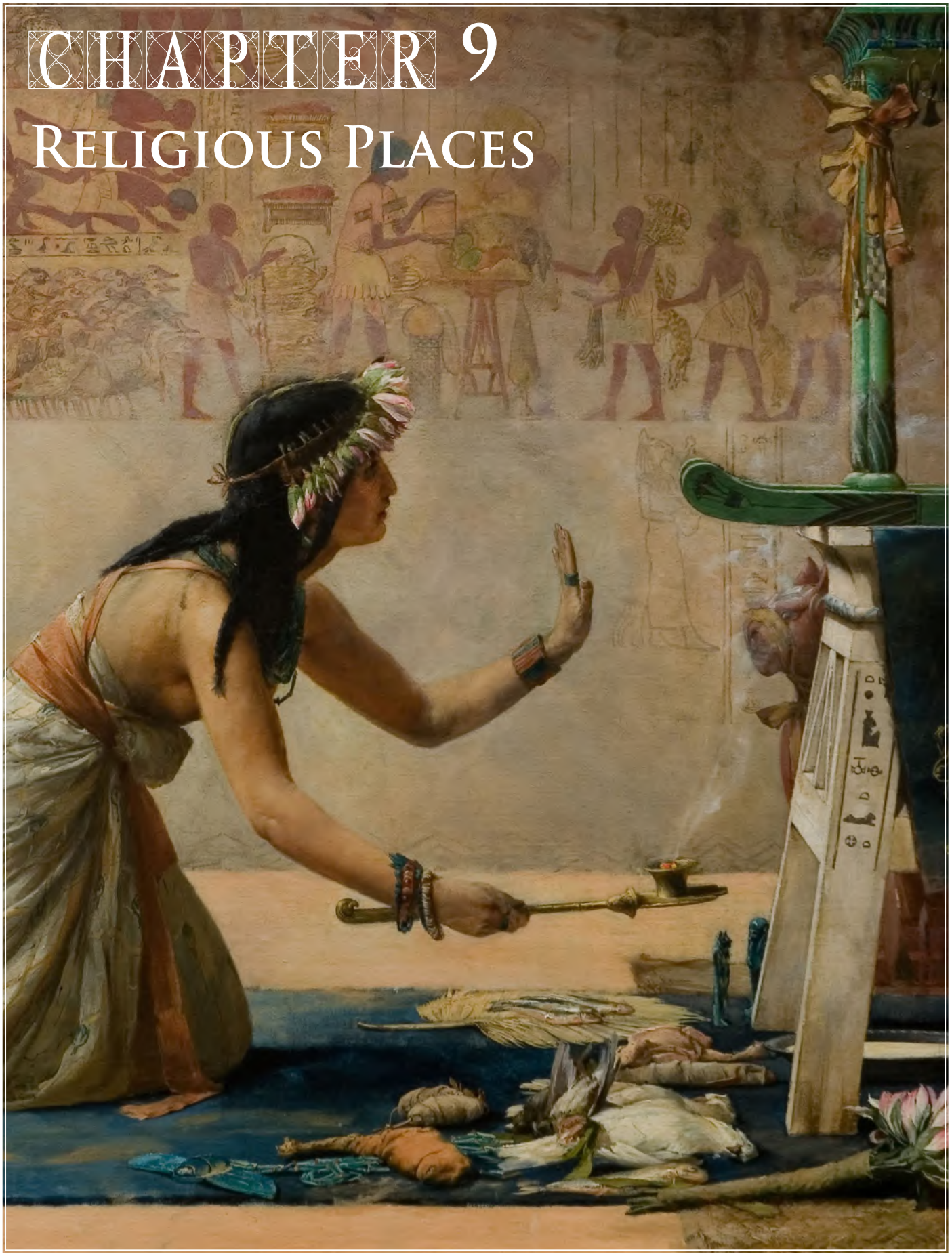
- Characters who travel to a wizard's tower to obtain some sort of magical assistance might find the front door ajar and various signs of violence and disarray inside. One of the wizard's rivals has overcome the tower's defenses, either battling and entrapping the owner in some magical fashion, or entering to loot his goods while the occupant 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 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 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 a result of this expedition.



CHAPTER 9
Religious Places



Some of the most immersive, varied, and interesting places in many settings are those devoted to the mythical deities and fantastic moral codes to which characters might variously be fanatically devoted or zealously opposed. Several sorts of religious places characters might visit to fulfill various spiritual needs, meet with the people associated with them, or try to commune with deities or their agents — including shrines, temples, monasteries and convents, and cemeteries and graveyards — are described in this chapter of *City Builder*. 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.

Religious places often stand at the hearts of communities of believers and consequently vary in complexity and richness according to the size, history, ethos, and memberships of their associated congregations. A mature and well-organized religious group, for example, 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.

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 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 subterranean passageways or chambers, 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 to which they are dedicated, with apartments for clergy and other ancillary areas being secondary in importance.

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 pose 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 from one another); 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 (e.g., 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 expectations of godly wrath are well-justified by divine magic laid permanently a the site through its consecration. Sturdy soldier-priests, fanatical bands of devotees, or dedicated holy warriors 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. Consequently, many religious groups secure their buildings with little more than the sorts of simple locks found on ordinary residences. Ethos of a 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 challenges for adventurers).

In any event, religious structures — being generally well-built, associated with institutions 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 different faiths — often remain intact after the peoples who first raised them have long since passed away.

Cemetery/Graveyard

Cemeteries and graveyards are places where the remains of dead people or other creatures 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 Cemetery in Paris, Forest Lawn Memorial Park in Los Angeles, and Swan Point Cemetery in Providence, Rhode Island.

Customary methods of laying the dead to rest vary widely amongst different 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., carrion birds, rats, insects).

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, mass-produced busts of popular gods, or nothing at all for the most indigent; the middle classes generally tend 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 war, the victims of a great fire or other disaster, the fatalities from 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 the 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 interred 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 — and perhaps also spiritual outcasts like suicides or witches — 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 large towns or cities might be administered by the civic government rather than by a particular ecclesiastic organization, 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 groups 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 seeking to commune with the spirits of the dead or animate their remains. To prevent such abuses, the keepers of cemeteries generally rely on measures like walls, fences,

and regular inspection by attendants; ceremonial protections such as funeral rites or dedication of burial places as holy ground; and possibly even various sorts of magical wards. When such measures are not adequate to prevent serious problems (e.g., infestations of undead beings that 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 intervene in various ways).

Adventure Hooks

- A local municipal cemetery has recently been hit by rash of grave robberies that include removal of the remains of those interred, prompting fears that a necromancer might be at work in the area. Investigation may reveal that there has been no extraneous vandalism or desecration, however, and that the remains and their effects have been removed with as much care as possible. All of those removed were, in fact, members of a secret sect, and the person responsible has been relocating them to a hidden cemetery affiliated with the religion they practiced in life.
- A wealthy and influential but infamously cruel man has died — perhaps as a result of actions taken by the characters — 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 his spirit will depart quietly and not haunt the countryside and perpetuate further evil.

Monastery/Convent

Monasteries are places where monks, nuns, or other people who live apart from society at large for religious reasons live and work. Such places are among the most restrictive sorts of religious communities and typicallyrequire their members to live on the premises, work and worship together collectively, and follow specific rules that are more severe than those applying to the general worshippers of a deity. Other sorts of religious communities have varying aims but tend to be



somewhat more lenient than monasteries or to not require their members to share every aspect of their daily lives. A religious community of this sort that exclusively admits women might be called a convent or nunnery.

Depictions of monasteries in literature and film include those in Umberto Eco's The Name of the Rose, in Ellis Peters' "Brother Cadfael" mysteries, and in Matthew Lewis' classic Gothic novel The Monk.

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 convenient 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 a 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. Living facilities of a monastery are sometimes attached to one side of such a sanctuary, and often around one or more courtyards or cloisters (quadrangles of roofed walkways facing onto central open areas), and might 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 located toward the periphery of a complex, often include quarters for guests of different types, an infirmary, schools, gardens, workshops, stables, and pens for farm or working animals.

Many religions might operate monasteries or equivalent establishments on behalf of 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 towns or cities. 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.

Backgrounds of monks vary widely and the personalities and motivations of those who join a particular religious order vary with the ethos and aims that the society promotes. Characters who would join a military order such as the Knights Templar, for example, are much different in temperament than those who follow a doctrine of deep contemplation and universal compassion like Zen Buddhism. Generally, however, monks who join out of true devotion to their religion are mixed in with many others who enter monasteries 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 supporting 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.

Characters who are not themselves monks, priests, or holy warriors sometimes need to visit monasteries in their roles as centers of learning and crafts in order to speak with particular people who have taken holy vows, or to find lodgings in isolated areas. It is also possible that one or more characters might 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.

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 previous career dealt with threats that have reared their heads again.
- 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. 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 consecrated places where worshippers can variously offer prayers, make minor sacrifices, 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 from isolated effigies to small chapels, and dedicated to innumerable local variants of well-known deities or demigods, otherwise-unknown minor gods, ancestors, or even customary acts of worship the original purposes of which are lost to the ages. Virtually all deities that attract any sort of direct personal worship will have shrines of one sort or another dedicated to them.

Shrines can exist almost anywhere, depending on the deities to whom they are dedicated and



the purposes for which they were consecrated, including within or attached to private homes, places of business, or public buildings; at the sides of streets or roads; at appropriate sites in natural surroundings; and both in settlements of every kind and rural or even wilderness areas. One or more shrines might also be located within larger religious establishments, including cemeteries, monasteries, and even temples, where they might be dedicated to variant aspects of the deities already revered there or to altogether different ones affiliated with them in some context.

Central to many shrines is an image representing the object of worship, like a statuette, painted icon, or mosaic set within an enclosure of some sort, such as an aperture in a stone wall, a covered altar, or a small building. Idols of this sort might be accompanied by decorations or other significant items and will usually have established in front of them a space for offerings, such as candles, flowers, and small sacrifices of the sorts favorable to the deity in question.

Shrines established in small self-standing buildings or within wings, bays, or chambers of larger religious buildings are often referred to as chapels, and such areas can accommodate small groups

of worshippers and are frequently more lavishly appointed (especially if they are underwritten by wealthy patrons, such as merchants or aristocrats, who have their names attached to them).

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, demigods, or heroes of the settlement; and chapels of the beasts in the wilderness or at places where people bring animals for particular purposes, such as stockyards or veterinary clinics, established in hopes that animals might also benefit from the presence of those gods, or the aspects of them, that watch over such creatures.

Small shrines located on city streets, in the countryside, or within ordinary buildings and intended for use by any passersby usually have no physical security precautions. Bigger shrines, to include many self-standing chapels and those within larger buildings, might have their entryways barred with metal grills, requiring those who wish to use to them to do so from without, or during any special occasions for which they are opened up. Any shrines may have various divine protections associated with them, especially in settings where magic is prolific, and these might range from spells that mark defilers or thieves, to ones that curse or damage them, to those that summon guardians of various sorts.

Occasionally, a shrine of special virtue might have a lone hermit or holy warrior under a special vow, or perhaps even a supernatural creature, living nearby and dedicated to maintaining and protecting it. Those who profane shrines might also be subject to retribution from pious locals or from security forces tasked with protecting such sites (e.g., as were the Knights Templar on the Way of Saint James in France and Spain).

Encounters at and visits to shrines sacred to deities that characters acknowledge might provide both a deeper sense for their relationship with the spiritual beliefs of a setting and possibly concrete benefits (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).

Non-Human peoples generally have their own approaches to the creation of shrines, and these will often be recognizable as such to individuals who are members of other races but might also be alien or off-putting to them. Elven shrines, for example, might be located within groves unrecognizable as special, or decorated in ways that do not seem religious in nature to outsiders, while Dwarves might have idols that look merely like natural chunks of rock to other people. Worship and offerings at the shrines dedicated to the gods of other races might have any number of possible effects, depending on the circumstances, from whatever favorable benefits might be expected being withheld, to appropriate curses being leveled upon those presuming to do so (e.g., someone praying at the shrine of a Dwarven deity might take on Dwarf-like characteristics as the price of receiving a blessing there, someone praying at an Orcish shrine might have to resist becoming possessed by a murderous spirit).

Adventure Hooks

- Characters might come across a strange shrine on their travels in some wild and out-of-the-way place that is guarded by a menacing and violent individual who challenges them to combat or some other contest. This 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 character to undertake construction of a shrine. Challenges associated with such a venture might include selecting a suitable location, building the structure to an acceptable standard, and perhaps consecrating the site 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 might 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 situation by proper means, however, and restoring a shrine to its proper state is certainly an appropriate task for an adventuring party, and one that might be attended by appropriate spiritual rewards.

Temple

Temples are religious places that have been built to glorify the gods to which they are consecrated and which are used as sites of devotion for large numbers of the faithful. Such places, known by terms that include churches, synagogues, and mosques in other traditions, are often associated with the leading religions of particular communities or regions and serve as major center of their worship. Unless there is a tenet of faith that might prohibit doing so, places of this sort are generally as grand and sumptuous as those who have built them can afford, both to placate their deities and to impress the power associated with them upon the faithful and unfaithful alike.

A temple might exist inside a town or city, in which case it will certainly occupy a prominent location close to — perhaps even eclipsing or dominating — the principal buildings of the municipal government; be situated on its own at a particularly significant or spectacular site in the countryside; or be associated with an important special-purpose sanctuary, such as one housing a major oracle. Whatever the case, a temple is likely to be the focal building of a complex that might also include any number of other structures, including monasteries, shrines, residences, offices, treasuries, workshops, and meeting halls.

At the heart of a temple is its sanctum, a sacred chamber the form of which is laid down by long tradition and which houses 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 relic — 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 (and sometimes even then only at specific times).

Lay worshippers generally gather in a large basilica, prayer hall, or public court — often at the



Temple Features, Objects, & Furnishings

Following are examples of the sorts of items that might be found in or adorning any given temple. Most will have some ritual function and possible uses for some of them are listed in parentheses. While singular forms of the various items are listed, any number of appropriate ones might be found within a particular temple, depending on their function (e.g., a single tapestry in a temple of Apollo might depict the deity as ultimate patron of the arts, while a dozen tapestries in a temple of Hercules might be used to depict his 12 labors).

Altar
Altarpiece
Animal
Balcony/Gallery
Bed
Bell
Bench
Book
Brazier
Candle
Candle Snuffer
Candlestick
Cauldron
Censer/Incense Burner
Chair
Chalice
Chime
Choir Screen/Iconostasis
Cloth, Altar
Column
Curtain
Dais
Drum
Flowers
Font (e.g., for holy/unholy water)
Fresco
Frieze
Ghat
Gong
Holy/Unholy Book or Scroll
Holy/Unholy Inscription
Holy/Unholy Symbol
Holy/Unholy Treasure
Holy/Unholy Weapon
Horn, Musical
Icon
Idol
Incense
Kneeling Bench
Knife (e.g., sacrificial)
Lamp
Lectern
Magic item
Mosaic
Musical Instrument
Musical Pipes
Obelisk/Pillar
Offertory
Organ
Painting
Pew
Prayer Rug
Prayer Wheel
Pulpit
Rail
Sacrifice
Screen
Scroll
Shrine
Sprinkler (e.g., for holy/unholy water)
Stained Glass (e.g., windows)
Stand
Statue
Tapestry
Throne
Thurible
Tomb
Tower/Spire/Minaret
Tripod
Utensil (e.g., meat fork)
Votive light
Weapon
Whistle

steps leading up to the entryway of the temple — where they participate in mass worship before a high altar and in some traditions receive a portion of consecrated food (e.g., bread and wine, a 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. Public areas of temples frequently also feature facilities where the faithful can bathe or at least wash their hands and feet before participating in worship.

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 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 revenue for their treasuries and special projects.

Chief official of a temple might be an ordained clergy person holding significant rank in the hierarchy of his or her 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. Such a figure is usually empowered to perform the highest functions of the religion in question and of granting the greatest blessings it is able to bestow.

Below this hierarch a temple is generally staffed by a number of experienced priests, along with numerous trainees, acolytes, attendants, musicians, temple-servants, laborers, guards, and agents, who play various roles in elaborate ceremonies and/or support the place's material and security needs.

Characters often visit temples in the hopes of achieving anything from healing, to having removed particularly nasty and intractable curses or diseases they have contracted in their exploits, to having slain companions raised from the dead. Adventurers 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, absolutions, 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. Characters who have divine powers, such as clerics or paladins, might also have to spend time training or serving at temples in order to advance in their vocations.

Raiding evilly-inclined or enemy temples is another activity common to particularly skilled and bold adventurers, in that such places often contain much in the way of wealth, secrets, and sometimes even supernatural creatures. In any event, 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, and even the same structures, to new patron deities in order to consolidate their holds on established religious centers.

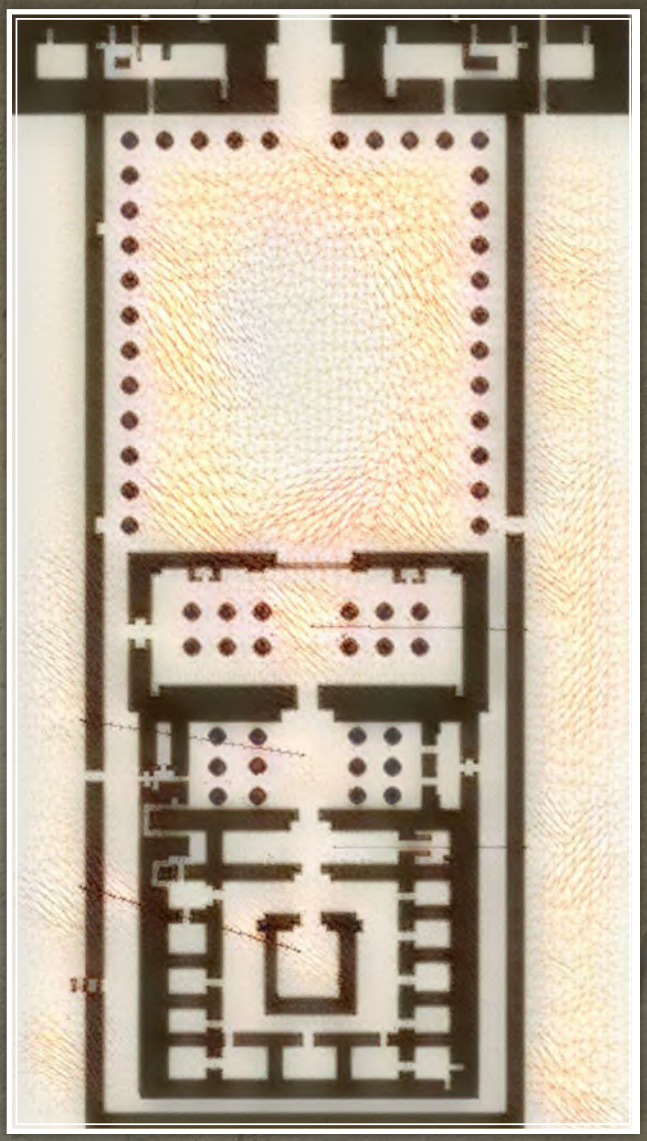
Every race has its own traditions with regard to the building, situating, and furnishing of temples and for the rituals associated with them (and, when one considers the vast variations in actual Human development of such sites, the possibilities become staggeringly infinite). Malignant humanoids like Orcs and Gnolls, for example, often incorporate the bones of slain enemies or sacrificial victims into the fixtures of their temples, both to highlight the power of their deities and to create a sense of fear and revulsion in both worshippers and outsiders. Races with the ability to see in the dark will often construct temples that create the illusion that they are underground even if they are not or that it is perpetually nighttime within them, depending on the optimum situation for which their eyes have adapted. Whatever beliefs, philosophies, and aspects of a particular race and its deities are most quintessential are, in any case, those most likely to be manifested in their important places of worship.

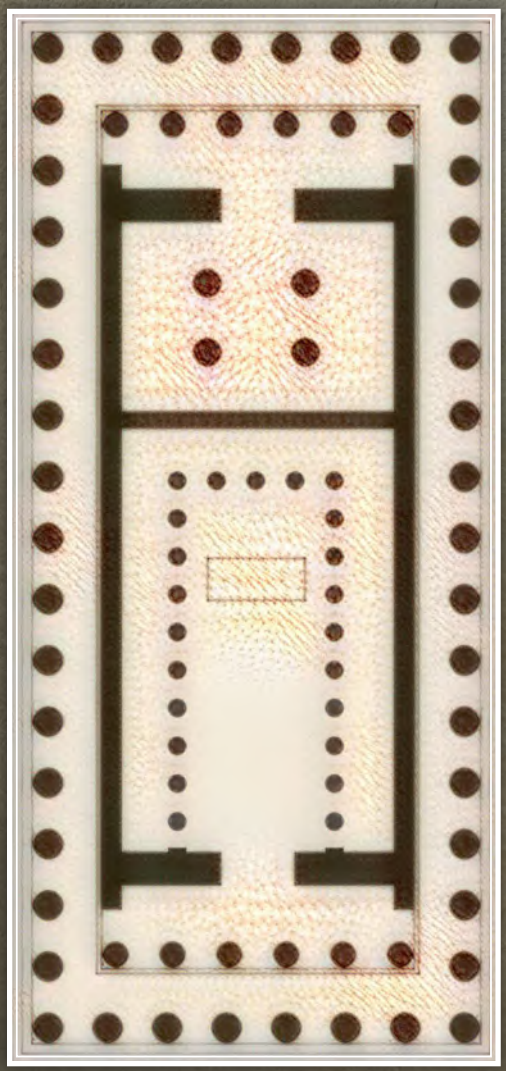
Adventure Hooks

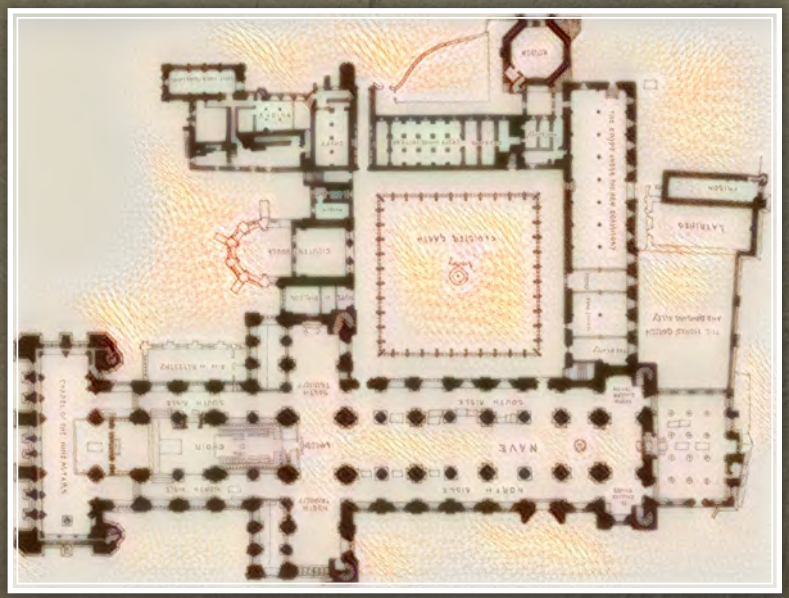
- While the gods quarrel amongst themselves, it is perilous for their mortal followers to assume license from this to disrespect foreign deities

Sample Temple Floorplans

Shown here are floorplans from three different historic temple-building traditions (not shown to scale in relation to each other). At 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. Bottom right 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. Below 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.







and abusing the temples and priests even of enemies can lead to dire curses and divine retribution. 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.

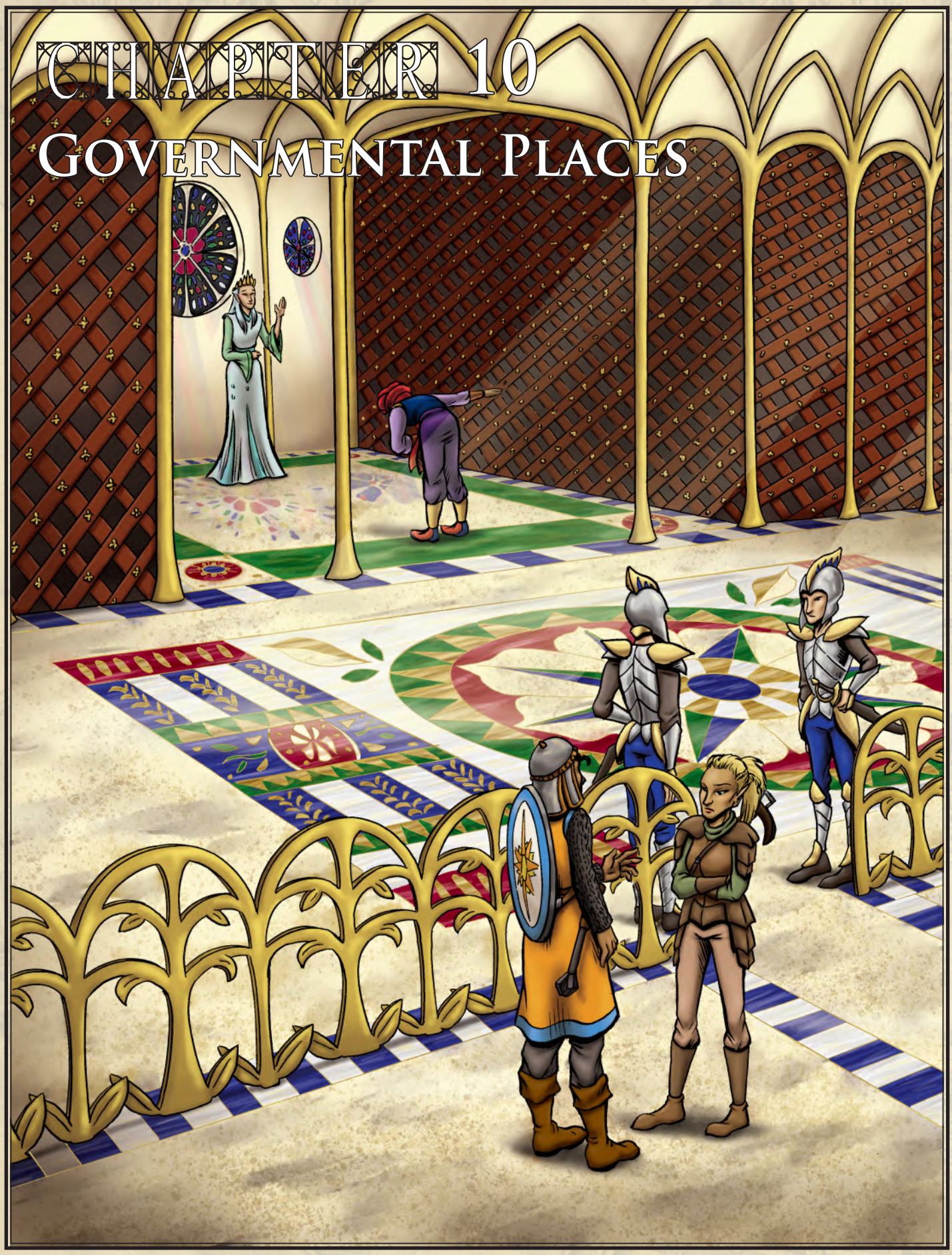
- The architect in charge of building a new temple to a particular deity is grievously behind schedule and has been unable to obtain a slab of special marble required for the altar. If this stone is not obtained by the new moon, it cannot be consecrated in time for inclusion in the temple and its completion 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!

Classical Temple Furnishings

Storytellers can create their own lists of pantheon-specific temple furnishings in order to give their holy sites more of a unique character. Following are some of the specific furnishings and objects that might be found in a Classical Greek or Roman temple dedicated to one of the Olympian deities. Deities those items are often affiliated with are listed in parentheses, which can help storytellers create their own lists of pantheon-specific temple furnishings. Any such items could have appropriate magical properties of various sorts.

- Aegis (shield of Athena)
- Animals
  - Deer (Artemis)
  - Dog, Three-Headed (Hades)
  - Eagle (Zeus)
  - Horse (Poseidon)
  - Leopard (Dionysus)
  - Ox (Demeter)
  - Owl (Athena)
  - Peacock (Hera)
  - Ram (Ares)
  - Rooster (Hermes)
  - Swan (Aphrodite)
- Bow (Artemis, Apollo)
- Caduceus (rod of Hermes)
- Forge (Hephaestus)
- Grain (Demeter)
- Hearth (Hestia)
- Lion pelt (Hercules)
- Lightning Bolts (Zeus)
- Mirror (Aphrodite)
- Pomegranates (Persephone)
- Seashell (Aphrodite)
- Sculpture of an Infant (Dionysus, Zeus)
- Shroud (Hades)
- Spear (Ares, Athena)
- Syrinx (pipes of Pan)
- Talaria (winged sandals of Hermes)
- Thyrsus (pinecone staff of Dionysus)
- Trident (Poseidon)
- Turtle-shell lyre (Apollo)

Chapter 10
Governmental Places



In addition to the quintessential 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 end up visiting in the course of their urban adventures. This chapter examines venues associated with and controlled by the ruling powers of a community or state, including audience chambers, barracks, courthouses, guardhouses, jails, manors, palaces, ports, prisons, and workhouses. 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 or décor 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" 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 for being used as a courthouse 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, shrines, official markers (e.g., declaring the spot as the center of the state in question), and timekeeping devices (e.g., the *clepsydrae* water clocks of many ancient Greek cities).

Most communities will not have all of these elements, and storytellers 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 societies like those of the ancient Greeks, the main plaza where people meet to discuss public issues might be situated next to the temple of the city's patron deity on its acropolis. In a state where policing of the population is a constant concern, on the other hand, 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.

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 provide storytellers with the opportunity to insert appropriate adventure hooks. 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.

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 called to meet with them. Such invitations or summons are sometimes in response to requests for meetings from the other parties; sometimes to proclaim to the attendees an honor that the state wishes to bestow on them in person or a service demanded of them; and sometimes standing customs, especially in the form of public sessions to settle disputes or receive pleas for assistance.

Anytime characters receive commissions from nobles or approach similar personages with petitions, it is likely that their official interactions will take place in some sort of audience chamber.

A secular or religious aristocrat of significant stature, possibly the head of an independent or quasi-independent state, is often the main figure associated with an audience chamber. 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 on this, see the sidebar on Aristocratic Ranks in this chapter).



Staff associated with audience chambers typically includes guards, advisors to the nobles associated with them, various lords-and-ladies-in-waiting, and a wide variety of servants (including those tasked with briefing visitors on the proper way to behave during their hearings). Such personnel are usually of the highest perceived loyalty and, in the case of audience chambers associated with 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 visitors who fail to fulfill such prerequisites will likely simply be refused audience with the luminaries associated with them. 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 subjected 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 or other political entity 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

Aristocratic Ranks

A wide variety of aristocratic titles are likely to be associated with the ruling nobles of any particular nation, especially monarchies, empires, and the like. Familiar English titles are provided below, along with their French, German, Italian, and Spanish forms, which storytellers can use to easily implement a somewhat more exotic sound to members of the nobility in foreign, non-core states.

Hierarchies of titles from other historic cultural traditions and one fictional one, the Mythic North, are also provided and are ordered, like the more familiar Western European titles, from most to least powerful. Storytellers should keep in mind, however, that such titles often represent very different portfolios of powers and responsibilities in dissimilar nations, and may be attained in markedly varying ways. In some societies, for example, these titles might correspond to various abilities, achievements, and levels of experience, while in others they might simply be acquired at birth.

With regard to any of the tables, storytellers should bear in mind that some titles might be omitted even though others are present, and that those used might be arranged in a somewhat different order (e.g., a Duke is often considered to outrank a Prince). Definitions of titles might vary widely as well (e.g., "Prince" is sometimes applied to the son of a reigning monarch, but it can also be a title applied to the ruler of an independent Principality).

English	French	German	Spanish	Mythic North
Emperor	Empereur	Kaiser	Emperador	Kejsare
King	Roi	Koenig	Rey	Konung
Duke	Duc	Pfalzgraf	Duque	Hertig
Prince	Prince	Herzog	Principe	Fyrste
Marquis	Marquis	Markgraf	Marques	Mikill Jarl
Earl	Comte	Graf	Conde	Jarl
Viscount	Vicomte	Waldgraf	Visconde	Varakreivi
Baron	Baron	Freiherr	Baron	Krigsherre
Baronet	Baronett	Freier	Baronet	Hövding
Knight	Chevalier	Ritter	Caballero	Thegn
Squire	Seigneur	Knappe	Hacendado	Väpnare

Ottoman/Arab	Indian	Persian	Mongolian	Ecclesiastic
Sultan	Maharaja	Padishah	Kha-Khan	Pope/Metropolitan
Caliph	Rajah	Shah	Khan	Cardinal
Emir	Rajput	Caliph	Tarkhan	Archbishop
Sharif	Jagir	Amir	Ilkhan	Bishop
Dey	Orkhon	Bey	Bashaw	Archdeacon
Pasha	Nawab	Malik	Cherbi	Deacon
Sheikh	Nizam	Sheikh	Baatar	Priest

required to present or even prostrate themselves.

Regardless of their configurations or appearances, audience chambers are only rarely self-standing buildings, and are usually integrated into larger structures or complexes, such as palaces or temples. 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 such a place is associated with, 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 noble figure associated with the place can be spirited in the event 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 Hooks

- While the characters are in or about to begin an audience with a problematic and generally unpopular ruler who is likely to make a ruling that will not be favorable to them, an attempt is made to kill him. How they decide to respond, under pressure and with no time for planning or discussion, can have widespread and lasting repercussions.
- Characters might 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 places, ranging in size from individual buildings to entire compounds, used to house military and paramilitary troops of various sorts, including soldiers, marines, and city guardsmen, and are especially characteristic of highly organized states or communities with standing military forces. Some of the earliest examples of large-scale 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 self-contained 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 or village geared toward providing services to it and the personnel assigned to it. Communities of any size where barracks are located are often referred to as "garrison towns."

Exactly where barracks are located 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 keep garrisons in barracks of varying sizes located in communities of town size or larger throughout the country. A military force primarily concerned about foreign invasion, however, is more likely to establish barracks in fortified bases along its threatened frontiers.

It is possible in some military organizations — especially guard, militia, or reserve units — that barracks are used only 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 during times of crisis.

Barracks are almost always very plain and utilitarian and constructed of materials that are both cheap and readily available in the local area. 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 personnel housed there (see also "Military Bases" in Chapter 1: Communities).

Defense 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. Other 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 safeguards might also be used if spellcasting personnel are associated with a military unit in question.

Besides Humans, barracks are typically maintained by the most organized demihuman and humanoid peoples, such as Dwarves and Hobgobins, and eschewed by more individualistic ones like Elves, Orcs, and Gnolls. Dwarves will often maintain fortified barracks both in frontier areas where they are concerned about incursions by monsters or enemy peoples or need to protect things like mining colonies, and for active military personnel and guardsmen within their largest communities.



Oppressively regimented Hobgoblins construct sprawling, highly-structured barracks complexes, both for themselves and also as a device for controlling whatever less-disciplined Goblinoids, Humans, or other allies they might have affiliated with them.

Adventure Hooks

- Presence of a 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. Results of meetings between characters 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 adventurers.
- Characters with access to a barracks 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.

Courthouse

Courthouses are places that house local, regional, and national courts of law and, in some states, also serve as the main administrative offices for the government. Such places might variously be used for trials of criminal cases, hearings for civil lawsuits, filing of paperwork for licenses and permits, performance of activities like secular marriages, and archives of law books, legal rulings, and official records.

Most municipalities of town size or larger will likely contain courthouses, which are generally responsible for administering legal procedures for both the community in question and the surrounding area, to include dependent villages and hamlets. Very large cities might have multiple courthouses with different portfolios, 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. For municipalities that are also independent city-states, courthouses might serve as the high courts of the land as well and — depending on how the nations are constituted — as the seats of branches of countrywide governments. In the case of larger nations with strong central rule, courthouses might contain facilities affiliated with national governments, or be run by their 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. Appearance of such places will say a lot about the beliefs of the local populace and what their 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 or guardhouses, and all such structures might be organized into large judicial complexes that may or may not also be walled.

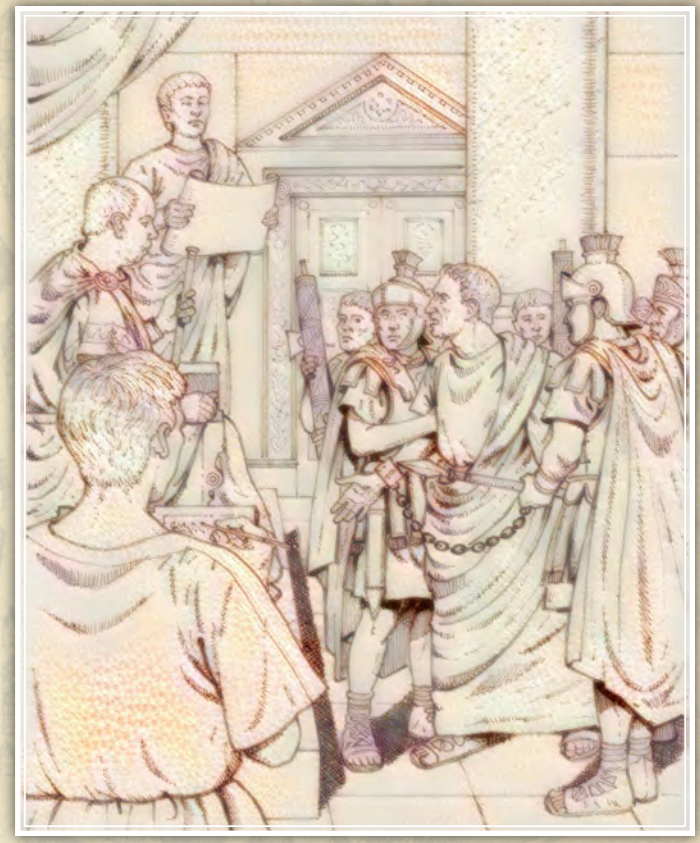
Security is usually stringent at courthouses — where dangerous criminals, dissatisfied litigants, angry mobs, and the like all present constant sources of danger in many societies — and might be increased dramatically when a particularly controversial case, or one that concerns organized criminals or members of other armed groups, is being heard. Measures may include the presence of armed guards; multiple security checkpoints where people entering the 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.

In fantasy societies, lawful peoples like Dwarves and Hobgoblins are likely to have longstanding and complex legal traditions and to support them with courthouses and everything they entail. Less rigidly organized folk, however, such as Elves, Orcs, or Gnolls, are likely to dispense justice on a much more personal level or not in any way recognizable as such to more lawful humanoids and demihumans and do not require courthouses for those purposes.

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.
- In some societies 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. Characters opting to work as bounty hunters might therefore find it useful to periodically visit such establishment for purposes of finding potential sources of revenue.
- 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

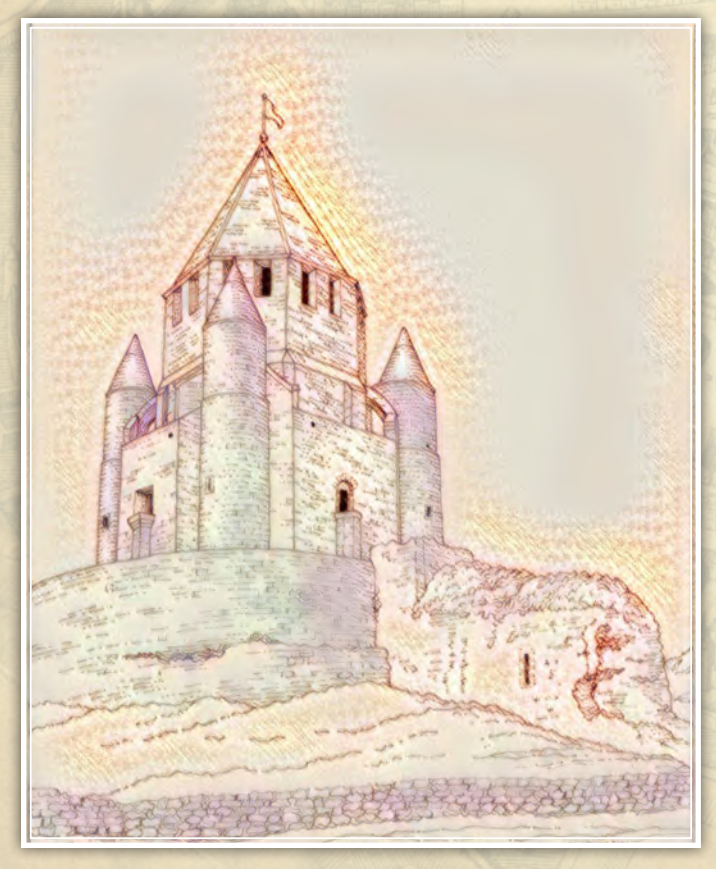
Established at critical spots throughout communities, guardhouses are used as secure strongpoints by watchmen, guardsmen, and other sorts of military or paramilitary troops. Such places might be known variously as watch-houses, substations, constabularies, and commanderies — playing a somewhat similar 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 town or city. Many towns have separate facilities for the guard — armed soldiers who defend 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. Most such places are, in any event, not overly large, and are generally sufficient to hold just one or two dozen personnel (i.e., enough for one or two patrols). One thing they almost always have in common is rugged 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.

Many 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 guardhouses are 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 for short tours, 12 hours on and 12 hours off for longer ones).



Certain city guard units recruit from the old respected families and gentry of their communities — in which event, while equipped with the finest 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. A watch or guard force might be further divided between uniformed patrolmen and investigative agents, and could include special units or divisions such as mounted troops, animal-handlers, or water patrols on any rivers or canals flowing through the city. Some states might even have a separate secret police echelon with broad powers to gather intelligence or suppress heinous or treasonous acts, or a patrol force tasked with enforcing moral, religious, or political strictures rather than preventing actual criminality.

Command of a guardhouse will generally fall to a junior officer, such as a lieutenant, or a senior non-commissioned officer, such as a sergeant, although a very minor post might have a corporal in charge of it and a very important one might be overseen by a captain or officer of equivalent or greater rank.

Adventure Hooks

- Characters with a criminal or unscrupulous bent might be tempted to break into or infiltrate a guardhouse in order to obtain any number of useful things, such as weapons, uniforms, and passes, and possibly also valuable information (e.g., patrol schedules, dossiers on local underworld figures).
- In some communities, 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 arrest and charge their rivals with crimes. Characters who make enemies of such corrupt watch officers must thereafter fear both underworld thugs and the forces of the law.

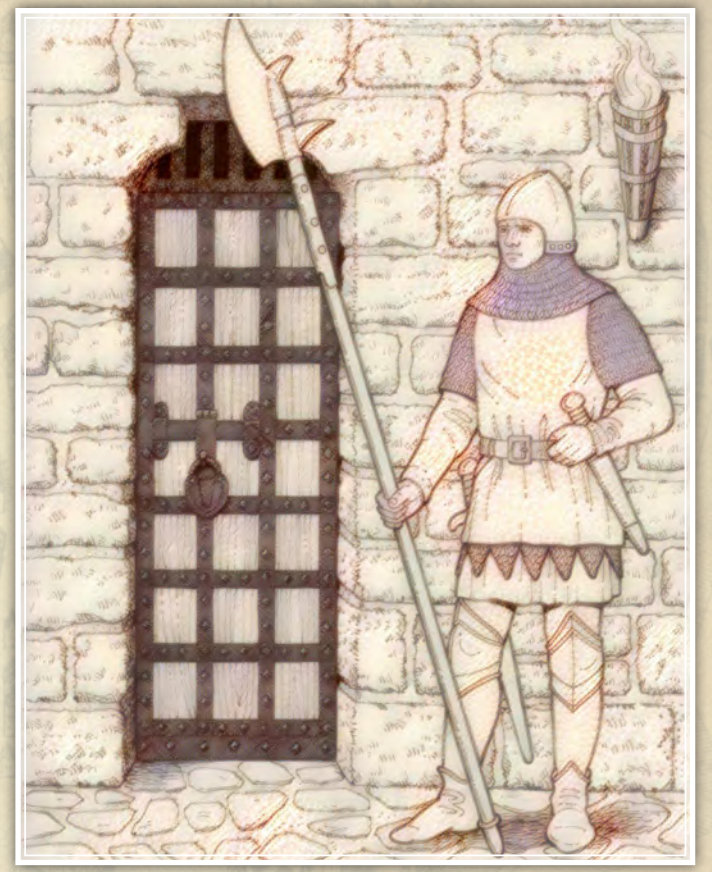
Jail

Jails are facilities used to temporarily incarcerate miscreants, prisoners awaiting trial, and those convicted 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, which are designed for the longterm internment of convicted criminals, troublemakers are usually confined to jails 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.

A community of almost any size from village on up is likely to have some sort of local jail of a size commensurate with its population. A good rule of thumb in a traditional game milieu is probably that a particular community is capable of jailing, in one or more facilities, one prisoner for every 200-or-so people in the population as a whole. Such places tend to deal with many different sorts of problems and might at any given time hold those charged with a wide range of offenses.

Depending on specific local needs, jails might assume a great variety of forms. The smallest and simplest in a traditional 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; larger spaces designed to temporarily confine larger numbers of prisoners; 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; locations 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, guardhouses, police barracks, or workhouses.

Means of confinement at most jails will be limited to traditional measures like walls, cells, reinforced doors, locks, bars, and perhaps manacles, and these might, of course, be augmented by other measures if experience or local conditions call for them. Magical means of pacifying or confining criminals, to the extent that they are available in the milieu 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 facilities where

escape can lead to consequences more unpleasant than staying, or where inmates are primarily members of the community expected to serve short sentences as the price for being allowed to return to normal society.

Depending on their lengths 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.

Those confined at jails might also be expected to contribute to their own upkeep and, depending on the ethos of those running such a facility, might be charged for food or given only what friends or family are able to bring them. Those without sufficient means to pay might be allowed to starve, forced to work as the price of covering expenses incurred by them, or have their possessions sold off to cover the amounts assessed against them.

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.

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, 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 or hold them indefinitely.

Adventure Hooks

- During the course of any particular misadventure, characters might find themselves temporarily incarcerated in a local jail. While there, they could meet members of the local underworld and have interactions with them that are friendly, hostile, or merely neutral. These interactions may 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 storyteller deems appropriate.
- Jails are sometimes the scene of wretched and violent deaths and, as a result, the spirits that haunt particular cells or entire facilities 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. Adventurers who have some competence or reputation in dealing with such matters might be called upon to exorcise ghosts from 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.

Manor

Manors are large, usually-fortified dwellings that have traditionally served as the basis for 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.

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 Chapter 1: Communities for more information). In Bronze Age, Iron Age, or tribal settings, buildings much like manors along with their surrounding communities

may serve as the *de facto* 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.

A great hall is usually the central feature of a manor and in the smallest and simplest of such places — which might consist of little else — serve as a multi-purpose audience chamber and venue for the day-to-day activities of the lord and his retinue. 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, and these might include stables, blacksmithies and other sorts of workshops, dovecotes, storage buildings, and chapels.

Manors will often be surrounded by affiliated tracts of land, which are typically used for agriculture, orchards, hunting, and gathering. 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 (see Aristocratic Ranks, above). 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.



Manorial staff will usually include stewards, butlers, gardeners, coachmen, cooks, and maids, and 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 measures at manors — which are sometimes located in wild, dangerous, or at least isolated areas — is usually significant and they are often partially fortified. Typical safeguards might include situation on hilltops or other difficult to access spots; 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 for people 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. And, while manors 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.

Manors built by demihumans and humanoids generally reflect the sensibilities and temperaments of their inhabitants and stand out from those constructed by Humans accordingly. Many Dwarves and Gnomes, for example, favor manor houses built into rocky cliff faces and which display impressive facades but are otherwise hidden from view and have all of their interior areas underground. Halfling manors often look merely like larger, grander versions of their quintessential hill homes, and typically place greater-than-usual emphasis on areas such as kitchens, pantries, and special-purposes dining areas like tea parlors. Elves often try to integrate their manors into natural landscapes, situating them to appear as if they are part of striking features like riverbanks, great trees, or mountainsides. Orcs, Goblinoids, and other peoples of their ilk almost uniformly strive to make their manors as menacing in appearance, heavily fortified, and dangerous to visit as possible and often situate them in ominous places like swamps, wastelands, ancient battlefields, and ruins.

Adventure Hooks

- Characters 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.
- 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 the prepared defenses of the manor — against a large-scale attack by brigands or other marauders. Adventurers so inclined, naturally, might also attack such a place themselves for any number of reasons.

Palace

Palaces are the large and usually extravagant homes of heads of state, high-ranking public and religious officials, and sometimes other wealthy or influential figures. While the term "palace" is used somewhat broadly here, it bears mentioning that in some cultures it has had a very narrow usage. In England, for example, 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. In states where even powerful individuals do not generally dwell in structures of this sort, the term "palace" might nonetheless be applied to various sorts of public structures (e.g., a Palace of Justice). Likewise, in nations that have shifted radically in their forms of government, places originally constructed as palaces for kings, emperors, and other nobles might see continued usage as legislatures, museums, and the like.

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 structures of this sort, 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 palaces. 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 multiple areas of sorts described elsewhere in this chapter or *City Builder* overall (e.g., audience chambers, barracks, libraries, museums, temples, bathhouses). As visible symbols of the majesty and strength of the ruling dynasty, their public facades, too, are often 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 grand stairways, large balconies, and visibility from public squares.

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), to include those of a magical nature.

Non-Human folk bring their own diverse sensibilities to the subject of palaces. Despotic humanoids of all sorts relish structures of this sort, from Hobgoblin warlords who want to project the power and importance they have acquired over regions, to Orc chieftains who establish themselves in the crumbling edifices of fallen empires. Elven aristocrats are known for the sprawling and lavish palaces they sometime construct, which often incorporate natural features like waterfalls or include extensive gardens. Halflings and Gnomes are quite frequently too modest, self-effacing, or democratic in nature to refer to any of their private or public structures in this way or to build anything that others would perceive to be palaces.



Adventure Hooks

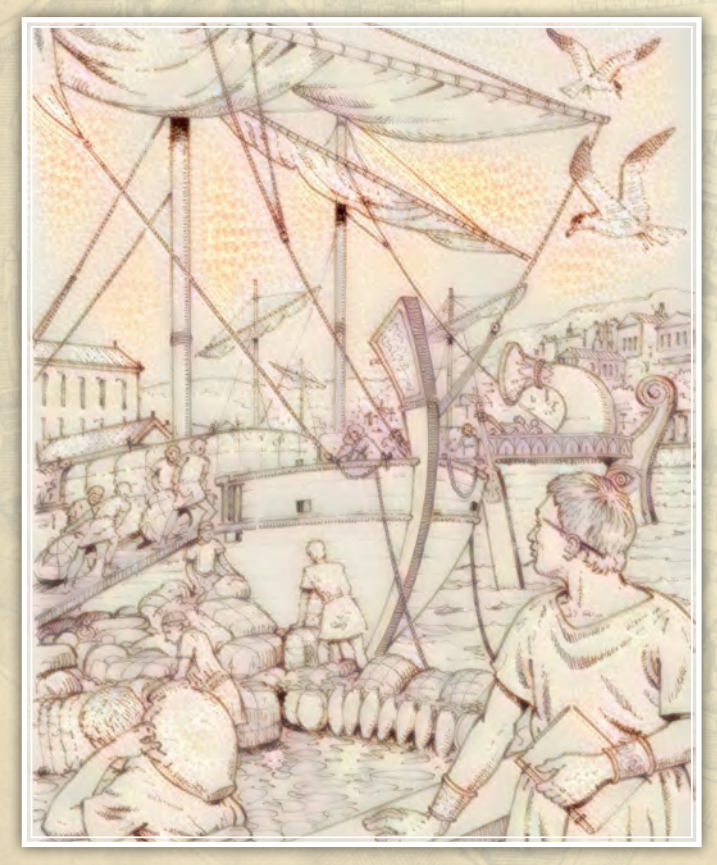
- In the course of their adventures, a group of characters discover a sprawling, lavish palace, complete with decorative gardens and all sorts of other exotic diversions. Mysteriously, it appears to have been completely abandoned by its original inhabitants, and to possibly be plagued with any number of hazards or haunted by weird and sinister usurpers.
- For whatever reasons, to possibly include espionage, theft, or assassination, one or more 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 some mission.
- A suspicious figure has been seen lurking about a local palace complex and has eluded any attempts at question or capture, leading to a resourceful character being asked to investigate.

Port

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 reason for the

existence 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.

In civilized societies with complex economic systems, traffic in and out of harbors and activities within them are regulated and monitored by government officials known as 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 of vessels with profitable goods 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 may also have one or more vessels under its control for the conduct of its official business, and these might include 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 kind will likely be similar to those employed at any government-controlled facilities, and include checkpoints, patrols, a requirement for passes or appropriate identification, and secure entrances to sensitive areas like lighthouses.

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. Harbor districts might also be the first things they see of new communities to which they have ventured from overseas.

Ports run by non-Humans might have any number of idiosyncratic characteristics. A lakeport run by Gnomes, for example, could employ a variety of mechanical devices for offloading vessels; a place of this sort built by Elves might exhibit more of an aesthetic sensibility; and one constructed by Dwarves might be scaled for people of their height.

Adventure Hooks

- Adventurers of unscrupulous ethics or opposed to the local government 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 their territory — may have to deal with the officials affiliated with the local harbor district. Sailing skill, ability to hide or disguise cargo, guile, persuasiveness, and possibly even force might all come into play in the course of 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. 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 recently been seen at the approaches to a particular harbor, taking soundings and making other observations in and around the marked shipping lanes, and there are fears that they could be doing so on behalf of an enemy power that might be planning a naval assault upon the adjacent community. Characters might be tasked with interdicting and learning more about such a mission — or with undertaking it for someone else.

Prison

Most organized societies have prisons of some sort, secure places where they can incarcerate 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 films (e.g., *The Last Castle*, *Fortress*, *Escape from New York*) are available as models for storytellers 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 for miscreants in general. 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 offense (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 spaces 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 massive 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 fortifications, 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 entrances nor exits into which prisoners are magically teleported, death runes inscribed directly on their bodies that are activated if they leave specific areas, or magical reduction of their size or impairment of their 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.

Prison 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).

While real-world prisons are usually guarded by Humans, often with the assistance of animals like dogs, those in a fantasy world might be overseen by beings 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 considerably change both these proportions and the definition of what a guard is (e.g., guards who are spellcasters and can employ magical means to suppress trouble might be proportionally more powerful than mundane turnkeys). 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.

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, unpleasant, and at least somewhat hazardous, and typically include mining, quarrying, logging, farming, road-building, scavenging, and simple manufacturing.

Adventurers, whether because of tendencies toward lawlessness, to travel through foreign or hostile lands, or to be outsiders in the societies in which they reside, are perhaps more likely than many other people to end up in prisons at some point. Escaping such places, surviving in them, or rescuing others from prisons can thus serve as the basis of anything from brief adventures to entire campaigns.

Non-Human peoples have their own approaches to the management and construction of prisons. Subterranean folk like Dwarves and Orcs, for example, will typically situate their prisons entirely underground, which can present unique challenges both for those running and for those incarcerated in such places. Goblinoids are perhaps the prison builders *par excellence* among the common humanoid races, and are noted for the unprecedented size of their institutions of this sort, which they use as devices for suppressing dissent in their societies and managing slave labor as much



as for punishing their enemies. Peoples that are both chaotic and good, however, such as Elves, are likely to be repulsed by the very concept of prisons and to not maintain such places at all.

Adventure Hooks

- A party of characters with certain skills is apprehended and arrested by local law enforcement officials and, after being charged with crimes they did not commit or without being charged at all, are thrown into a local prison (possibly accompanied by threat of execution or other imminent dire punishments). Far from being a case of mistaken identity, however, the intent of the authorities behind the incarceration is to test flaws in the security of their prison by using characters with suitable skills to see what they have do to escape.
- For whatever reasons, one or more characters end up confined in a prison and — if they wish to resume urgent business in the world at large or avoid the oblivion and hazards of incarceration — must endeavor to escape. Such an attempt may be with or without the possible assistance of characters on the outside.
- A 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 early 17th century and persisted there 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 operated 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 will almost certainly be 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 such 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 tedious 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 within the limits of their qualifications.

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 they are charged with overseeing. In the context of 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 or inadequate. Many such administrators and staff members are even inclined to steal the limited assets of their institutions to the detriment of the residents (e.g., food, operating funds, blankets). There might, however, be notable exceptions to these tendencies.

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 have committed relatively minor offenses against civic ordinances, such as 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.

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 places of this sort. Playing out some of the activities associated with underworld places can contribute to a compelling story, 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 those they encounter, engaging 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 and, 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 places of these sorts might be suffered to exist only in designated areas or be limited in those 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, smuggler's tunnels, 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. Fences, for example, a likely destination for characters of a larcenous nature, tend to operate pretty much like Brokerages and Pawnbrokerages, as described in Chapter 6: Mercantile Places; criminals sometimes patronize hidden fanes to deities whose teachings favor their activities; and 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 and, depending on the enterprises 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 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 clearly 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, both from the legal or moral forces opposed to them and from other

criminals, 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 observer). 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.

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 places of this kind.

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.

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 foreign 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.

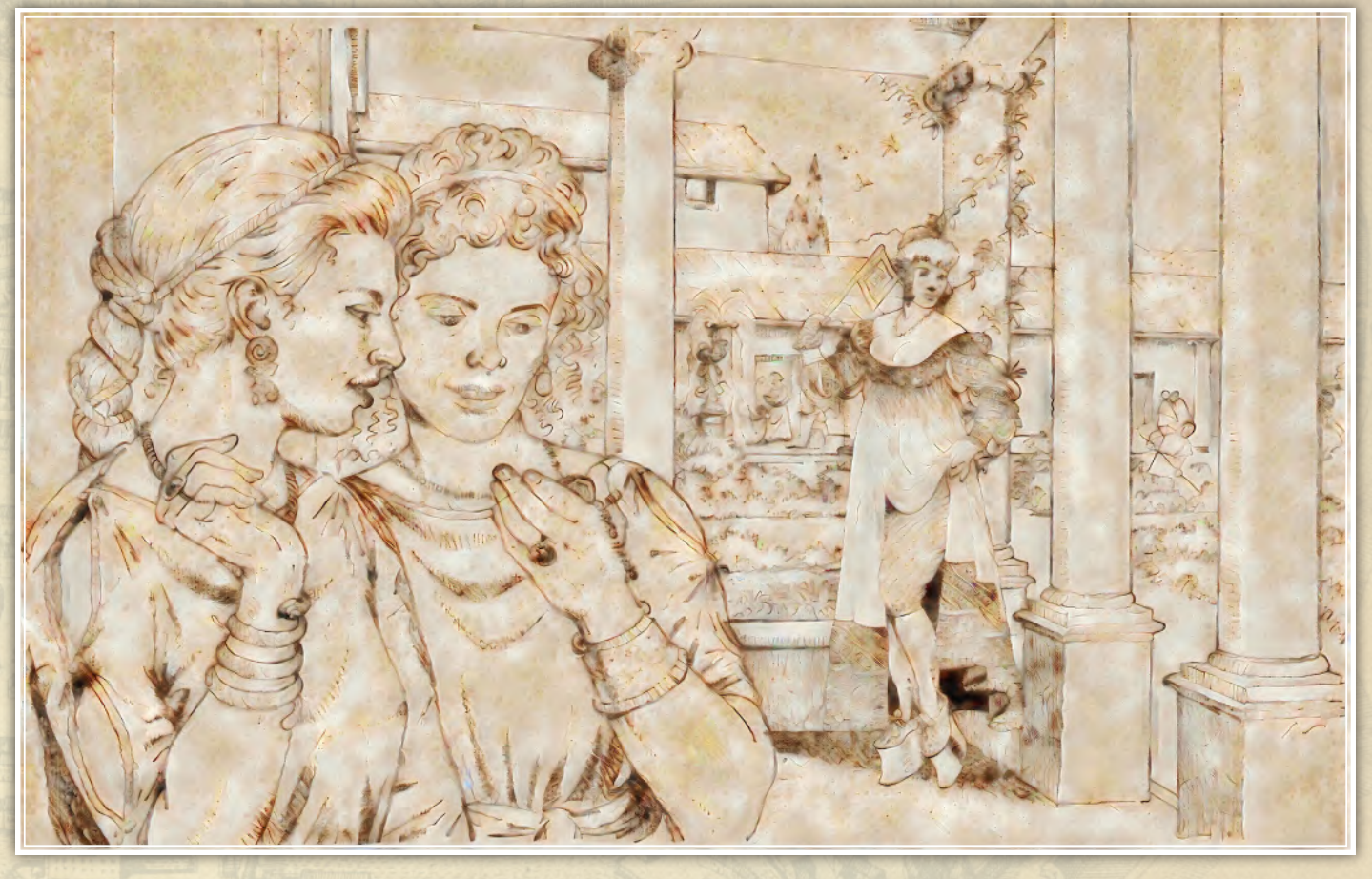
While such places are illegal in many modern societies, brothels will likely be legal throughout much of a typical ancient, Medieval, or fantasy game milieu. Even if they are not actually against the law, however, such houses of ill repute will generally be held in very low regard and might be required 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 Chapter 1: Communities.

Many such places will include an area where customers can relax, await their turns with prostitutes, 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, sex workers 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 at hand in the event that they are menaced or attacked by clients or refused payment by them.

Non-Human approaches to brothels and their denizens might vary widely. Long-lived peoples with complex genealogies like Dwarves, for example, might take a very dim view of prostitution in general. Less scrupulous folk with shorter lifespans and murkier familial lines, however — such as Orcs or Goblins — might be largely indifferent to any impacts of promiscuity.

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.

Gambling Den

Gambling dens are places where people can go to play games of chance for money or prizes, using a variety of random methods like cards, dice, tiles, coins, wheels, drawing of numbered balls, or betting on things like races or sporting events. Different kinds of places dedicated primarily 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). Operators of a gambling den, traditionally known as the "house," almost always profit from 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 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 profession closely associated with gambling dens is that of bookmakers, who makes their livings by taking bets at carefully calculated odds on various kinds of contests or notable events (e.g., the day a ship will arrive at its destination, the gender that a ruler's heir will be when it is born). 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 attractions that encourage betting, such as races or gladiatorial fights, typically have a cadre of bookmakers to cater to whatever proportion of the spectators are interested in wagering on them.

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., funding public schools, improving the breeding of horses as a result of racing). 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 games themselves, the competitive urge to defeat rivals, greed for gain, or some other motivations — 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 will likely be regular patrons. Cities generally have 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, Orcs). These typically vary greatly in their acceptance within the community — and subsequent susceptibility to raids by law enforcement — 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 they are the poorer and rougher quarters of cities; 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 far-distant places 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 Chapter 1: Communities, although some might have been built as taverns, halls, or for some other

largescale use (e.g., palaces). Such places are often decorated in ways intended to cheaply and easily project opulence and have great visual impact, such as mirrors, gilt, crystal, fine furniture of polished wood and velvet plush, and brightly painted or illuminated artworks (e.g., large but flimsily-built figurines or models of a fanciful or garish nature). Various devices are typically used to record and possibly display odds offered and bets made, such as chips, tickets, marked tables, or chalkboards. 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 players 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, at barber shops). Gambling in the streets, however, often suffers from even greater-than-usual legal restrictions, as authorities often regard this as especially disruptive and disreputable (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 gambling dens of various sorts 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 centrally operated game locations); 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 (often clad in decorative costumes and projecting friendly demeanors so as to appear less threatening); and purveyors of the casino's food, beverages, and associated services (e.g., bartenders and waitresses).

Players themselves are also often essential and



willing participants in gambling dens activities and often take an active role in the conduct of the various games, such as casting dice, dealing cards, or even buying the position of the bank for a short period (thereby enjoying the benefit of the house edge on games). Regular and professional gamblers who bring lots of money to gambling dens might be rewarded with access to exclusive high-stakes tables in exclusive areas, generous credit, and complimentary gifts of all sorts. Many such individuals are known for a flashy, ostentatious mode of dress that typically combines the fashions of the upper classes with a plethora of decorative flourishes and jewelry.

Operators and patrons of gambling dens alike often enjoy high profiles — at least within the social circles frequented by rakes, tearaways, and criminals — and generally have whatever means might be necessary to protect the cash or other valuable assets they regularly handle and need to transport from one place to another.

A need to ensure secure transportation and storage of large amounts of cash makes gambling dens some of the most strongly-guarded operations in the criminal world, employing vaults, guards, and security procedures on par with those used

by mercantile places like banks. Tokens such as chips and winning tickets themselves often have considerable value, prompting gambling dens to adopt strict procedures to prevent theft of such items or corruption among 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. Most address this need in a variety of ways, including a system of close surveillance backed up by floor bosses and nearby security personnel empowered to halt games, void bets, and eject, take into custody, maim, or kill troublemaking or suspicious individuals as the situation calls for and permits.

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

- Characters who believe themselves to have some skill in gambling — or foolproof means of cheating — might be interested in joining a high-stakes game or taking a promising bet. Storytellers might guide them through the process 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 this they might 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 bouts, gladiatorial combats, bear-baiting matches, dogfights, cockfights, and the like. Specific events held at any particular pit-fighting arena will vary from place-to-place 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-fighting venues are legal or accepted varies from one culture to another and might be dependent on the relative brutality of the events held at them and the level of compassion or enlightenment in the society overall. Even in those societies where violence is widely considered reprehensible and blood sports are illegal, however, secretive pit-fighting venues of some sort might quite possibly exist.

Pit-fighting arenas might be located either indoors or outdoors and be either permanent or temporary in nature (and in the latter case can be easily abandoned if a shift of venue is precipitated by a raid from the local authorities or a similar incident). 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. Such places might also be affiliated or co-located with various other sorts of establishments, such as taverns or training halls.

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 pits inside of which combatants fight and around which spectators view them, any number of alternate forms are also possible. These might include above-ground areas surrounded by trenches, fences, hedges 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 pit-fighting venues might include staging areas where fighters can await their turns in the ring, rudimentary training or practice facilities, and possibly areas for confining prisoners, animals, or monsters that will 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 sites nearby for dumping bodies of slain people or creatures or some other means for disposing of them (e.g., burning them, throwing them in a river).

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. 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.

Non-Human peoples might be either more or less likely to have pit-fighting sites in their communities and, when they do, such places will almost certainly reflect their respective tastes and inclinations. Amongst races where violence is commonplace — especially brutish humanoids like Orcs, Goblinoids, and Gnolls — pit-fighting venues are especially popular, and death in them might be a typical end for those who fall into the hands of such beings. Demihumans whose societies traditionally abhor or avoid gratuitous violence, however, such as Halflings and Gnomes, tend to be much less likely than Humans to be interested in or tolerate places of this sort. More martial peoples like Elves and Dwarves, on the other hand, might sometimes organize pit-fighting rings for purposes of settling personal grudges or conducting judicial combats.



Adventure Hooks

- Adventurers 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 local inhabitants or those coming in to view matches. Likewise, a party might discover that one or more of their associated animals, possibly even companions or familiars, have been stolen for purposes of being used as a combatant in a pit fight and be faced with a need to rescue them.
- Characters investigating the disappearance in a port area of one or more warriors 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 adventurers can infiltrate one of these fights, however, they might have to somehow ascertain 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 (which, depending on the outcomes, might end up being the best decision or the worst mistake they have ever made).

Smuggler's Tunnel

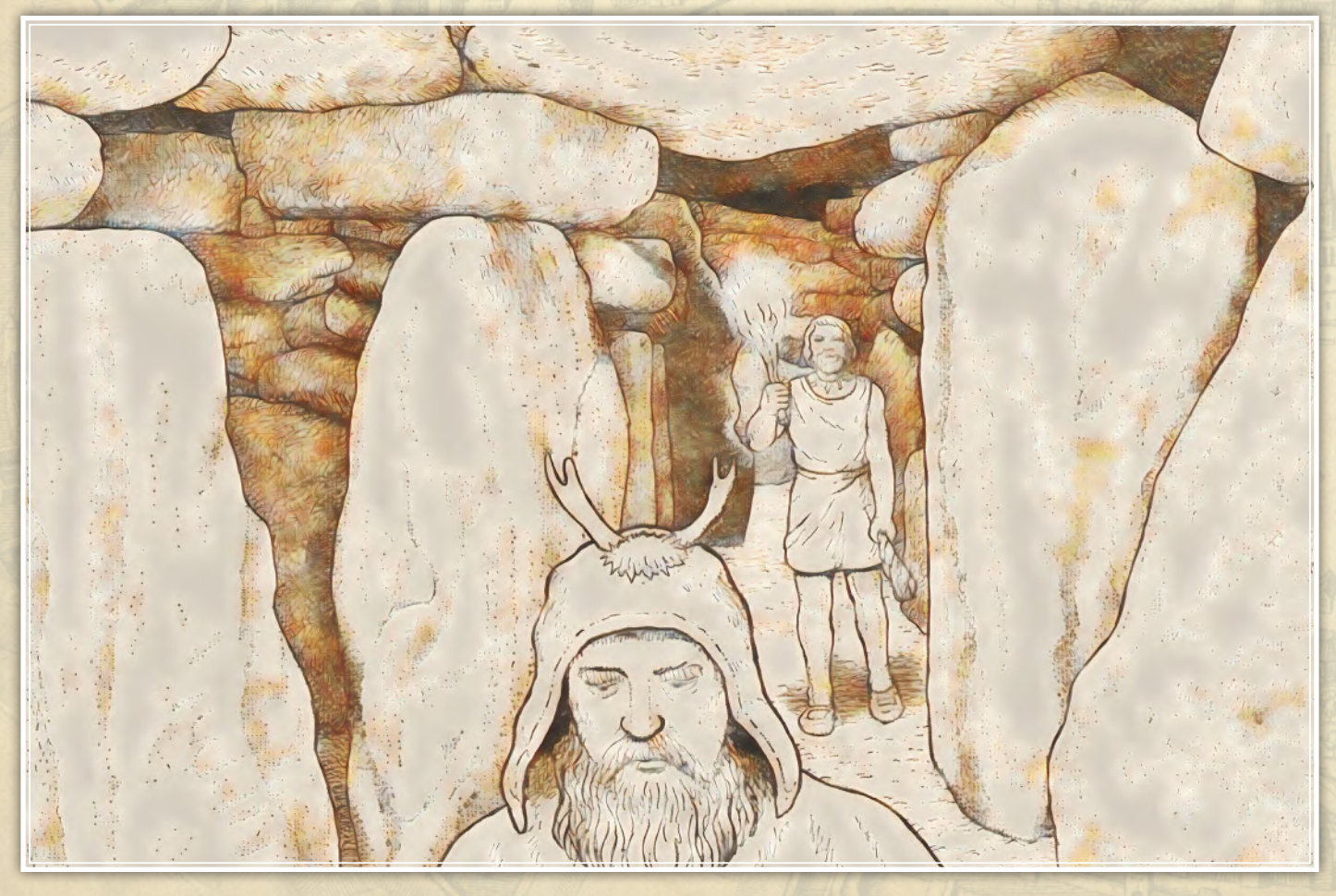
Smuggler's tunnels are subterranean passageways used to transport people or things between places that are typically separated by borders for purposes of avoiding taxes or bypassing prohibitions against contraband items or unwelcome outsiders. Such hidden thoroughfares serve both to conceal the activities of those using them and might also bypass manmade barriers like city walls or frontier fortifications, natural features like rivers, or other obstacles that would otherwise prevent passage.

Real-world examples of smuggler's tunnels include stretches of the Paris catacombs used for hiding and conveying contraband; the tunnels beneath Portland, Oregon, constructed for moving goods up from port areas; the tunnel networks increasingly discovered along the U.S.-Mexico border used for transporting drugs and illegal immigrants; and the tunnels that have long existed between Egypt, Israel, and the Palestinian-controlled Gaza Strip.

Tunnels of this sort are sometimes purpose-built for smuggling, something that will be all the more likely if the benefits that can be realized from them greatly exceed in value the time, expense, and difficulty of excavating and disposing of tons of rock and earth. Many such places, however, will incorporate ancient or natural underground passageways and caves, disused or active mines, cellars and basements of existing buildings, and older crypts and catacombs, and any might also include chambers that can be used as staging, meeting, and storage areas.

Smuggler's tunnels might also intersect with areas not controlled by the pirates, bandits, or other criminals who use them, making it possible for those unfamiliar with them to get lost or to fall prey to various hazards.

Smuggler's tunnels might have one or both of their ends located in locales unlikely for normal people to visit regularly, such as sea caves, graveyards, or ruins, but it is also possible for them to terminate in hidden places within inns, governmental buildings, churches, mills, noblemen's manors, or anything else. Entryways to such tunnels will almost always, in any event, be concealed in some



way, using anything from piles of brush or being located beneath or behind things like fireplaces and dung heaps, to secret doors and elaborate mechanisms.

Beyond concealment, security measures might include locks, guardian people or creatures, observation from a distance, alarms that sound in nearby areas occupied by smugglers, and magical wards if they are available. Such places are, however, perhaps less likely than other hidden dungeon areas to be trapped, as such devices might easily backfire on those whose interests they are intended to safeguard (especially as they are often operating under inclement conditions anyway, such as darkness or rain or with a need for stealth).

Conditions within a tunnel of this sort must, in any event, be conducive to moving whatever commodities or other things are being smuggled through it, meaning it will optimally be high enough to stand upright in; have a dry, level surface that can accommodate people, draft animals, or light carts; be adequately illuminated; and enjoy sufficient air flow. Equipment to facilitate such an environment might include pumps for removing water, lanterns or brackets for torches, and the like. Many smuggler's tunnels fall short of this ideal, of course, and it might not apply at all to adjacent or intersecting areas.

Things traditionally smuggled through such areas typically include beer, wine, liquor, and other intoxicants or drugs, whether because they are heavily taxed as luxuries, because those from other countries are banned to protect local producers, or because they are altogether illegal. Any other sort of thing might need to be smuggled in or out of an area for a multitude of reasons, and these might include silk worms, slaves, rare or endangered creatures, weapons, written works to include political tracts, and religious paraphernalia.

Those who use smuggler's tunnels might include anyone from gangs of low-born criminals, to entire communities of people in certain areas, to citizens of apparent good standing (e.g., a tavern owner who maximizes his profits by importing liquor that is not subject to taxes, a local landowner who resents the national government). Smuggling activities might be entirely local in nature or might be orchestrated and financed by outsiders.

The extent to which smugglers themselves are lucky, bold, clever, or ruthless, however, will quite possibly determine how long they are able to profit from their secret endeavors, and such characters are notorious for the ends to which they will go to protect their interests (e.g., concealing goods in crypts or even the coffins of the recently deceased, wearing sinister costumes to frighten off potential meddlers). How serious their illicit business is considered and the penalties associated with it will also affect how strenuously they respond to anyone discovering or threatening to reveal their secrets.

Subterranean races of various sorts, especially those skilled at mining, might be among those most inclined to construct, maintain, and operate smuggler's tunnels, especially if they are inclined toward criminality anyway. Dwarves and Gnomes are therefore less likely to be involved in such activities in a traditional setting, but it is easy to imagine that minority populations of Kobolds, Goblinoids, Orcs, and Half-Orcs very well might be.

Adventure Hooks

- In response to increased threat or harassment, members of an oppressed race or faith might be prompted to attempt to secretly leave the country they are dwelling in and might approach characters to assist them. Heroes who sign on for this mission might use a smuggler's tunnel they are familiar with in their attempts to bypass border guards and while dealing with sickness, frustration, distrust, or betrayal.
- Characters must intercept ritual items of a malevolent cult — such as a diabolic idol, rare substance, or fitting sacrifice — being smuggled into the kingdom or city to enact a ceremony that if completed will have dire consequences.
- Rumors of a once-active network of smuggler's tunnels might prompt characters to search for and explore them for any number of reasons, to include hopes of finding hidden caches of goods of various sorts. Hazards in such places, however, might include being in a decrepit state after years without maintenance, creatures that might have subsequently moved into the tunnels, and whatever might have caused the smugglers to stop using it in the first place.

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 in exchange for avoiding 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 ancient 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

Assassins' & 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, and assassin and beggars are among the types most likely to do so.

Assassins' Guilds

Many communities have individuals willing to murder their fellow citizens purely for purposes of financial gain — or on behalf of organizations so inclined — and it is such people who are the members of any sort of assassins' guild or subgroup of killers within a thieves' guild that might exist. Whatever their structures, such organizations are usually much more secretive than thieves' guilds, in that murder-for-hire is generally considered much more serious than crimes like theft.

A de facto or actual assassins' guild might perform any of several functions, to include acting as a broker for accepting and allocating contracts to its operatives (thereby acting as a buffer between both parties, preventing them from meeting directly, and decreasing 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.

Assassins' guilds might variously work for anyone able to pay their fees — including otherwise respectable private individuals — or make their services available only to particular social classes or power groups. In most settings assassins will typically follow the wishes of their clients for things like secret murders that might appear to be either accidents or unexplained disappearances on the one hand or gruesome and spectacular public killings on the other.

Beggars' Guilds

Beggars and other homeless individuals often seem isolated, bereft of support from society, and forced to survive entirely on their own (and certainly such an impression contributes to sympathy rather than suspicion from the authorities and general population). They may in fact, however, be subject to at least a rudimentary system for regulating such things 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 environment to new arrivals. This level of organization might sometimes rise to the level of what might be called a Beggars' Guild.

look askance at thieves' guilds, such organizations are also often seen as moderating influences that can at least keep crime orderly, reduce 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 murder-for-hire.

Many communities of town size or larger will have a thieves' guild of some sort 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 inclined toward criminality.

Many thieves' guilds have legitimate fronts that simply look like various sorts of businesses or organizations, including the guilds of normal trades (e.g., as with the Guild of Beggars, Guides, Locksmiths, & Exterminators described in Skirmisher Publishing's *Swords of Kos Fantasy Campaign Setting*). Such an institution is almost always careful to closely guard secrets such as the places and times when its leaders meet and where it

Because Thieves' Guilds often have an interest in pressing beggars into service to support their activities — as lookouts, spies, pickpockets, or the cheapest and most expendable of hired attackers, for example — such individuals might support guilds of their own simply to negotiate from a position of some respect and avoid the worst effects of this sort of exploitation.

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 a fictional 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.

In addition to having their own variant cants or secret languages, even semi-organized stationary or 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 location of a good campsite). A senior member of an such organized group might have sufficient standing, vocational experience, knowledge of the community, and respect that he has bestowed upon him the only semi-mocking title of Beggar King (or something similarly noble or official-sounding). An individual of this sort who was brutal, callous, and power-hungry enough might also choose to exert and consolidate his power by charging dues from other beggars and roughing up or even killing those who flout his authority.

Adventure Hooks

- A character who works as an assassin might be given an assignment by the local guild to kill individuals who turn out to be friends or adventuring companions. Any way he chooses to proceed will almost certainly have dire consequences and might result in him or his companions killing each other; the guild taking reprisals for failure to follow orders; and possibly even the guild seeking to eliminate the assassin for some reason whether or not he has completed the assignment.
- An indigent character might not have the resources to support himself in between adventures — especially if his most recent one was not particularly successful — and might find it expedient to subsist as a beggar for a time. That might result in his getting a crash course in the local street subculture, falling afoul of whatever passes for a beggars' guild, and possibly even joining 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.

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.

With 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 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.

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).

While large thieves' guilds in metropolitan areas are likely to have members from many different cultures or races, it is certainly possible that one might only allow entry to certain peoples or that they might specifically exclude others. Chances that this might be the case will dramatically increase in small communities, and in many towns and villages all the members of a thieves' guild will be members of the same racial or ethnic group (whether it is the predominant one or a minority). Likewise, in non-Human lands it is even more possible that guilds run by the predominant race will exclude peoples from others, or that the local thieves' guild will be run entirely by outsiders of some sort (e.g., as Russians frequently dominate and control criminal activity in communities around the world today).

Adventure Hooks

- A power struggle within the local thieves' guild erupts in a widespread wave of violence that includes brawls, street fights, and assassinations. Characters who are 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.
- 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).
- Organized thieves and criminals have at least a practical interest — and may even be motivated by a strong sense of local patriotism — to help 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.



