

City Builder Volume 4:
**PROFESSIONAL
PLACES**



*By Michael J. Varhola, Jim Clunie,
and the Skirmisher Game Development Group*

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Viewing This Book

This book has been designed to be as user-friendly as possible from both the perspectives of printing out for use in hard copy and viewing on a computer screen. It has been laid out like a traditional print book with the idea that each even-numbered page complements the odd-numbered page that it should face (e.g., Rembrandt van Rijn’s *Night Watch* on page 4 is meant to face and illustrate the Introduction on page 5).

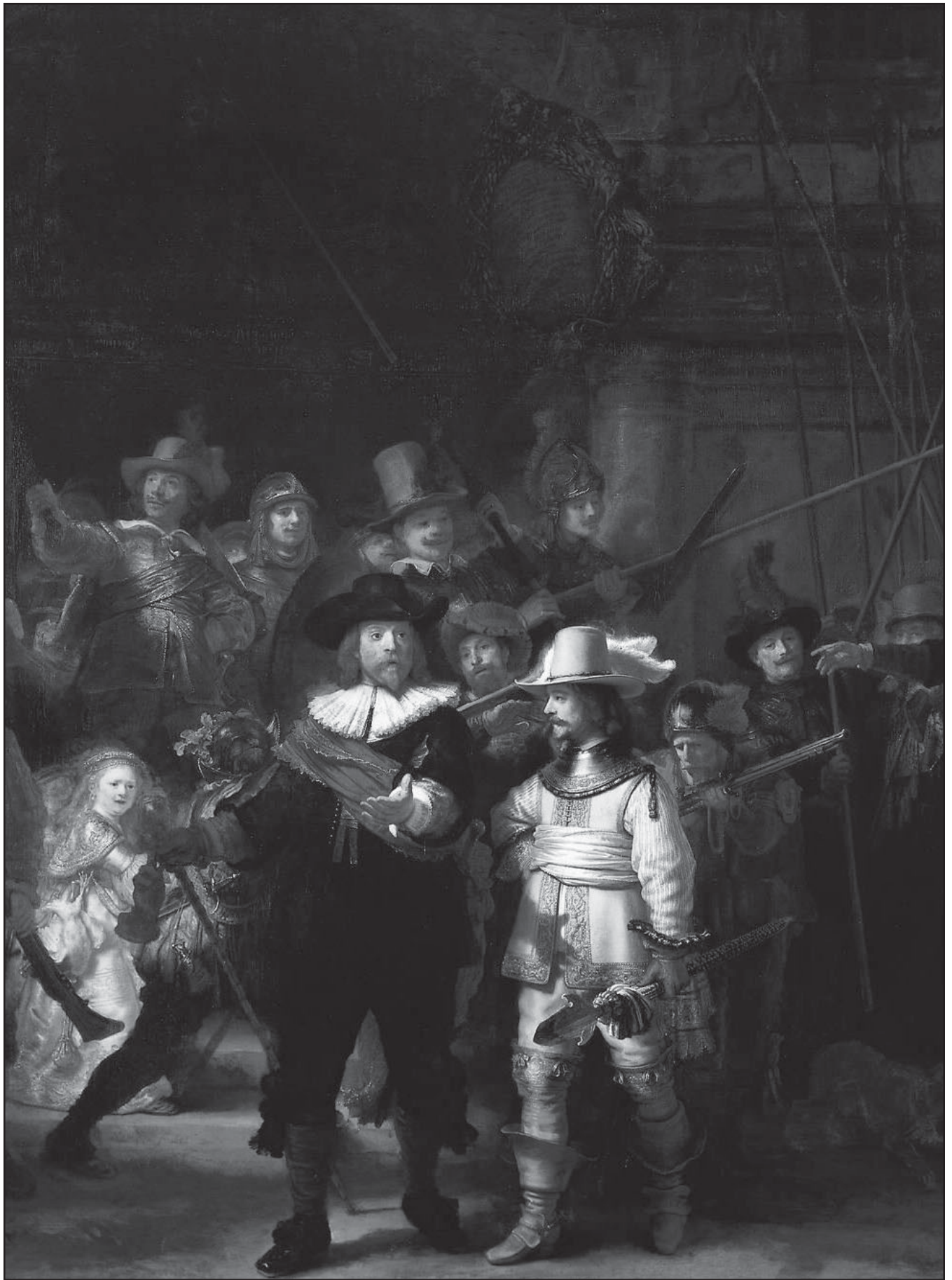


With the above in mind, the optimal way to view and enjoy this book would be to print it out and organize it in a binder so that the pages are arranged as described above. This is by no means necessary, however, for using and fully benefiting from *City Builder Volume 4: Professional Places* and its contents.

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Introduction

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

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

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

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

Regardless of their sizes or locations, professional places are almost always intended to project a sense of

substance, sobriety, and seriousness commensurate with the gravity of the vocations that are pursued within them.

The material on guilds that appears on pages 19-22 of this book has been adapted from text in the Skirmisher Publishing LLC d20 sourcebook *Experts v.3.5*, but all game-specific terms and references have been removed from it. This material is provided completely as a bonus and this book has been priced without consideration for it.

About This Series

This is the fourth volume in a series of 11 books designed not just to provide Game Masters with concrete information about how to create places essential to their own fantasy role-playing campaigns, but also to inspire them to develop ones that are believable, colorful, and exciting for their players' characters to visit. *City Builder Volume 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. And, while it is a generic resource not keyed to a particular system of rules, it has also been written so as to be fully compatible with the Skirmisher Publishing LLC d20 books *Tests of Skill*, *Experts v.3.5*, and *Warriors*.

Using This Book

Each section in this book contains a description of the place to which it is devoted. It includes such things as the kinds of communities in which the place might be found, the kinds of proprietors and staff associated with it, and the sorts of goods, services, or other things that characters might visit the place to obtain.

Following the description are two adventure hooks that are designed to describe interactions beyond the normal operations of the place that might concern player characters and turn any particular one into a venue for adventure.





Guildhouse

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

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

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

Furnishings throughout a guildhouse are typically sober, although generally also very comfortable, and often showcase the specialty of the guild (e.g., wooden wall paneling carved by local craftsmen that depict an idealized history of the local community). Decorations

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

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

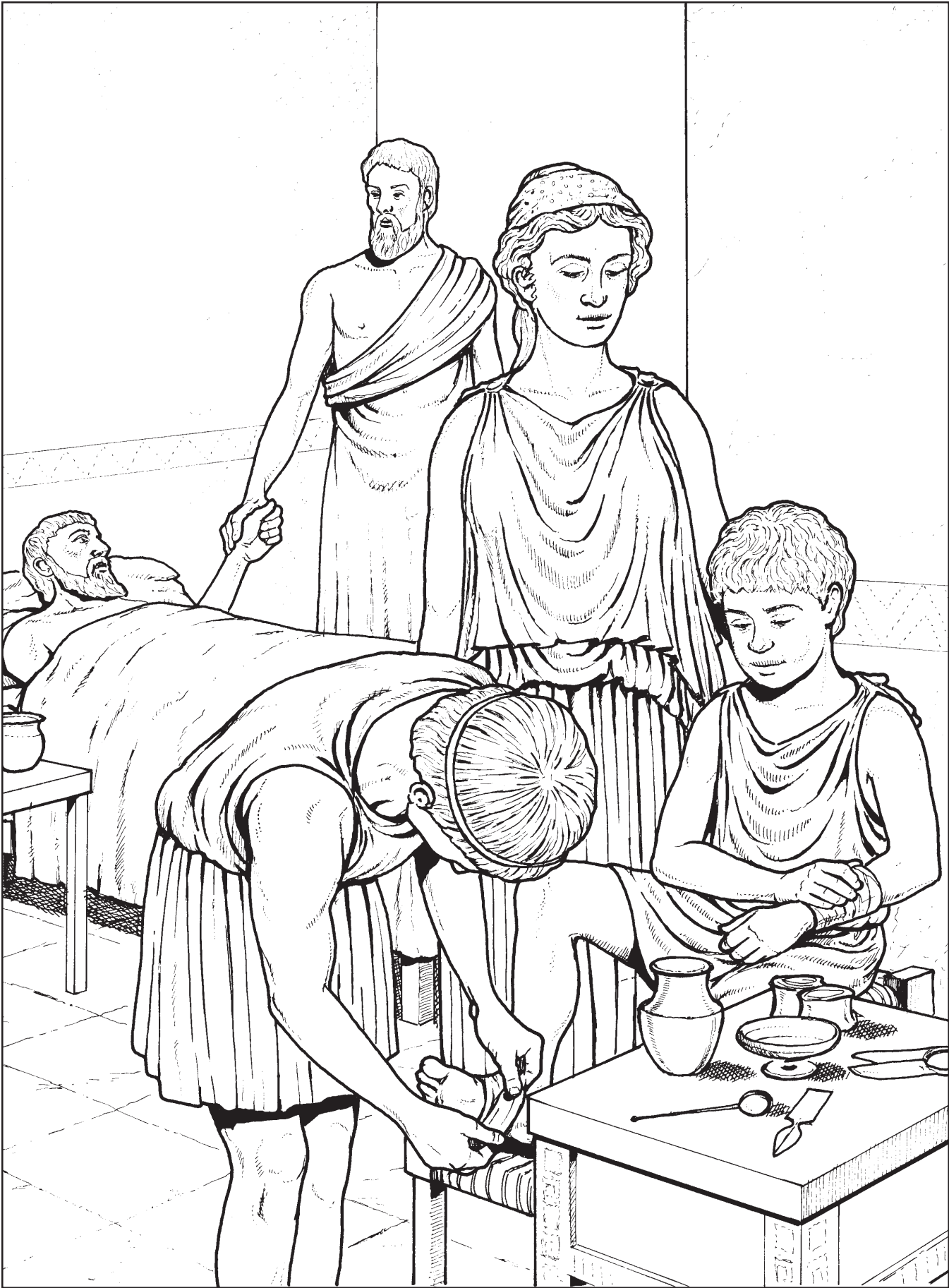
Chief official at a guildhouse is typically a master of an appropriate craft or vocation who has worked his way up through the political structure of the guild and perhaps even the community as a whole. Such an official is likely very influential, and his favor or dislike can go a long way toward reflecting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

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

Adventure Hooks

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

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



Hospital

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

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

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

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

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

Like other public structures, hospitals are generally large, solidly built, and often ornately-decorated complexes of brick or stone. Ideally, their founders provide them with the best possible access to light, fresh air, greenery, and other influences felt to be uplifting and healthful. Such ideals, however, often conflict with the scarcity and expense of land in a suitable central location for all who need the services of the hospital to reach it easily or with medical philosophies not enlightened enough to incorporate them.

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

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

Day-to-day operation of a hospital requires skilled physicians with knowledge of medicine, surgery, diet, other physical treatments, and the proper environment to comfort patients and support healing; nurses, who may range from members of a separate religious grouping in themselves to hired servants or part-time volunteers from the community; counselors and priests to minister to afflictions of the mind and spirit that may

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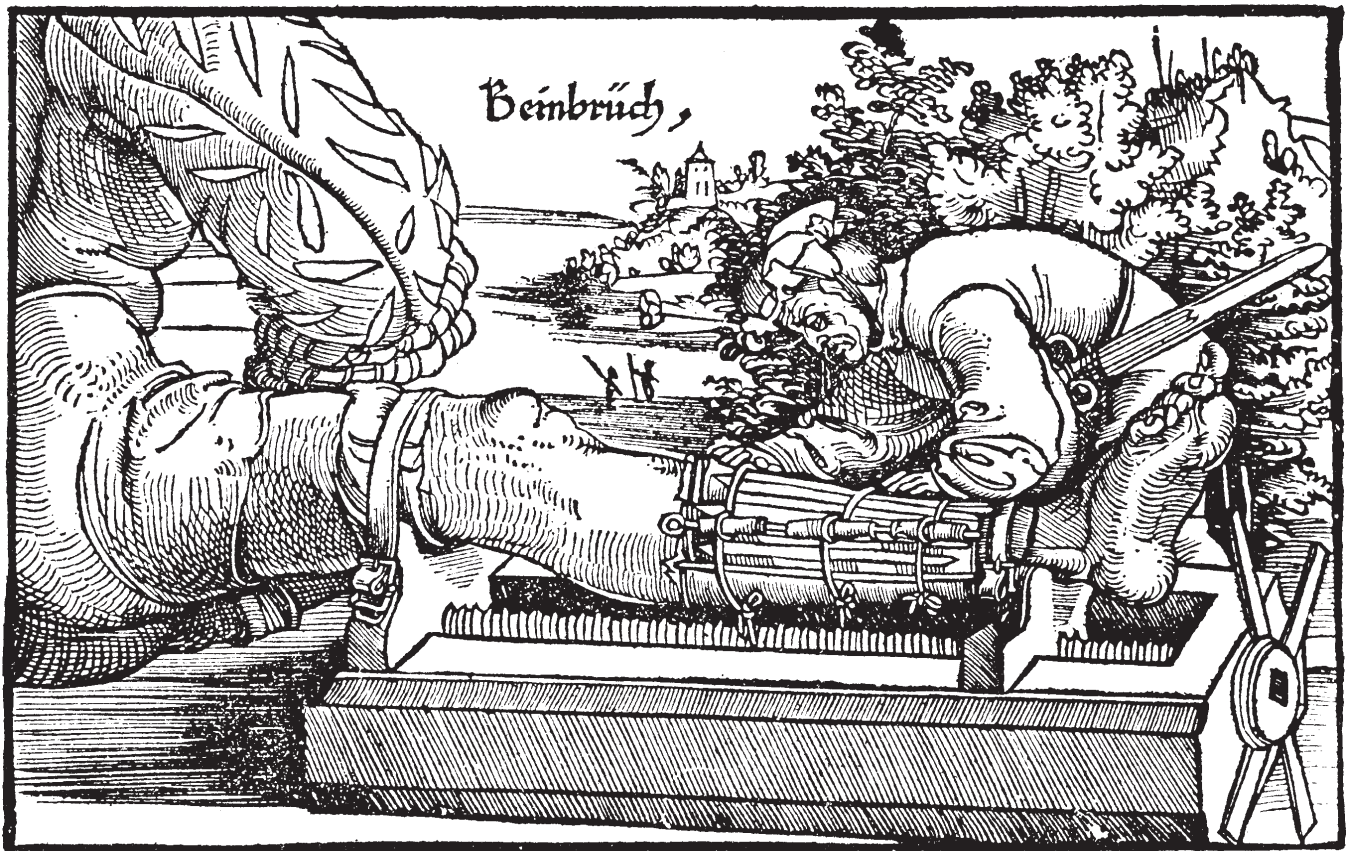
cause or exacerbate symptoms of illness; and semi-skilled orderlies to perform menial functions and assist with labor-intensive tasks. The governors or trustees who administer a hospital might variously be members of the religious order that operates it, physicians, or specialists skilled in finance and management, and by virtue of their social position may speak for the group that funds the hospital (e.g., royal bureaucrats, temple hierarchs, members of noble families, guildmasters).

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

Adventure Hooks

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

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



Hospital





Mages' Lodge

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

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

A mages' lodge generally has an acknowledged leader whom all members swear to obey and follow (although the making and twisting of such oaths is the daily work of wizards). The lodgemaster must be an accomplished mage — although is sometimes not the most magically skilled of all lodge members — and holds his position generally by election but sometimes by force. Generally just below the lodgemaster, however, is a council of master magicians who have considerable say on all major decisions. Other structures are possible, such as shared leadership between several senior mages, an inner council of equally ranked wizards who vote on all decisions, or, at the other end of the scale, subjection to the decrees of a powerful extraplanar being (or a leader who claims to transmit the commands of such a being) or an earthly ruler power-

ful enough to overawe the mages. An over-arching mages' lodge may also incorporate individual groups of mages who regularly operate and carry out rituals together, and these are often known as circles or covens.

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

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

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

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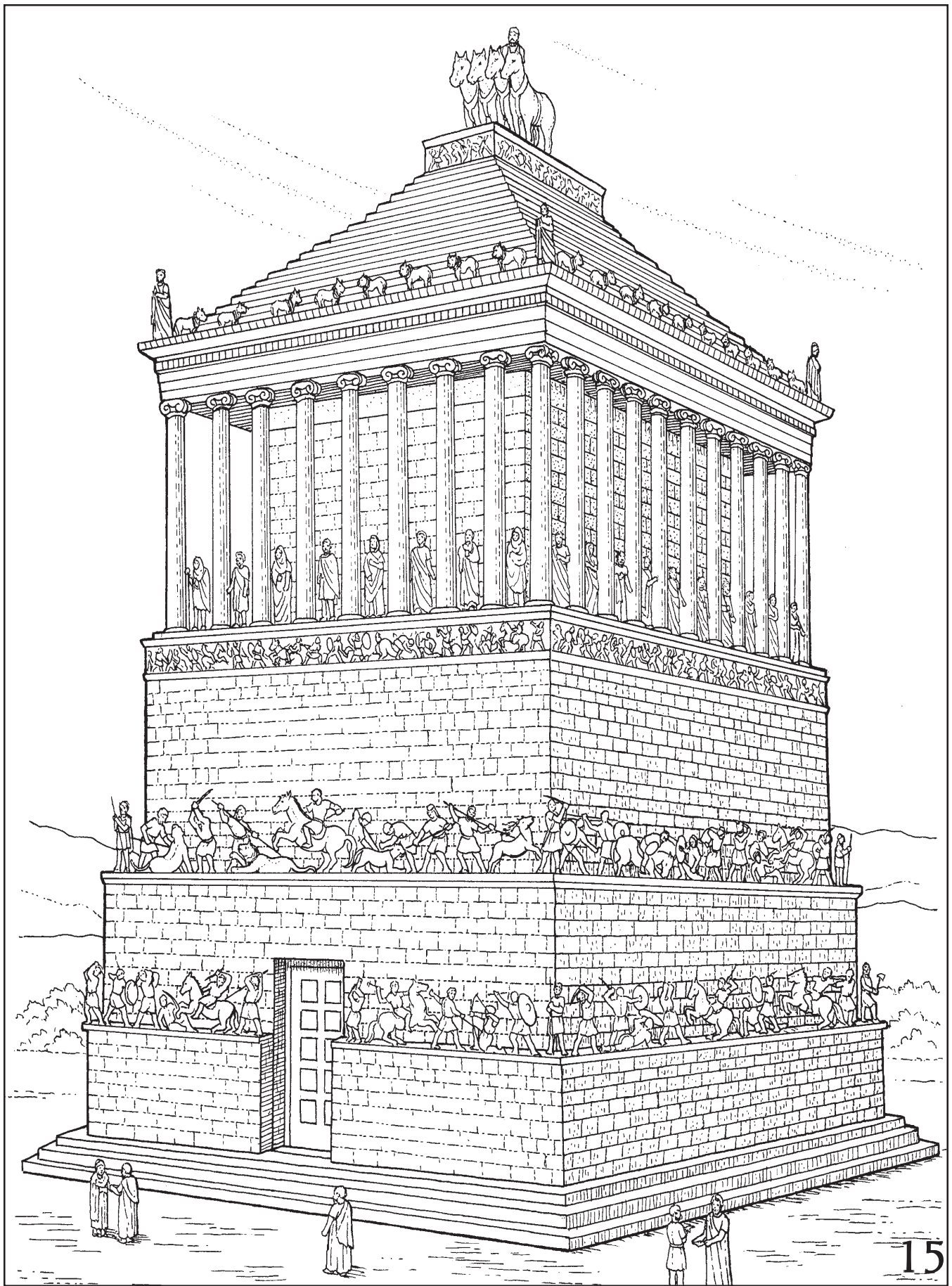
Adventure Hooks

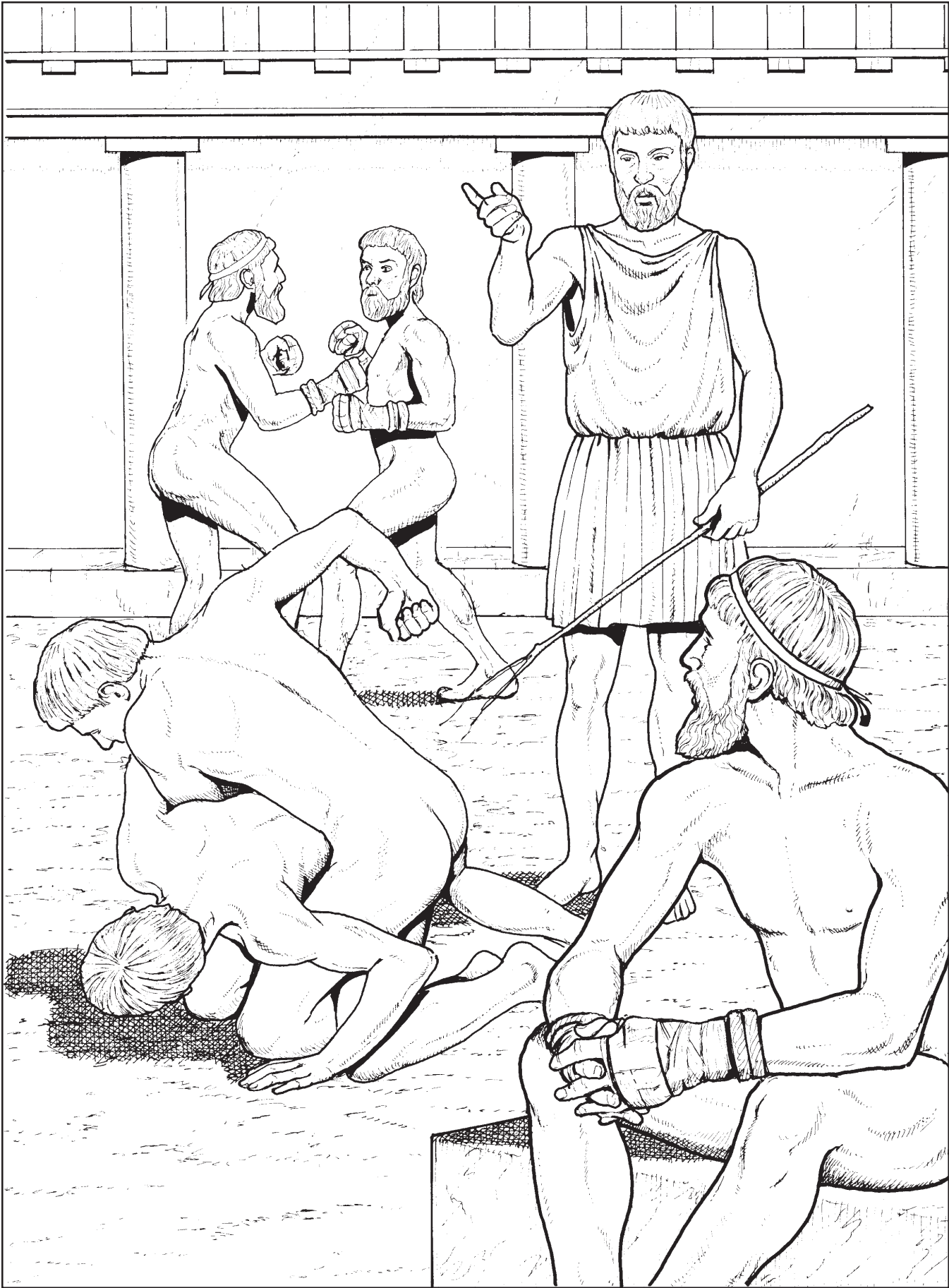
* Membership or advancement in a mages' lodge might require a certain amount of volunteer service at its facilities, perhaps as much as one month a year in total (on the other hand, if the officials of the guild demand that members carry out field work, it will always be fairly recompensed in some way).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

lodge's workrooms, or help suppress the results of summonings gone awry.

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







Training Hall

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

Clientele at training halls will often be determined by the sorts of training or amenities they offer. Quite often, a significant number of their patrons will be members of the same vocational or racial demographic (e.g., marines, mercenaries, cavalrymen, members of the city watch, Orcish fighters, citizens from the community's aristocracy and upper crust).

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

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

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

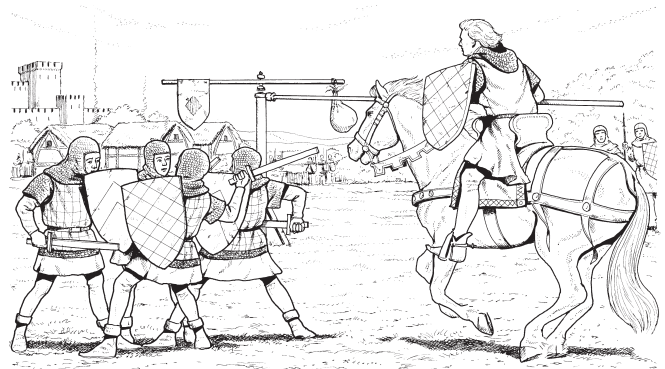
Price structures are often geared toward encouraging or discouraging clientele from certain levels of society. Entry criteria might also be enforced in order to include or exclude specific types of people (e.g., en-

courage citizens, males, or Humans, and discourage foreigners, females, and non-Humans). Some training halls might also function as private clubs and, like guilds, have specific membership requirements, such as providing services to support the hall and taking part in its social and civic activities. If access to a training hall is required in order for characters to advance in their careers, however, such places should not ultimately be made inaccessible to them, except perhaps temporarily and as an opportunity for role-playing, a side quest, or greater expenditure of excess treasure.

Adventure Hooks

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

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





Appendix: Guilds

Many sorts of guilds can be found in the towns and cities of the game world. A small town with an economy based on a single craft or commodity might have but one guild, while a large city might be ruled by a council consisting of the masters of scores of craft, trade, and professional guilds.

The primary purpose of guilds is to foster a stable business environment, thereby furthering the economic interests of their members. Guilds also provide a powerful and united political voice for the guildmembers; in some towns only guildmembers may vote, while in others they are merely a strong voting bloc. Some important guilds are actually organized on a regional basis, with the guildmasters of various towns and cities meeting as a grand council to establish broader rules and regulations.

In a traditional fantasy milieu, guilds tend to be either greater (professional) guilds or minor (craft) guilds. Greater guilds are typically made up of the wealthiest and most powerful professionals and scholars. Minor guilds are generally made up of skilled craftsmen, tradesmen, and entertainers.

Guild Organization

In areas where guilds exist, membership is usually mandatory for anyone who wants to earn a living practicing a craft, trade, or other vocation. Advancement in a guild tends to be based on a number of factors, including a prerequisite period of time at each stage of advancement, demonstrated ability (as defined by class level and creation of a masterwork item or completion of some commensurate test), and payment of a fee.

Guilds have a hierarchical organization. Greatly overworked and largely unpaid apprentices form the base of the pyramid. After a number of years of hard work (e.g., seven), study, and summary beatings, apprenticeship ends and the newly-graduated journeyman is free to pursue his trade, typically through employment at a shop or factory. Once the journeyman is skilled enough to create a masterwork item (or similar accomplishment), he achieves the rank of master. For some, this happens at the same time they have accumulated sufficient capital to start their own businesses, but many journeymen are successful independent businessmen for years before they become acknowledged as masters.

Time required to complete this process varies from craft to craft, and in areas where there are already many masters, journeymen may have to wait until the Guild

determines there is a vacancy.

In smaller towns, the guild's masters meet periodically as a council of masters, or guild council, to decide trade matters, issue decrees related to their professions, plan social events, and, when necessary, elect a guildmaster to lead them. In larger towns, these masters elect syndics to a great council, which is typically made up of the seven most experienced masters. Just as the collective masters do in smaller towns, this great council chooses the figurehead and leader of the guild—the guildmaster. Typically the wealthiest and most experienced member of the guild, the guildmaster is normally elected for a specific term (e.g., one year, 10 years). A guildmaster has the power to veto any actions of the great council or guild council and may issue decrees that can remain in force for up to a month.

When a specific guild is organized nationally or regionally, guildmasters from each of the area's communities typically meet annually as a grand council in the largest city. This grand council elects a grandmaster when necessary (typically for life), negotiates privilege and policy with the leadership of various countries and provinces, and establishes broad decrees for the guild as a whole. A grandmaster can no longer serve as a guildmaster, but members of a grand council may practice their vocations without geographical restrictions, as they are considered members of every branch of the guild.

A council of masters is 25% likely to be organized with a leadership council of master syndics (e.g., six or seven of them). This great council elects a guildmaster, typically for an extended period (e.g., 10 years). Depending on the influence of the guilds, guildmasters may organize locally into a weak guild board or a strong master's council composed of all the local guildmasters. Guildmasters of a particular guild generally organize regionally into a grand council of guildmasters for that guild and elect a grandmaster-for-life.

Random Guild Generation

Work through the following tables to randomly determine local guilds. After determining the sort of community in question, roll on Table I: Guild Presence, using the modifiers that follow. Then, roll on the appropriate table to determine guild structure.

If a community has standard guild structure, determine the number of individual guilds within it (one of which will always be a Blacksmiths Guild) by rolling 1d4-1 for thorps, 1d4-2 for hamlets, 1d4-3 for villages,

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1d4 for small towns, 1d4+3 for large towns, 2d4+6 for small cities, 3d4+9 for large cities, and 4d4+12 for metropolises (all of which are described in greater detail in *City Builder Volume 1: Communities*).

Only craftsmen, tradesmen, entertainers, or professionals for whom a guild has been established (or one that is closely related) will be guildmembers; others will operate independently. Roll on Table II: Common Guilds (and then on Table III: Rare Guilds, if necessary) for each guild, re-rolling duplicate results, or choose guilds as appropriate (e.g., a port is more likely to have a Shipbuilders Guild than a Smelters Guild).

Then, roll on either Table IV: Single Guild Structure Table V: Dual Guild Structure for each guild to determine its organization.

Finally, roll on Table VI: Local Guild Organization to determine how the various guilds co-exist.

Table I: Guild Presence

d100	Guild Structure
0-10	No guild structure
11-30	Single guild structure (go to Table IV)
31-50	Dual guild structure (go to Table V)
51-100	Standard guild structure (see text and go to Tables II, III, IV, and VI)
-70	Thorp
-60	Hamlet
-50	Village
+/-0	Small town
+30	Large town
+40	Small city
+50	Large city, metropolis

Table II: Common Guilds

d100	Guild
1-3	Animal Trainers (M)
4-5	Armorerers (M)
6-8	Bakers (M)
9	Bards and Entertainers (M)
10	Barristers (G)
11-12	Beggars (M)
13-16	Blacksmiths (M)
17-18	Brewers and Vintners (M)
19-21	Brickmakers (M)
22-24	Butchers (M)
25-26	Carpenters (M)
27-29	Chefs (M)
30-32	Cobblers (M)
33-34	Courtesans (M)
35-36	Dyers and Tanners (M)
37	Exterminators (M)
38	Foresters (M)
39-40	Glassblowers (M)
41	Goldsmiths (M)
42-44	Grocers (M)
45	Guides (M)
46-47	Innkeepers and Taverners (M)
48-50	Stonemasons (M)
51	Mechanic-Artificers (G)
52-54	Mercenaries and Guardians (G)
55-56	Merchants and Traders (G)
57-59	Millers (M)
60	Miners (M)
61-62	Moneylenders (M)
63-65	Ostlers (M)
66	Paper Makers and Ink Makers (M)
67-68	Peddlers (M)
69	Physicians (G)
70-72	Potters (M)
73	Ropemakers (M)
74	Sailmaker (M) (re-roll if not a coastal area)
75-77	Sailors (M) (re-roll if not a coastal area)
78	Scribes (M)
79-81	Servants (M)
82	Shipbuilders (M) (re-roll if not a coastal area)
83	Shipwrights (G) (re-roll if not a coastal area)
84-86	Tailors and Weavers (M)
87-89	Teamsters (M)
90-91	Thieves (G) (90% likely to be a secret Guild)
92	Undertakers (M)
93	Weaponmakers (M)
94-100	Roll on Table III: Rare Guilds
-5	Large Town (or smaller)

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

Appendix: Guilds

Table III: Rare Guilds

d100	Guild
1-5	Alchemists (G)
6-10	Apothecaries (G)
11-13	Archaeologists (G)
14-16	Astrologers (G)
17-18	Astronomers (G)
19-24	Bankers (G)
25-27	Cartographers (G)
28-34	Engineer-Architects (G)
35-36	Executioners (M)
37-38	Herbalists (G)
39-40	Historians (G)
41-42	Interpreters (G)
43-45	Investigators (G)
46-50	Jewelers and Gemcutters (M)
51-55	Navigators (G) (re-roll if not in a coastal area)
56-59	Perfumers (M)
60-68	Sages (G)
69-70	Sappers (M)
71-72	Smelters and Metallurgists (M)
73-76	Slavers (M)
77-78	Spicemakers (M)
79-83	Stewards (M)
83-90	Taxidermists (M)
91-100	Wizardry and Arcane Secrets (G)

(M) = Minor guild (G) = Greater guild

Table IV: Single Guild Structure

There is but a single all-inclusive guild for all craftsmen and professionals, and all such characters must be members of it. Roll on the following table to determine structure.

d100	Structure
0-25	No ruling structure
26-50	Guildmaster elected by all guildmembers
51-75	Council of masters elect guildmaster
76-100	Council of masters rule by majority

A council of masters is 25% likely to have a great or leadership council of elected syndics (e.g., seven) who themselves elect the guildmaster.

Table V: Dual Guild Structure

There are two guilds — one a minor (craft) guild and the other a greater (professional) guild — and all craftsmen and professionals must be members of one of them. Roll on the following table to determine their structure.

d100	Structure
0-10	No ruling structure
11-40	Both guilds share power equally in a joint council of masters and elect one guildmaster
41-50	Minor guild holds majority of council seats and elects one guildmaster
51-100	Greater guild holds majority of council seats and elects one guildmaster

A council of masters is 25% likely to have a great or leadership council of syndics (e.g., seven) who themselves elect the guildmaster.

Table VI: Local Guild Organization

Roll on this chart to determine how various guilds with standard guild structure within a particular area are organized. Add +20 to the results of this percentile roll if there are more than five guilds in the community.

d100	Guild
1-25	Independent guilds, no overall structure
26-50	Guilds loosely confederated as a guild board of all masters (25%) or syndics (75%)
51-100	Guilds organized into a master's council of all guildmasters



City Builder Volume 4 Appendix: Guilds

Common Guild Regulations

Guilds regulate the business and social activities of their members. Specific rules vary, but typically include:

- No artisan may work within the town's sphere of influence unless he or she is a Guildmember (associate memberships are sometimes available to traveling artisans).
- New methods and techniques must be approved by the Guild Council before they may be implemented and must then be shared among all the Masters.
- No Guildmember may advertise his or her services in a competitive manner.
- Specific guidelines governing the quality of goods and services must be followed.
- Specific guidelines governing the acceptable ranges of the price of goods and services must be followed.
- Masters may not take their own children as Apprentices.
- Masters must tithe 10% of their earnings to the Guild. These funds are managed by either the Guildmaster

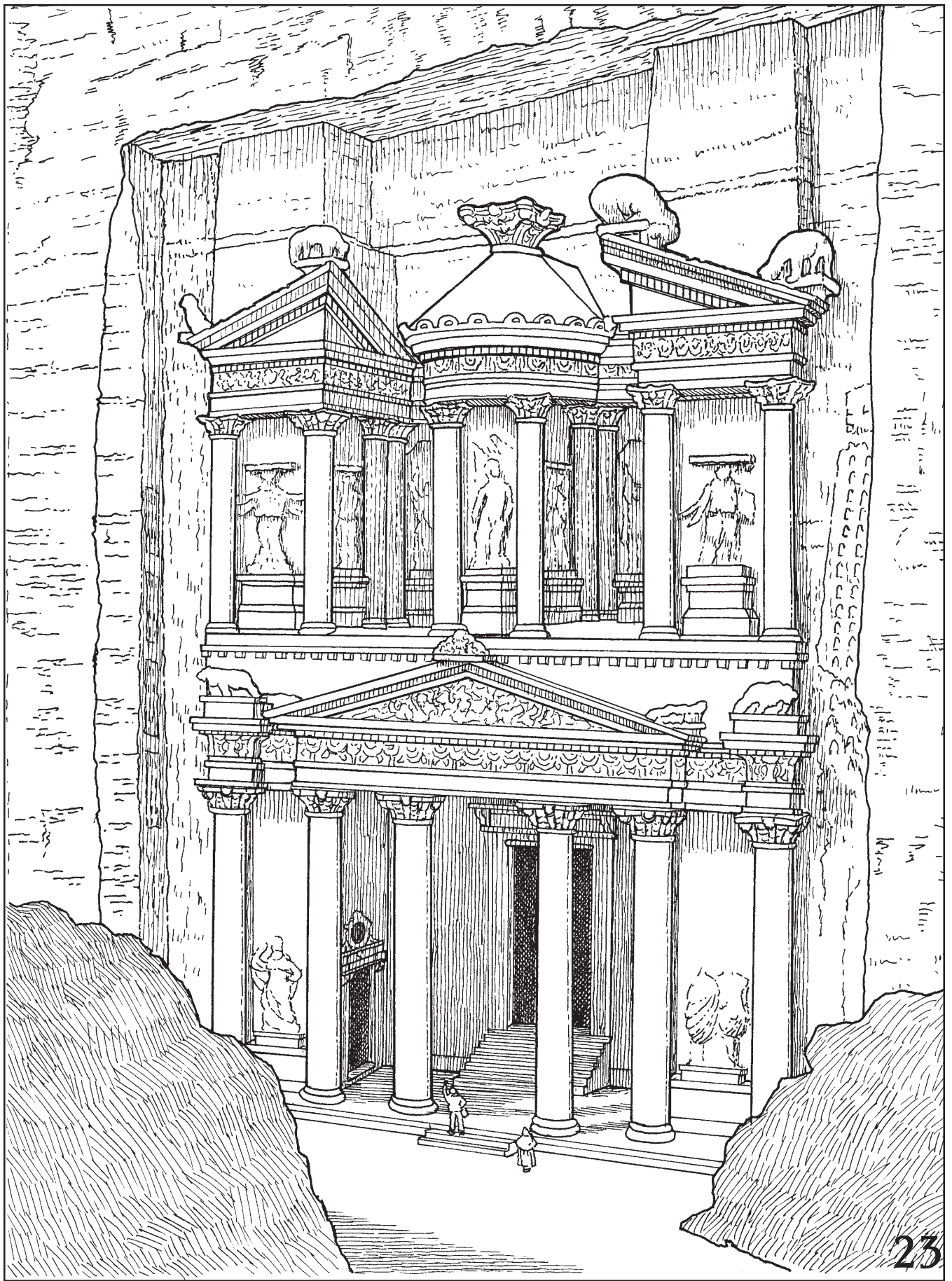
(25%) or the Great Council (75%). If a Grand Council exists, 10% of each local Guild's tithe is donated to the Grandmaster (25%) or the Grand Council (75%).

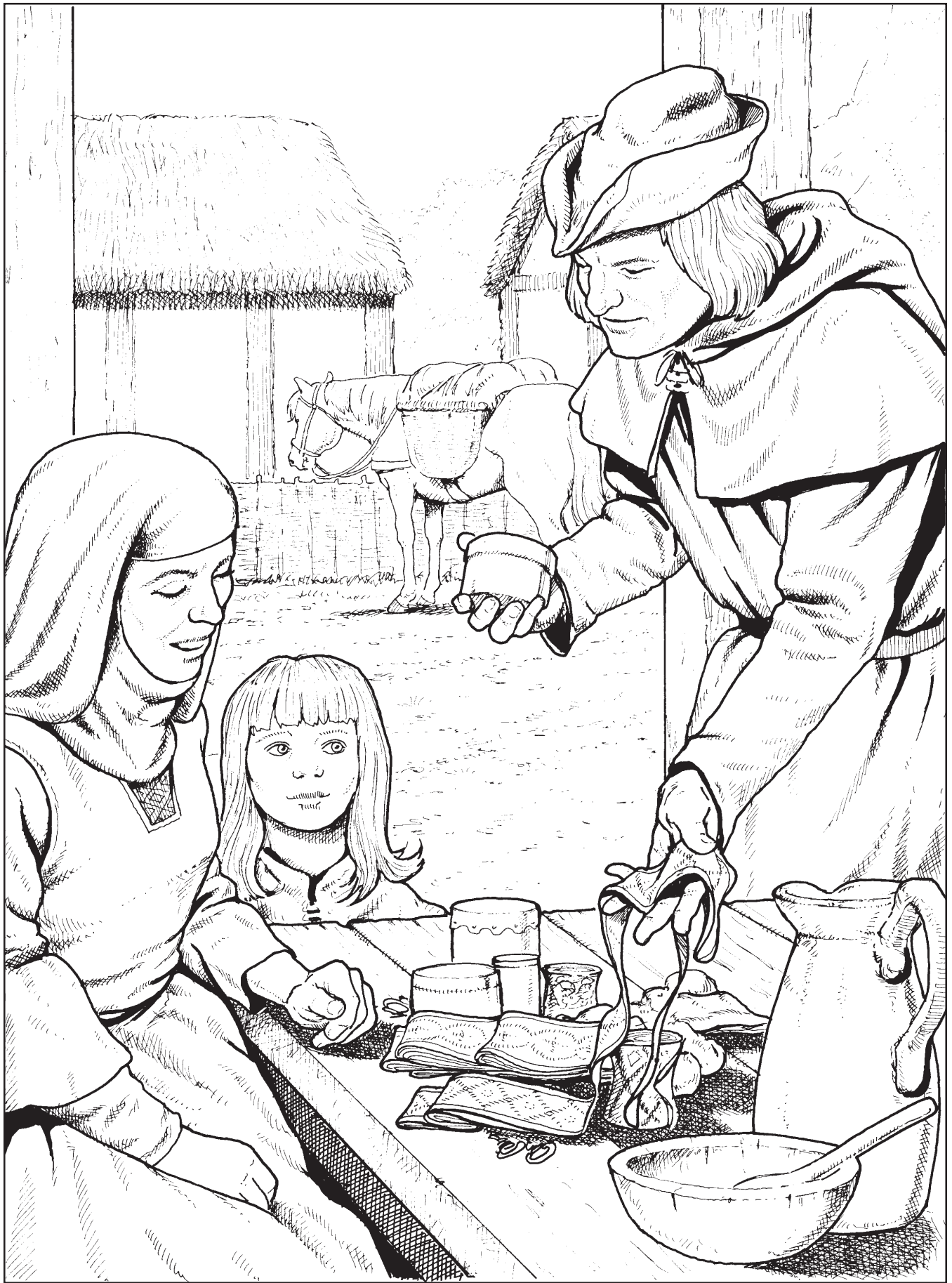
Guilds are headquartered in Guildhouses. These vary in size and grandeur but typically include a meeting area, administrative offices, lodgings, a tavern, a library, and a workshop. The workshop may be used for a small fee, plus expenses. It may not be used more than one week out of a month by any given individual. Members of a Guild may lodge and dine in the Guildhouse for a nominal fee, typically half that charged at a local inn. Traveling Guildmembers may use the Guildhouses of the same or closely related Guild. They may not, however, practice their trade unless they acquire an associate Journeyman membership. In very small towns, multiple Guilds may share a single house. Each specific Guild may have from 0-5 (1d6-1) additional regulations, as indicated on Table VII: Specific Guild Regulations.

Table VII: Specific Guild Regulations

d100 Regulation

0-5	No competing goods related to that Guild may be imported into the Guild's sphere of influence.	61-75	Guildmembers are subject to frequent onerous social events and charitable duties.
6-10	Guildmembers must own weapons and armor and serve in a local militia (80%) or are prohibited to own such items (20%).	76-80	Masters may only hire Guildmembers (Apprentices or Journeymen). Unskilled laborers may not be hired.
11-15	Guildmembers may only work between sunrise and sunset.	81-85	All Journeymen are guaranteed employment 1d6 days per week. Journeymen without work are randomly assigned to masters whether needed or not.
16-20	Only family members of Guildmembers may join the Guild.	86-90	Guild denies membership to a specific race or nationality. Roll d8 to determine on the subtable below. If a specific non-Human race is precluded in a Guild of the same race, substitute Humans instead. 1: Demi-Humans (e.g., Gnomes, Elves, Dwarves); 2: Dwarves; 3: Elves; 4: Humanoids; 5: Specific or foreign Human nationality or culture (e.g., Germans); 6: Halflings; 7: Gnomes; 8: Mixed Race Individuals (e.g., Half-Elves, Half-Orcs).
21-25	Family of Guildmembers may not join the Guild.	91-95	Guild requires adherence to a specific alignment, religion, or diety.
26-35	Masters may only have at any given time one Apprentice (50%) or up to 1d6+1 Apprentices (50%).	96-98	Guild operates a school or academy for the children of its members.
36-40	Apprentices must serve at least 1d6+1 years, regardless of other qualifications.	99-100	GM's choice or imagination.
41-45	Apprentices must complete a master work item to advance to Journeyman.		
46-50	Journeymen must complete 1d4+1 masterwork items instead of just one to advance to Master level.		
51-60	Guildmembers must wear a certain style of clothing at all times.		





City Builder Volume 4: *Professional Places* is the fourth in a series of some 11 complementary books designed to help guide Game Masters through the process of creating exciting and compelling urban areas and places within them for their campaigns. It is a universal resource that is not specific to any particular game system and is intended to be compatible with the needs of almost any ancient, Dark Ages, Middle Ages, Renaissance, or fantasy milieu.

Its contents include:

- * An Introduction that describes the scope of the series and how to use the material in this volume;
- * Individual sections devoted to descriptions of Guildhouses, Hospitals, Mage's Lodges, and Training Halls;
- * One or more Adventure Hooks tying in with each described sort of place; and
- * An appendix on Guilds that describes such institutions and includes a series of tables for randomly generating their characteristics and specific regulations.



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