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URBAN DRESSING:
GUILDHALLS



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URBAN DRESSING: GUILDHALLS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Liberge

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the guildhalls in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Guildhalls* is an invaluable addition to any GM's armoury!



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Thank you for purchasing *Urban Dressing: Guildhalls*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *Urban Dressing: Guildhalls* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he has continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with StufferShack.com, the RPG Circus Podcast, The Gamer Assembly and Kobold Press.

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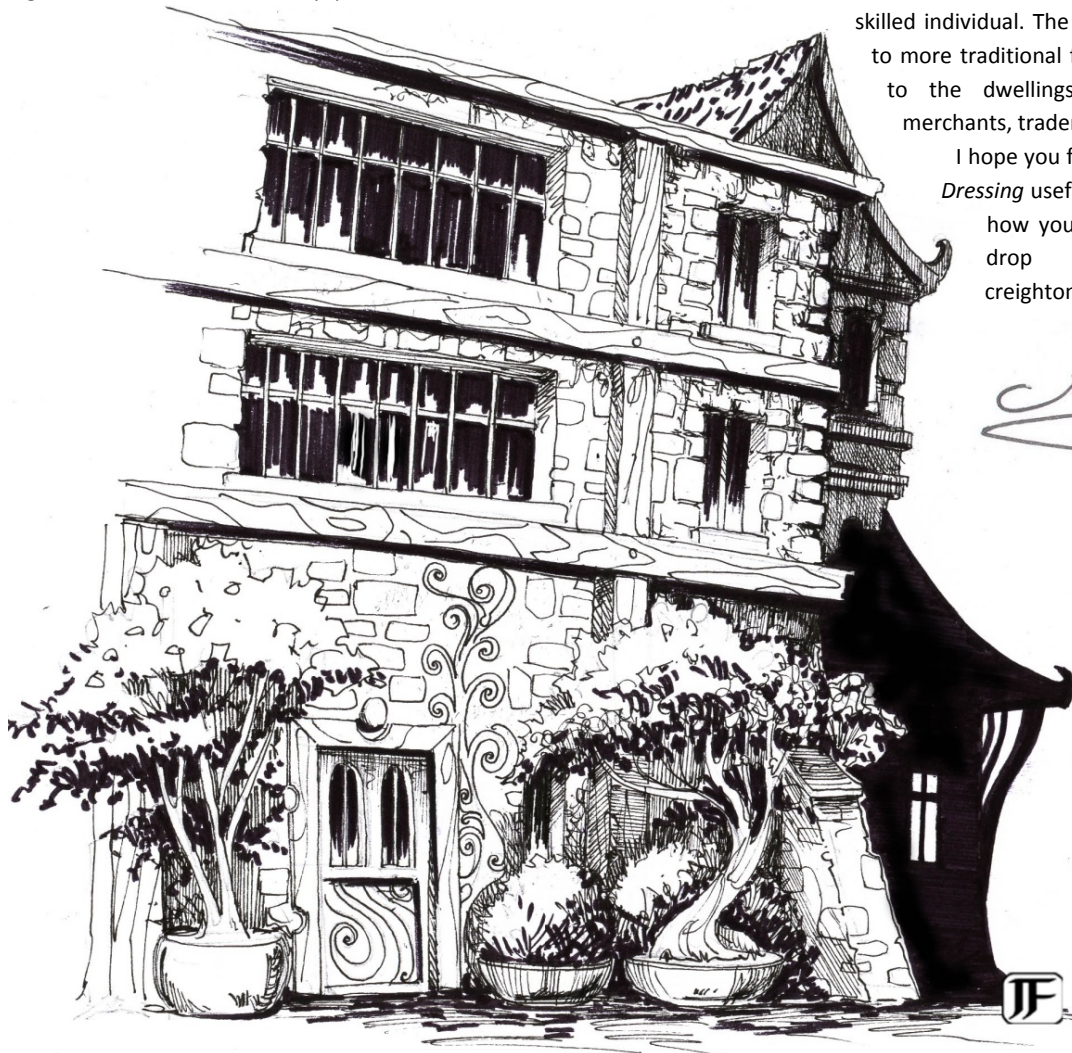
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FOREWORD

Commerce lies at the heart of every town and city. Without it, the settlement would die. In such areas guilds often spring up to protect the interests of practioners of certain crafts. While Brian has handled shops and market stalls before , this is the first time he has turned his attention to the guilds that control and regulate (to a certain extent) the commercial life of a town. Such organisations can be incredibly powerful and have dozens of

members; thus they need somewhere to meet. Perhaps the best example of guilds in fantasy roleplay are the wizard and thieves' guild – but there are dozens, if not scores, of other trades with which adventurers might have to deal. You can use the information in this book to add flavour to such encounters – whether the PCs are trying to hire a renowned weaponsmith's services or barter for the services of a sage, apothecary or other skilled individual. The material can also be added to more traditional fantasy guildhouses or even to the dwellings and shops of affluent merchants, traders and craftsmen.

I hope you find this instalment of *Urban Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



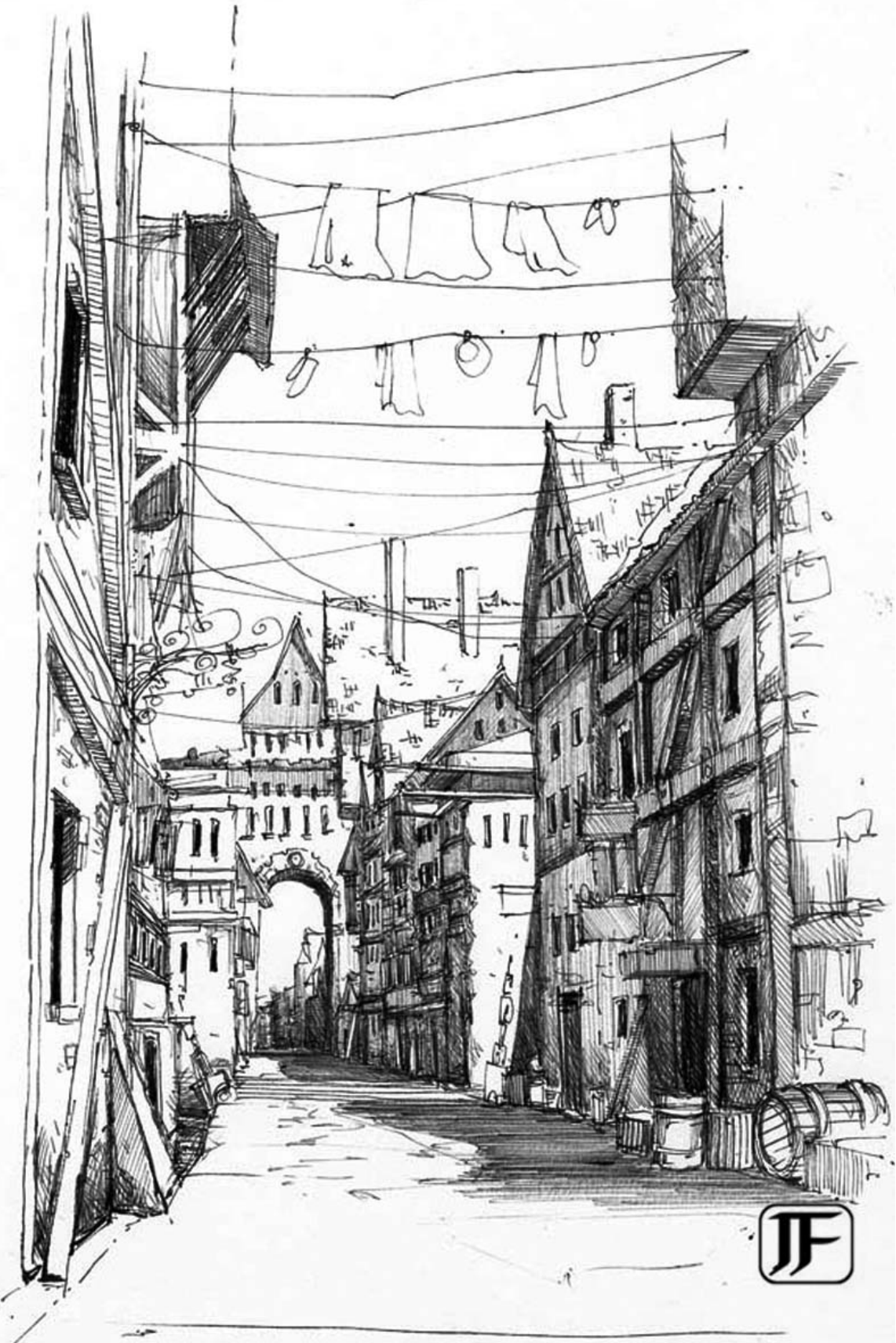
A: TYPES OF GUILDS

A guild is an association of people who practice a craft or labour, who come together to control that practise in a town or larger region. Though they often control the trade through sheer numbers and economic coordination, it was not uncommon for the guild to be granted official authority by the local ruler, making it illegal to practice without membership.

D100 GUILD TYPES

1-30	Craft Guild: This is a typical medieval guild. The craft guild comprises skilled artisans who all create items of the same type. Depending on the size of the city and economy it could be as broad as a metalworkers' guild, or as specific as a silversmith or coopers' guild. For a big chart of goods see <i>Urban Dressing: Market Stalls</i> .
31-45	Merchant Guild: Merchant guilds may be organized by type of product, region or trade routes. They're primarily an organization for those who sell physical products, though some regulate skilled labourers such as physicians or tinkers. For a big chart of trades see <i>Urban Dressing: Traders & Craftsmen</i> .
46-50	Cartel: A cartel is an organization of craftsmen and/or merchants with the specific intent to fix prices, production and/or public image. Many other guilds are also cartels or a cartel may include members of various other guilds.
51-53	Trade\Labour Union: A far less common type of guild. These unions comprised the lower skilled, or at least the less stationed, members of a craft or labour to protect their common interests and help combat the power of other guilds. These may be more common in societies with large Adventurers Guilds to help organize the many hirelings employed in such endeavours.
54-60	Religious Guild: Priests, clerics and the like have their own orders and churches. They have much of the same traits of a guild but their focus usually puts economics second to piety. Religious guilds are still common amongst laypeople, such as when all craftspeople among multiple fields come together under the banner of a common god. Like cartels, often another type of guild will also be a religious guild.
61-62	Frith Guild: A group of upstanding citizens who pass judgement on the law. These individuals are often nobles or appointed by the ruling lord. Some frith guilds are actually secret societies, with their own laws that carry out vigilante justice when members are wronged by outsiders.
63-66	Scholars'/Masters' Guild: A predecessor to universities, these are associations of masters, or their students, throughout a city. They are often from completely different fields but united by status and their love of academic study.

67-72	Adventurers' Guild: Job postings, cheap beds, good beer and the rights to legally loot abandoned structures; an adventurer's guild is a PC's second home in the city. Particularly popular in areas surrounded by ruins or towns with a weak military presence.
73-76	Arcanist Guild: Much like a masters' guild, the arcanists' guild is the foundation schools spring from. Arcanists guilds are often supported by governments as a matter of public safety, providing oversight as young mages learn the proper ways of spells and incantations.
77-80	Bardic Guild: Loremasters, jesters, storytellers, dancers, actors, playwrights and even the classic adventuring bard all belong to the bardic guild. It's the best place to find work, obtain public performance permits and swap stories.
81-83	Companion Guild: Formal organization of prostitutes, courtiers and courtesans. As a profession that needs very little to get started, practitioners organize into guilds more often in large societies with minimal laws, as a means of protection, or in heavily affluent societies were formal training is needed as a matter of course.
84-86	Thieves' Guild: A breeding ground for those who act outside of society and ignore property laws. It's the best place to find a fence, pick up speciality tools or grab a job.
87	Assassins' Guild: Much like the thieves' guild the assassins' guild generally operates outside the law, though some may be government sponsored.
88-92	Fraternity/Sorority: An organization dedicated to the development and prosperity of its members. These organizations often cross occupational boundaries but are bound by a deep devotion to each member. While not technically economic in nature, wealth and prosperity go hand in hand.
93-96	Racial Guild: Much like a fraternity or sorority but bound by a common blood. These organizations focus on a single minority race in a society, but may also be applied to another type of guild, such as the Guild of Halfling Weavers.
97-100	Secret Society: Not all organizations flourish in the public eye. When popular culture or the law frowns upon how you wish to get things done secret societies form to provide like-minded individuals a place to do business. Cartels, thieves' guilds and assassins' guilds are often secret but any kind of guild can be secret. Some secret societies even have a public face, but keep their rites and dealings known only to members.



B: GUILDHALLS

Guildhalls can be anywhere with enough space for the guild to meet, though once a guild achieves a certain level of prosperity they generally obtain a dedicated locale. Use these tables to determine the general characteristics of such a guildhall. You can also add some amenities to make guilds more tempting for players or add flavour to scenes taking place within the guild itself. Every hall at least has a meeting space even if it doubles as one of the amenity rooms.

D20	GUILDHALL QUALITY
1	A makeshift guildhall.
2	A makeshift guildhall with one amenity.
3	A makeshift guildhall with two amenities.
4	A moderate guildhall.
5	A moderate guildhall with one amenity.
6	A moderate guildhall with two amenities.
7	A moderate guildhall with three amenities.
8	A prosperous guildhall with two amenities.
9	A prosperous guildhall with three to four amenities.
10	A prosperous guildhall with five or more amenities.

D20	MAKESHIFT GUILDHALLS
1	A dank basement with mould growing on the walls.
2	The second floor apartment above the guild leader's shop.
3	A few tables pushed together in a local tavern, with members shouting to be heard over the rabble.
4	The corner table in the local tavern, after regular hours.
5	A private backroom in the local tavern with a two drink minimum.
6	The centre of the city park, in full view of the public eye (See <i>Urban Dressing: Parks</i>)
7	The alley between the butcher and the general goods store.
8	The front room of a general store, after business hours.
9	The backroom of a general store, crates piled high and smelling of yeast.
10	A warehouse, dimly lit by low lanterns.
11	An empty tenement, smelling of urine.
12	The common room of a small home, a fire in the hearth and children sleeping upstairs.
13	The backyard of a local manor, in the shade of a large willow tree.
14	A long table in the civic archives of the city library.
15	The local theatre before rehearsal. A partial set is on the stage, and crew casually watch from the balcony.
16	The cellar of the local temple, between aging casks of wine.
17	A small cave obscured by hanging moss, just outside town.

18	On the deck of a large fishing ship, tied up at the docks.
19	A dank overflow chamber of the city sewer.
20	A family mausoleum towards the back of the city cemetery. (See <i>Urban Design: Graveyards</i>)

D20	MODERATE GUILDHALLS
1	A white walled guildhall with paper windows and thick, heavy shutters.
2	A rustic guildhall made of notched logs topped by a thatched roof.
3	A two-storey guildhall of painted green stone set at the end of a muddy lane.
4	A musty smelling guildhall with thin wooden walls, terrible drafts and too few fireplaces.
5	A simple brick guildhall with white windows and several tall chimneys.
6	An old remodelled bakery that still smells of bread and flour.
7	This guildhall has beige stone walls on the outside and oak wood panelling within.
8	A guildhall with fieldstone walls and large open rooms.
9	A squat, brick guildhall with very few windows and a rooftop deck.
10	The outer walls of this guildhall are set on a stone foundation of an old temple. The new construction is of wood.
11	A wooden building resting on thick columns. One can only enter when the stairs are lowered.
12	A stone complex surrounded by an iron fence and small courtyard.
13	A red walled building with a large central fire pit producing thick black smoke.
14	A fieldstone building with a thick layer of moss covering its south side.
15	A wooden two-storey guildhall with ill-fitting windows.
16	A small stone tower, with a winding central staircase.
17	A squat stone guildhall of gnomish construction, extending underground through a network of low, cramped passageways and chambers.
18	An old family home with closed heavy wooden shutters and six locks on the front door.
19	A well-kept wooden structure with a pointed roof of green shingles.
20	A small stone guildhall with a large private patio in the rear for hosting social functions.

D20 PROSPEROUS GUILDHALLS

1	A large stone guildhall with great woven banners decorating the halls.
2	A white walled building with stone columns ringing the ground floor that support a promenade balcony above.
3	A looming stone building with copper embellishments along the windows and doors.
4	An old manor with two rows of statue flanking the walkway to the main entrance. Gargoyles leer down from the roof.
5	A squat stone building that leads down to a multi-layered complex of dwarven design.
6	A highly defensible complex with high outer walls, reinforced stone door and an entranceway equipped with murder holes.
7	A grand tower with pointed slate roof and stained glass windows. Deep cellars below the tower intersect with the town's sewers.
8	A sprawling manor set among well-tended grounds. Some areas are in disrepair and cluttered with thick spider webs.
9	A grand building with pink walls, red shutters and tall fountains in the front courtyard surrounded by beautifully tended formal gardens.
10	A large stone structure with walls reinforced by adamantine. Ornate cold iron gates provide a glimpse of the building beyond.
11	A three-storey great brick guildhall with a black slate roof and many chimneys.
12	Large braziers always light the great stone steps outside the entrance of this marbled walled guildhall.
13	A brick guildhall with large stone columns and with trellises covered in ivy.
14	This guildhall is an odd mix of styles, having once been four distinct buildings. Over the years they were purchased and connected to create a complex of stone and wood of many height and colours.
15	A gleaming building whose outer walls are a patchwork mosaic of onyx and jade tiles.
16	A grand stone building with cascading arches connected to support columns.
17	Large gargoyles of demonic visage guard the roof of this old fieldstone guildhall.
18	This guildhall has large echoing rooms which occasionally make conversations quite difficult.
19	A great wooden lodge with three stories and a blue shingle roof.
20	A massive oak structure with oil paintings of its members hanging throughout the halls.

AMENITIES

Many guilds offer additional services to members through common areas, and can provide unique spaces for social scenes during an adventure. These should be customized with elements relevant to the guild type.

D20 AMENITIES

1	Meeting Space: Every guild, even those who do not yet own their own building has a meeting space. It is essential to the planning and organizing of the guild. This is generally a hall with chairs or benches, but can take the form of anything from a raked theatre to a small tavern space. Members generally enter this space ready to hear news and take part in the guilds plans. Speaking within the guild meeting space grants a +2 to bonus to Bluff and Diplomacy checks when a member speaks to other members.
2	Common Area/Libations: An area for relaxing, distinctly separate from where the meetings are held. This may also serve as a dining area or hall to host events. Examples are a tavern area, lounge or library. A guild member who spends an hour at rest in this area gains a +2 bonus to their next saving throw made that day.
3	Training Area: Most members of a guild have their own space to practice their craft but even masters come together sometimes to improve. This space has everything needed to work on the trade and generally has a few members poking about to offer commentary. A guild member working here gains a +4 to Craft and Profession roles relating to the guild. This does not stack with other item bonuses. Members generally need to provide their own raw materials or pay for any materials used.
4	Barracks: Lodging is anything from a space by the fire to individual guest rooms. Prosperous guilds may even be willing to put up the travelling companions of their members. This is very useful when the guild has chapters in several cities. A guild with a barracks provides free lodging to its members.
5	Protection/Storage: The number one problem with a warehouse is keeping thieves out of it. A guildhall with this amenity has an area to store the possessions and goods of its members. It may also take extra measures to protect its grounds, such as high walls, complicated locks or patrolling guards.
6	Contracts/Information: This may be a message board, an archive or a lounge where the older members gather to share wisdom. Members making use of this amenity gain +2 to all Knowledge checks relevant to the guild's purview.

C: INITIATION, MOTIVATIONS AND RUMORS

Guilds do far more than serve as a meeting place for idle talk. Their schemes can be grand and sometimes treacherous. Even joining a guild can be a dangerous endeavour. Use these tables to add adventure and mystery to a guild.

Benefits: Once gained, membership comes with several benefits. The starting attitude for a fellow guild member is generally one step more favourable than normal. Guild members generally offer a 10% discount on their goods or services to other members and have contracts set up to offer the same discount on merchandise that is common to their profession. See “Amenities” (page 7) for more benefits a guild may provide.

Dues: Guilds generally also require something in return of its members. It’s generally not more than a few silver a month in membership dues and being kept apprised of information relevant to the guild’s interest. Adventuring members are generally excused from making monthly visits to pay dues and in return are expected to take up the occasional task for the guild leaders.

INITIATION

What a commoner or even an adventuring hero needs to do to join the guild. Many guilds have several levels of initiation, with primary membership being easy but not granting full benefits

D10	INITIATION RITES
1	A simple fee of 1d4 copper.
2	A small fee of 1d6 silver.
3	A moderate fee of 2d6 gold.
4	A letter of note from a community leader.
5	The sponsorship of an active guild member.
6	Tithe 10% of current wealth to the guild’s patron temple.
7	Have recently assisted a local community member.
8	Complete a moderate (DC 15 Craft or Profession) test of skill in the guild’s area of expertise.
9	Complete an expert (DC 20 Craft or Profession) test of skill in the guild’s area of expertise.
10	Complete a test of knowledge about the guild’s history (a series of DC 15 Knowledge checks).
11	Complete a minor task for the guild, such as picking up an order from a distant member.
12	Apprentice under a full member, and earn their personal approval.
13	Travel to the capital and study under one of the guild masters.
14	Travel across the continent and learn from as many members as possible.
15	Swear a blood oath of loyalty to the guild.
16	Recruit a new customer for exclusive contract to the guild.

17	Recite from memory the guild charter, after a night of feasting and heavy drink. (DC 10 Intelligence check; +2 to the DC for every drink consumed).
18	Seek out a rare component of the guild’s craft and present it to the guild leaders.
19	Defeat a member of a rival guild in a public contest of skill.
20	Kill an existing member, earning their place.

MOTIVATION

Most guild members join because learning the trade and getting work outside the trade is far more difficult, but what is the guild striving towards in the greater sense? Economic domination is the simple answer, but guild leaders may have something else in mind. (Normal guild members may not know of this additional goal).

D20	MOTIVATIONS
1	Destroy a rival guild.
2	Make a similar industry obsolete.
3	To please their god.
4	To gain respect in court for the guild leaders.
5	To increase their land holdings.
6	To gain the respect of the community.
7	To never go hungry again.
8	To become untouchable by the local militia.
9	To secretly smuggle illegal goods.
10	To fund a secret (possibly illegal or reviled) faith or church.
11	To protect their members where the government has failed.
12	To educate the masses perhaps through formal schooling, scholarships or similar initiatives.
13	To advance society and to provide charitable works such as fountains, pools and wells usable by the masses.
14	For the glory of their lord.
15	To become greater than their foreign rival by producing better products, destroying their rivals trading network and so on.
16	To reclaim glory after having fallen from favour (perhaps due to some terrible crime or failing of the guild).
17	To ensure their craft is never forgotten and always held in high regard.
18	To control the town or city through wealth and bribery.
19	To know divinity through perfection of their craft.
20	To win the love of a highborn lady or lord.

RUMOURS

Guilds are very important to the everyday life of an urban society. Even to non-members they often have influence over trade, politics and festivals. People are bound to talk. How much truth can be had in idle gossip is at the GM's discretion.

D20 RUMOURS

1	The guild is secretly controlled by the church.
2	The guild master's daughter is secretly dating her father's apprentice.
3	The guild has been working with the thieves' guild to sabotage a rival's business.
4	The guild waters down its wine at meetings.
5	The guildhall is built upon the ruins of an ancient vault.
6	The guild has a secret wing where the true decisions are made.
7	The guild was responsible for the last king's death.
8	The guild keeps a private brothel for the exclusive use of its members.
9	The guild only pretends to be in competition with its rival. It's a carefully controlled show to discourage any real competitors.

10	The guild master is rarely in town. Instead he investigates old dungeons as an adventurer.
11	The guild keeps its prices cheap by using undead or slave labour.
12	The guild has fixed its books to pay less taxes. May local magistrates and tax collectors are paid off or blackmailed into silence.
13	The guild purchases ill-gotten goods from pirates and uses the profits to fund its members' lavish lifestyles.
14	The guild practices minor sacrifices to gain the favour of its long dead founders.
15	The guild's founder is still running things as a reclusive vampire.
16	The mayor is secretly in the guild's pocket and is on its payroll.
17	The guild has been training its members to fight, in order to end a rivalry through force of arms.
18	The guild does new product testing at the local orphanage.
19	The guild is heavily in debt to foreign investors and desperate for a solution.
20	The guild moves its goods at night through a series of secret tunnels.



D: NPCS

Use the NPCs below to portray individuals the PCs encounter at a guildhall. Either determine randomly which NPC the PCs encounter or choose a suitable candidate. Most descriptions do not indicate rank or position within the guild, keeping them open to all manner of uses.

D10	NPC
1	Gaius Getha
2	Old Hat Catherty
3	Ilasual Frostruin
4	Evelyn Foster
5	Aelius Boson
6	Gilos Kells
7	Marra Clearwater
8	Mit Umbridge
9	Glassjaw Yvens
10	Mister X

GAIUS GETHA

CN male human expert 2/rogue 1

Appearance: Clean cut with salt and pepper hair and a trim moustache he wears a black leather vest.

Personality: Very likeable, he intently listens and rarely gives advice that's not requested.

Mannerisms: Gaius always has a smile on his face, and sticks his thumbs in the cuffs of his vest.

Hooks: He's recently added a bit of sleight of hand to his business, keeping people distracted while altering contracts slightly or lifting small purses.

OLD HAT CATHERTY

N female human expert 4

Appearance: Thinning gray hair and a constantly furrowed brow. Her clothes are always practical.

Personality: Cantankerous when bothered but at ease when left to herself.

Mannerisms: She rocks gently while at work and rarely looks people in the eye when bothering with conversation.

Hooks: Catherty has been at her trade for a very long time and her skill is considerable, yet she is never satisfied with her own work. If a PC displays talent that may surpass her own she does what she can to sabotage them out of spite.

ILASUAL FROSTRUIN

CG male elf expert 3/sorcerer (draconic) 1

Appearance: Receding hairline and wears well-kept clothes, contrasted with old leather bracers.

Personality: A bit haughty.

Mannerisms: Ilasual expects others to keep up, and he sometimes switches to Elven mid-sentence, if he can't be bothered to remember a phrase in Common.

Hooks: Ilasual supplements his craft with some innate magical talent. He secretly pines for another to study under to extend the range of his arcane abilities but can't find anyone who he feels is his better.

EVELYN FOSTER

NG female human bard 2

Appearance: The local beauty with wavy red hair, who keeps her clothes flattering, yet practical.

Personality: Evelyn is a joyous individual, often singing while going about her work.

Mannerisms: Evelyn thinks it is hilarious to feign anger at the actions of others and can crack herself up just by putting her hands on her hips.

Hooks: Evelyn is far more talented than the average peasant but doesn't seem to understand her true potential. If given the opportunity she could become a major figure in local politics or a skilled adventurer.

AELIUS BOSON

LG male half-orc barbarian 2/expert 1

Appearance: Heavily built, Aelius wears simple clothes. He generally has a pipe in his mouth.

Personality: Aelius finds peace in his work and is generally easy going. Insinuate that he may not be very bright or insult his craft and he flies into a violent rage.

Mannerisms: Aelius's favourite action in any activity is puffing his pipe, and carefully filling it back up.

Hooks: Aelius feels very guilty after a bout of violence and tries to avoid fighting. The guild uses him for intimidation without him realizing it, simply by inviting him to certain meetings and events.

GILOS KELLS

NG male human commoner 1

Appearance: Gilos wears large brown boots and has a dirty, sweaty face.

Personality: A little absentminded and often stressed, he is also very gullible.

Mannerisms: Rubs his hands into the folds of his shirt.

Hooks: Gilos is a young member of the guild and takes orders from the others. He is always running this way or that and seems very much in need of a good night's sleep before he collapses.

MARRA CLEARWATERS

CN female halfling expert 1

Appearance: Short brown hair bound into two thin braids.

Personality: Irrational, she's always thinking ahead and can't seem to grasp the moment at hand. Marra is very friendly and enjoys a good meal with friends.

Mannerisms: Twitches her nose as if about to sneeze. She never sneezes.

Hooks: Marra is said to be a mad genius. Most of her work is sub-par, but the piece that gained her initial membership to the guild surpassed even the guild master's skill. If only they could get her to do it again!



MIT UMBRIDGE

LE male half-elf expert 3

Appearance: Always well dressed, Mit hides a slim dagger in his inside vest pocket. He has a slender moustache and long flowing blond hair.

Personality: Pretends to be interested in others but eventually just stops listening. Obsessed with himself and his own advancement.

Mannerisms: Always keeps his back to a wall if he can help it and hates to go to places he does not know well.

Hooks: Mit can't stand to listen to others. He seeks to control the guild and the town if he can help it, and the PCs may just be the tools he needs to do so.

GLASSJAW YVENS

NG female dwarf fighter 3/expert 2

Appearance: With dark black hair and a long scar along her left jaw, Glassjaw always wears heavy steel gauntlets.

Personality: Sternly judges those who speak and never quite seems satisfied. A stickler for standards, she strives for perfection in her craft.

Mannerisms: Taps her fingers into her palm when growing impatient.

Hooks: Glassjaw takes her nickname not just from the visible wound she carries from her brief adventuring career but her favourite way of ending an argument. Anyone who gets out of line gets a solid punch to the face even if she has to first wrestle them to the ground to reach.

MISTER X

N male human rogue 2/sorcerer 6

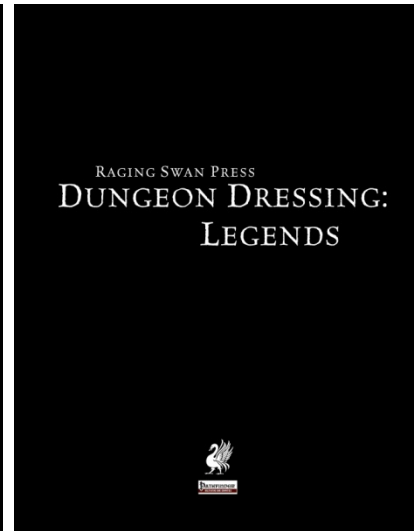
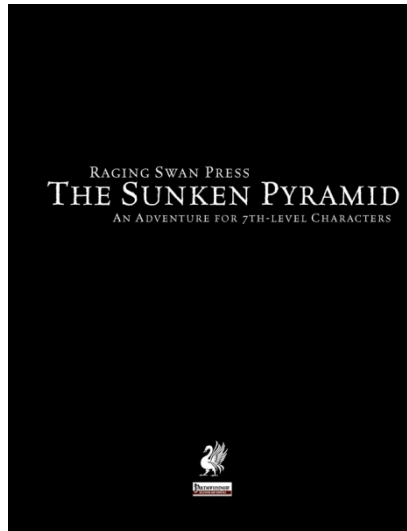
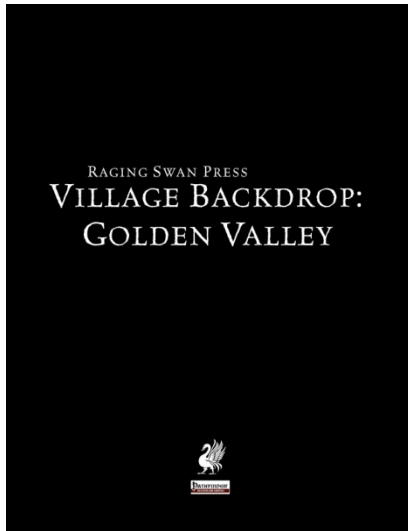
Appearance: Tall and slender, Mister X is always seen wearing a long black cape and a simple silver full face mask.

Personality: Quiet and reserved. He listens before speaking and uses only a few words to express his interest. He speaks quietly, but forcefully.

Mannerisms: Mister X stands very still when speaking and it is said no one has ever seen his hands.

Hooks: Mister X is shrouded in mystery. He is known only to guild members as one of their great patrons and attends most meetings silently. Contradicting rumours have him as a noble who wishes to remain anonymous or a being from another plane whose presence would spark controversy within the guild's ranks.

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