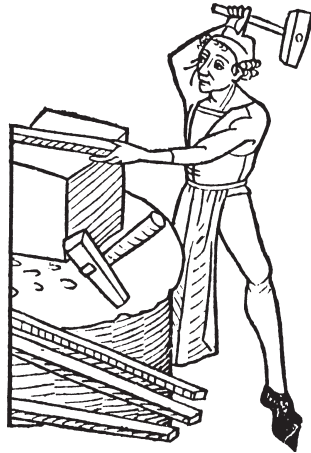


City Builder Volume 2:
CRAFTSMAN PLACES

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

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Cover Images: Front, *A Blacksmith's Shop* (1771), by Joseph Wright of Derby. Back, *The Little Street* (1658), by Johannes Vermeer.

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., Joseph Wright's *A Blacksmith's Shop* on page 4 is meant to face and illustrate the Introduction on page 5).

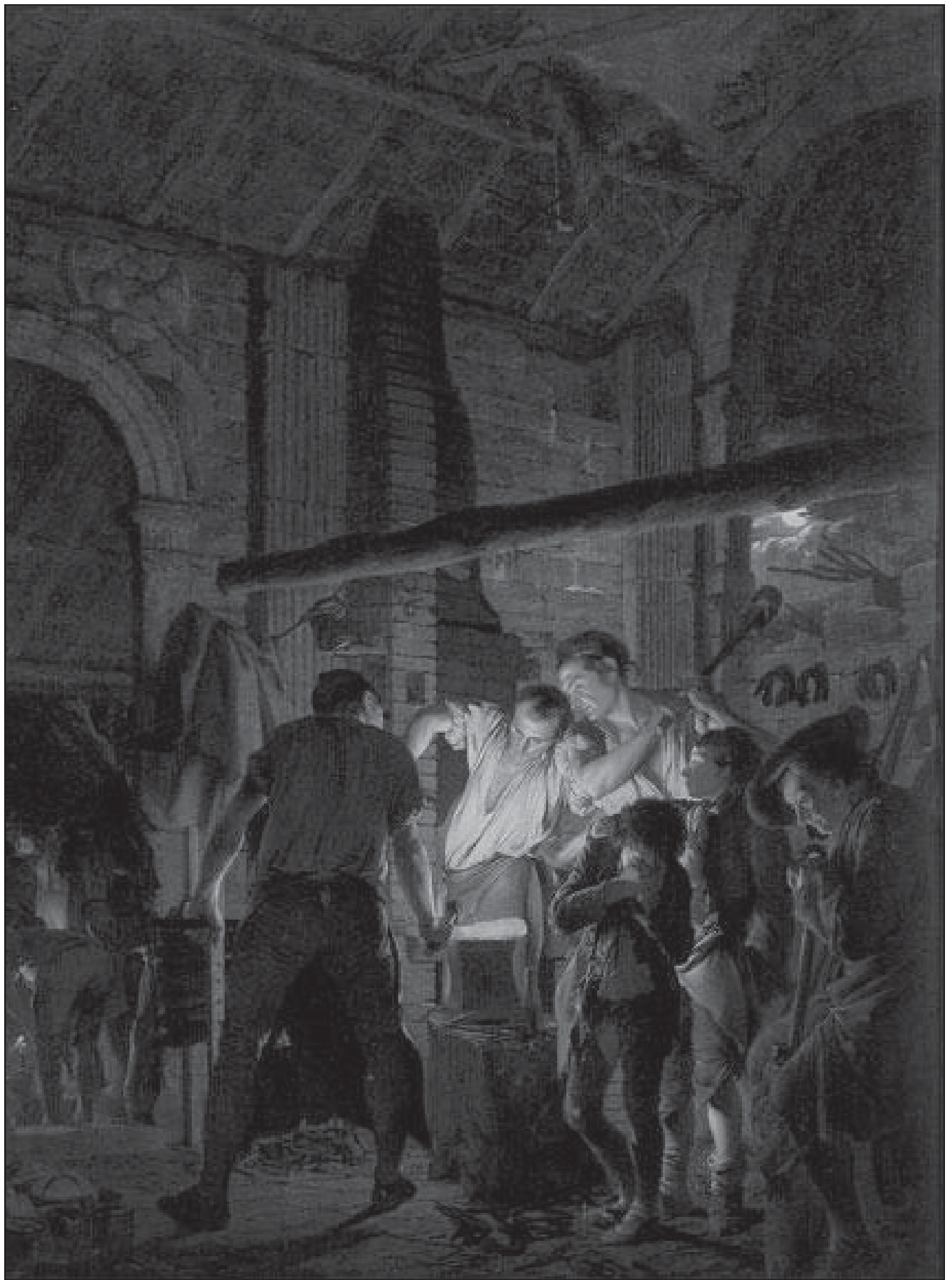


With the above in mind, the optimal way to view and enjoy this book would be to print it out and organize it in a binder so that the pages are arranged as described above. This is by no means necessary, however, for using and fully benefiting from *City Builder Volume 2: Craftsman Places* and its contents.

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Introduction

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

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

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

In traditional ancient, medieval, Renaissance, or fantasy urban areas, many craftsmen live and work in townhouses or whatever other sorts of homes are typical for the area (although specific crafts could require purpose-built structures).

In the rural areas, villages, and other small communities of such a milieu, craftsmen’s operations tend to be smaller and less elaborate and to be located in one of two types of buildings, longhouses and sunken huts, both of which are also used as homes by peasants. (All of these sorts of buildings are described in *City Builder Volume 1: Communities*.)

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

Most craftsmen do not need elaborate security measures (nor can they generally afford them anyway), and tend to rely on such things as sturdy doors, strong locks,

and the patrols of the city watch. In less secure areas, craftsmen might also keep weapons at hand for personal defense, and those with especially valuable commodities on site (e.g., jewelers) might hire full-time security guards or off-duty soldiers to keep watch over their establishments.

About This Series

This is the second volume in a series of 11 books designed to provide Game Masters with concrete information about how to create places necessary to their own fantasy role-playing campaigns and to inspire them to develop ones that are believable, colorful, and exciting for their players’ characters to visit.

City Builder Volume 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. 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 various Skirmisher Publishing LLC d20 publications, including *Experts v.3.5*, *Tests of Skill*, 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 one or more 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.



Armory

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

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

Armories' customers include, naturally, characters who use various sorts of armor. While many armories simply sell their goods to the public at large, some strive to appeal to specific sorts of clientele (e.g., professional gladiators are likely to buy their armor from armories that specialize in stripped-down, revealing armor that protects vital areas but does not impede movement; aristocrats are likely to be drawn to armories that produce attractive, trendy wares; and priests may feel compelled to buy their gear from armories that produce it in specific ways or use only certain materials). Some armories might even produce all of their wares for a single client, such as a city guard force or even larger armories, for which they are subcontracted to produce just one or a few specific armor components (e.g., breastplates, greaves, pauldrons) that are subsequently incorporated into larger products. Shield-makers might have separate shops or even a separate guild, due to the disposable nature of their products and the possible importance of heraldic painting on their faces.

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

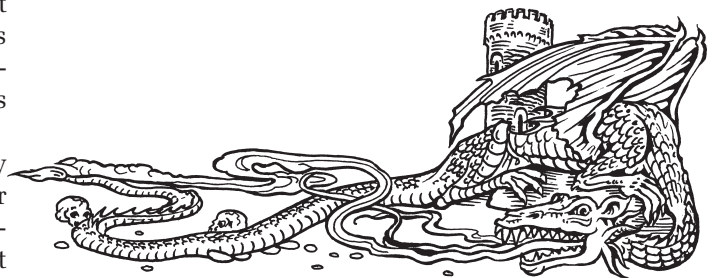
Depending on its size, an armory is usually run by at least one master armorer, who will often have one or more apprentices and perhaps several unskilled helpers at his disposal. Such characters will be adept at

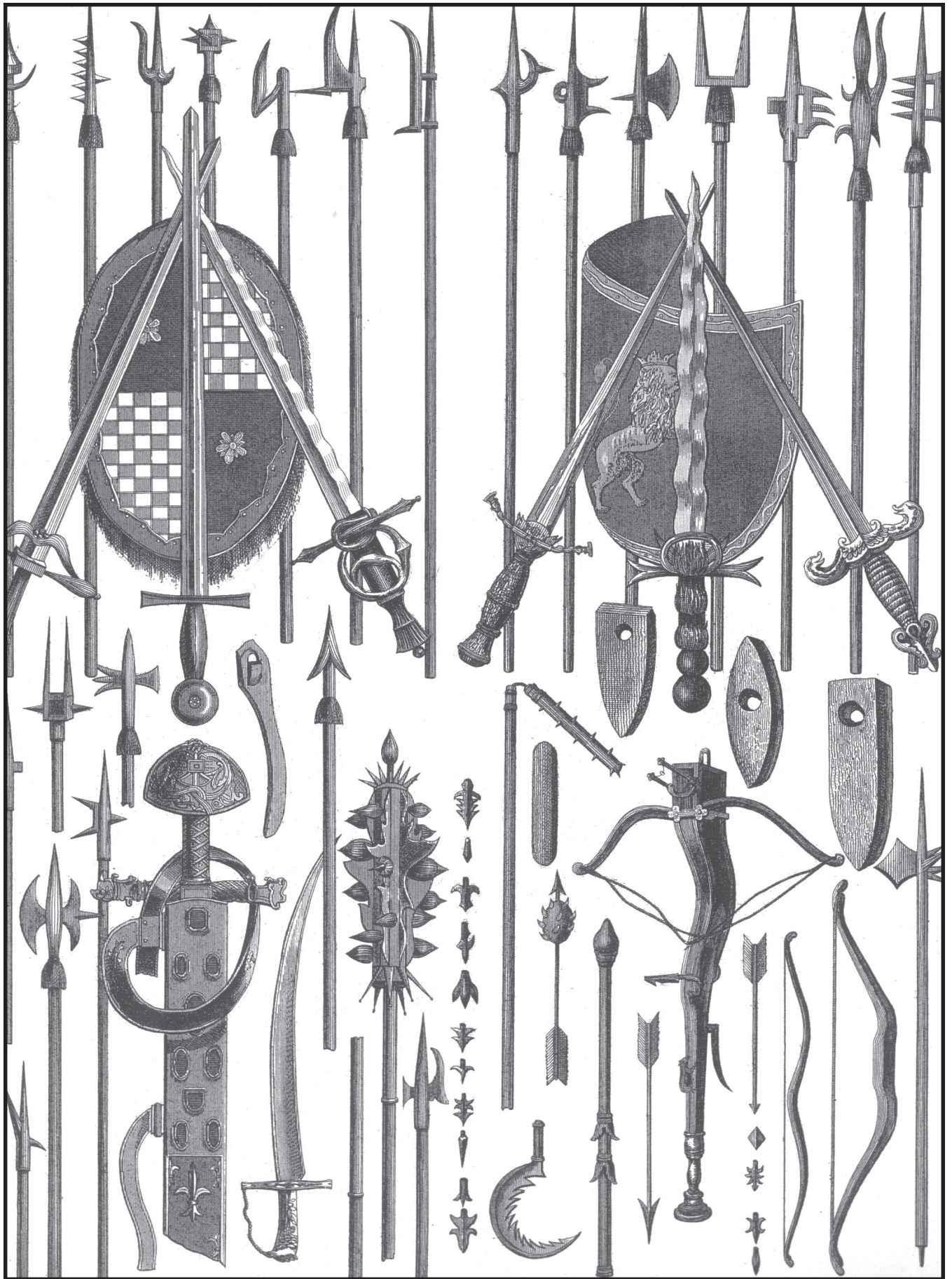
working long hours over hot forges and transforming shapeless pieces of metal into scales, plates, and other components; deftly working with small components like chain links and rivets; and combining appropriate components into finished sets of stock or custom armor. In any event, armories might be run by or for the members of any particular martial people or race — although some are more likely to need or produce armor than others and armorers of a particular race tend to specialize in protective gear created specifically for the races with whom they live and are most familiar (e.g., Dwarven plate, Elven chain, Gnomish mechanist armor).

Adventure Hooks

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

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





Arsenal

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

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

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

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

Most communities of village size or larger will likely be home to one or more craftsmen who manufacture

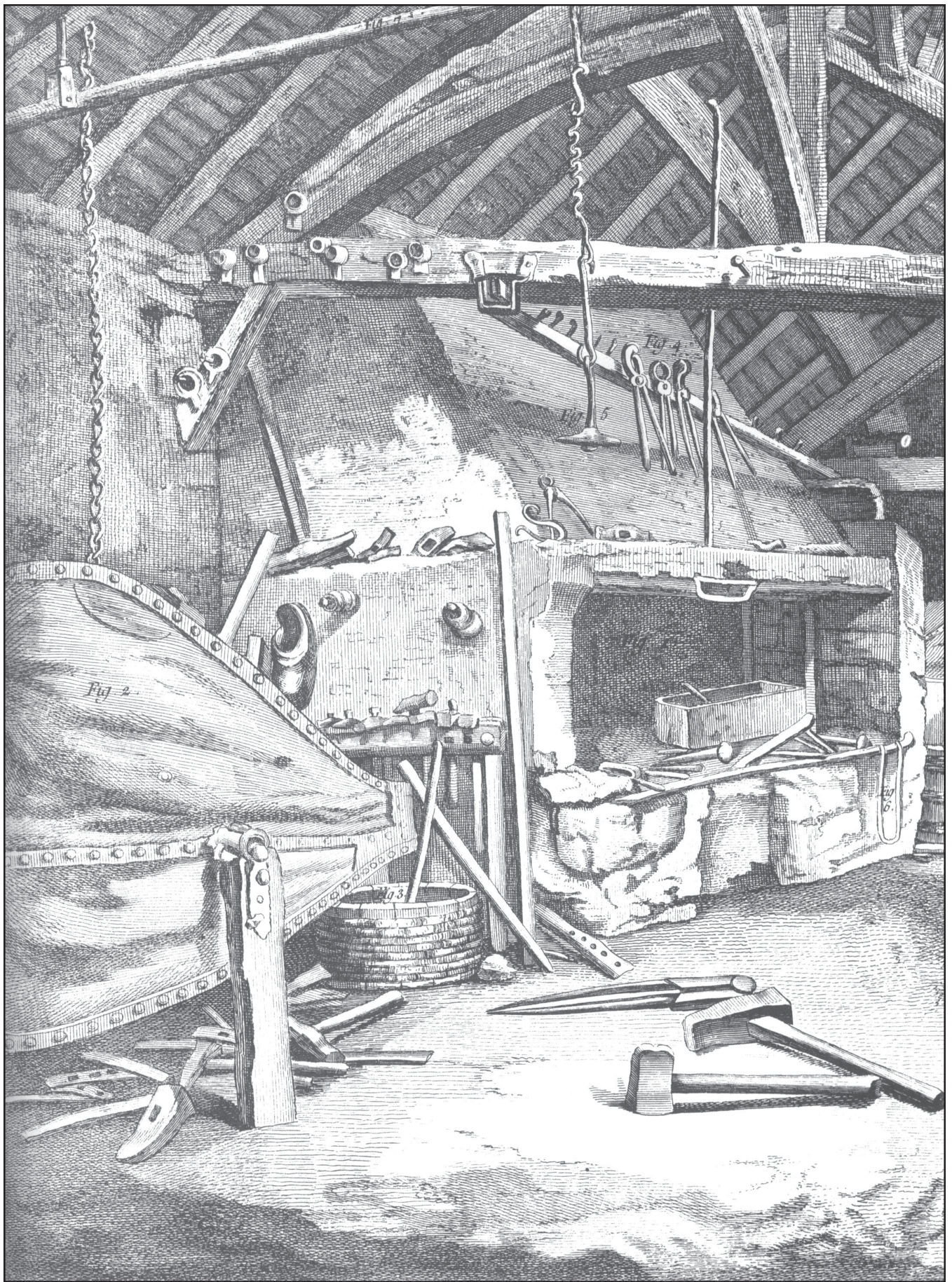
some sort of weapon, often dual-purpose arms favored by the local populace and people other than professional warriors (e.g., varieties of spear, dagger, or axe almost everywhere, longbows in England). Towns and cities are likely to include arsenals specializing in the manufacture of more specialized,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

Depending on the sorts of arms they produce, facilities in a particular arsenal might include a shop for forging and shaping metal weapons; a blacksmith’s shop for creating the blanks used to craft sword blades, axe heads, and other metal components; carpenters’ workshops for crafting the basic wooden parts of weapons like bows, crossbows, and polearms; specialized areas for shaping bowstaves variously of natural wood, composite construction, or even spring steel; and leatherworkers’ shops for producing things like whips, braided sword hilts, leather scabbards, sword belts, and gauntlets (although in some larger towns, the scabbard-makers and other sorts of leather workers might operate independently). Tools might include forges, anvils, hammers, awls, files, wiredrawing blocks, and leather aprons.

Adventure Hooks

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

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



Blacksmithy

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

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

Smithies are typically run by one or more blacksmiths of journeyman or master level, craftsmen who are generally held in very high regard in their villages or neighborhoods, and larger facilities may also include multiple journeymen or apprentices. In a traditional ancient, medieval, or fantasy milieu, all metal-using cultures and races will have blacksmithies run by craftsmen adept at creating implements needed by their people. Dwarves, Gnomes, and other subterranean races noted as miners also tend to be exceptional metalworkers.

Customers of blacksmithies include people from all walks of life, including farmers who need to have tools sharpened, repaired, or forged and travelers who need horseshoes replaced. Adventurers are also frequent visitors to blacksmithies, which they rely upon for everything from the multipurpose iron spikes that so many of them like to have on hand, to custom-made implements of all sorts. More specialized artisans like ar-

morers 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.

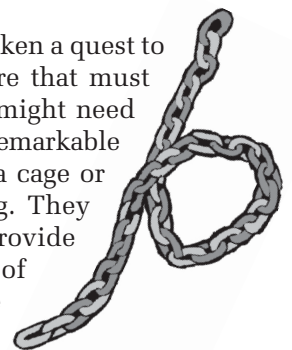
A smithy itself tends to be exceptionally hot and stifling — requiring high endurance from the people working in it — as would be expected from a place the central feature of which is a forge. Other typical equipment includes anvils, bellows, buckets for quenching hot metal, tools like hammers, tongs, 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.





Clothier

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

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

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

In a traditional milieu, most clothiers will work with a variety of materials like wool, linen, fur, silk, and leather. These might be confined to a narrow range of material types or have added to them other, more exot-

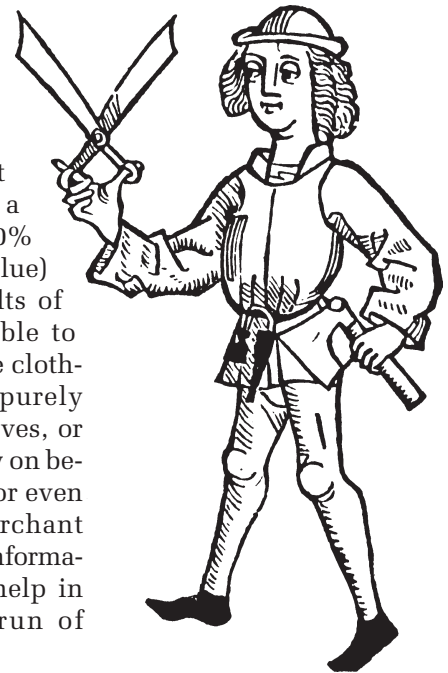
ic materials in less conventional campaign settings. Most clothiers do not actually manufacture the raw materials they use to create their products, however, and purchase cloth, thread, buttons, buckles, and other components and accessories from the artisans who create those things (e.g., weavers, tanners, furriers, button-makers) or the merchants who deal in them.

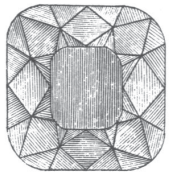
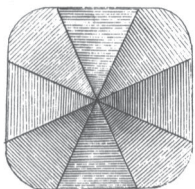
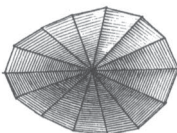
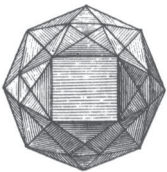
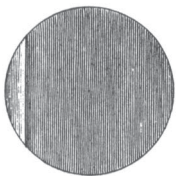
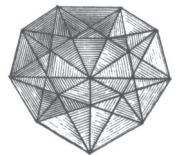
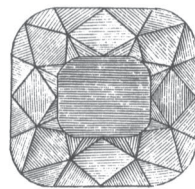
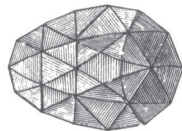
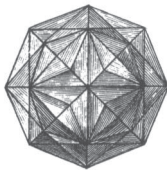
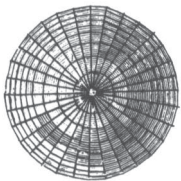
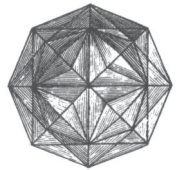
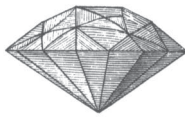
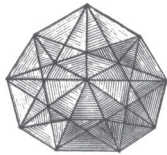
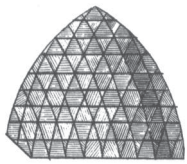
A clothier's workshop typically includes areas for cutting cloth, tables for assembling clothing components, appropriately sized racks for hanging various completed items, and storage areas for cloth and other materials. Equipment present at a clothier is likely to include cutting tables, scissors of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

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

Adventure Hook

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





Jeweler

Jewelry shops are places run by artisans skilled at turning precious metals, gems, ivories, woods, and other materials into jewelry, ornaments, art objects, and other items of beauty worth more than the sum of their separate components. While such items can vary 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 — for purposes of this book, at least — goldsmiths, who are skilled at casting, turning into leaf, and otherwise crafting gold; silversmiths, similarly adept at crafting silver; gemmers, expert at cutting and setting gemstones; artificers, skilled at working with clockwork mechanisms, including those used to measure the passage of time; engravers, skilled at etching metal, gems, or other materials; and costume jewelers, who substitute materials like pinchbeck and paste-glass to simulate gold and gemstones.

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

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

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

Customers at each jewelry shop vary depending on the cost and prevailing uses for the objects that the establishment creates. In societies like that of ancient Rome, for example, where only people of a certain rank were allowed to wear many kinds of jewelry in public,

patrons will tend to be members of the upper classes. In settings similar to that of medieval India, on the other hand — where people from all levels of society carried much of their wealth in the form of jewelry — customers from all walks of life will patronize jewelry shops commensurate with their level of affluence. Buyers who are not of a high social status but wish to suggest otherwise for professional reasons — such as actors and other entertainers, traders, court-parasites, and sex workers of all kinds — buy either costume jewelry or genuine jewels depending on how successful they are in their professions.

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

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

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

Adventure Hook

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



City Builder Volume 2: *Craftsman Places* is the second in a series of 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 not specific to any particular game system and is intended to be compatible with the needs of 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 detailed descriptions of Armories, Arsenals, Blacksmithies, Clothiers, and Jewelers; and

* One or more Adventure Hooks tying in with each described sort of place.



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