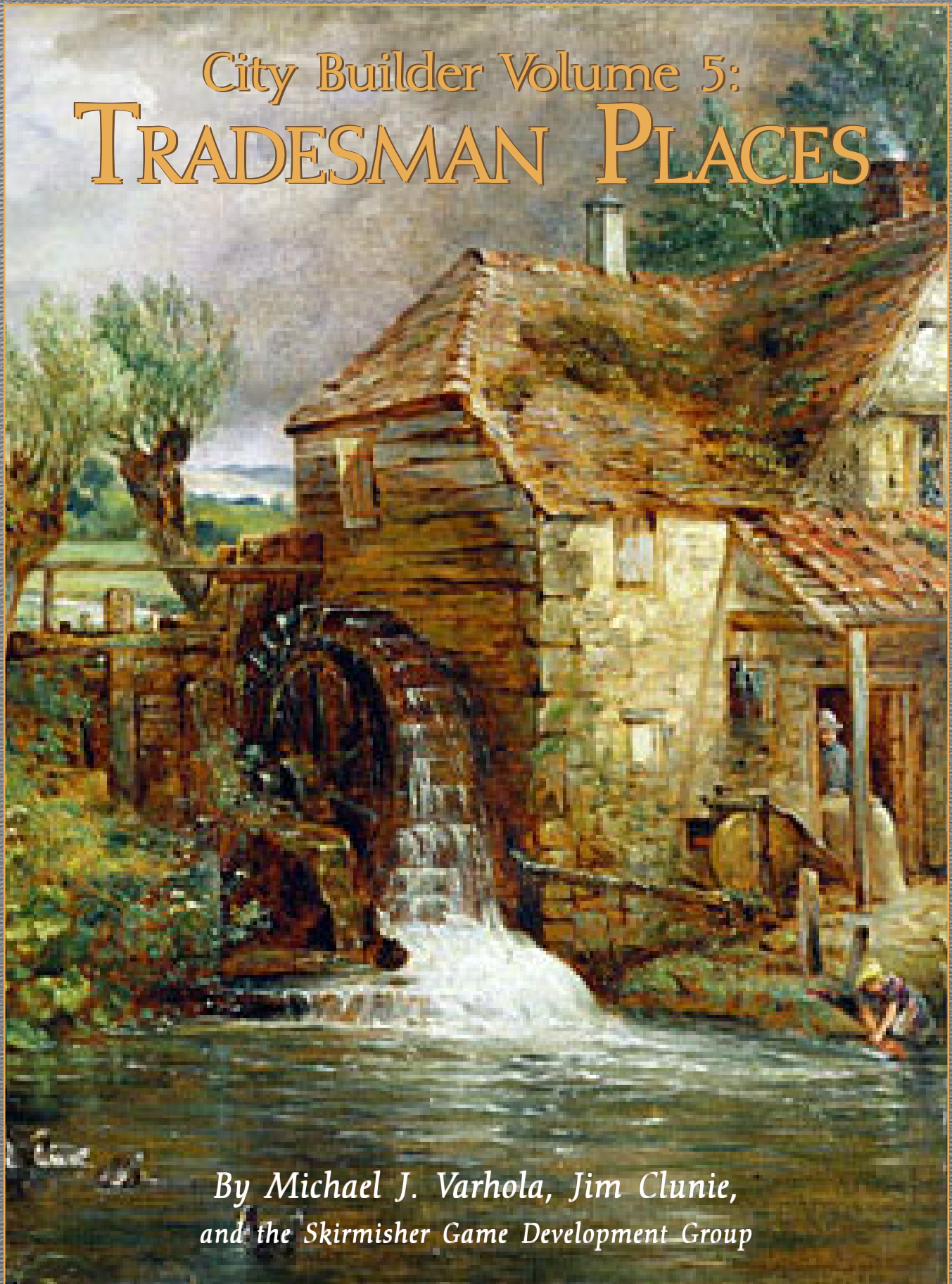


City Builder Volume 5:
TRADESMAN PLACES



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

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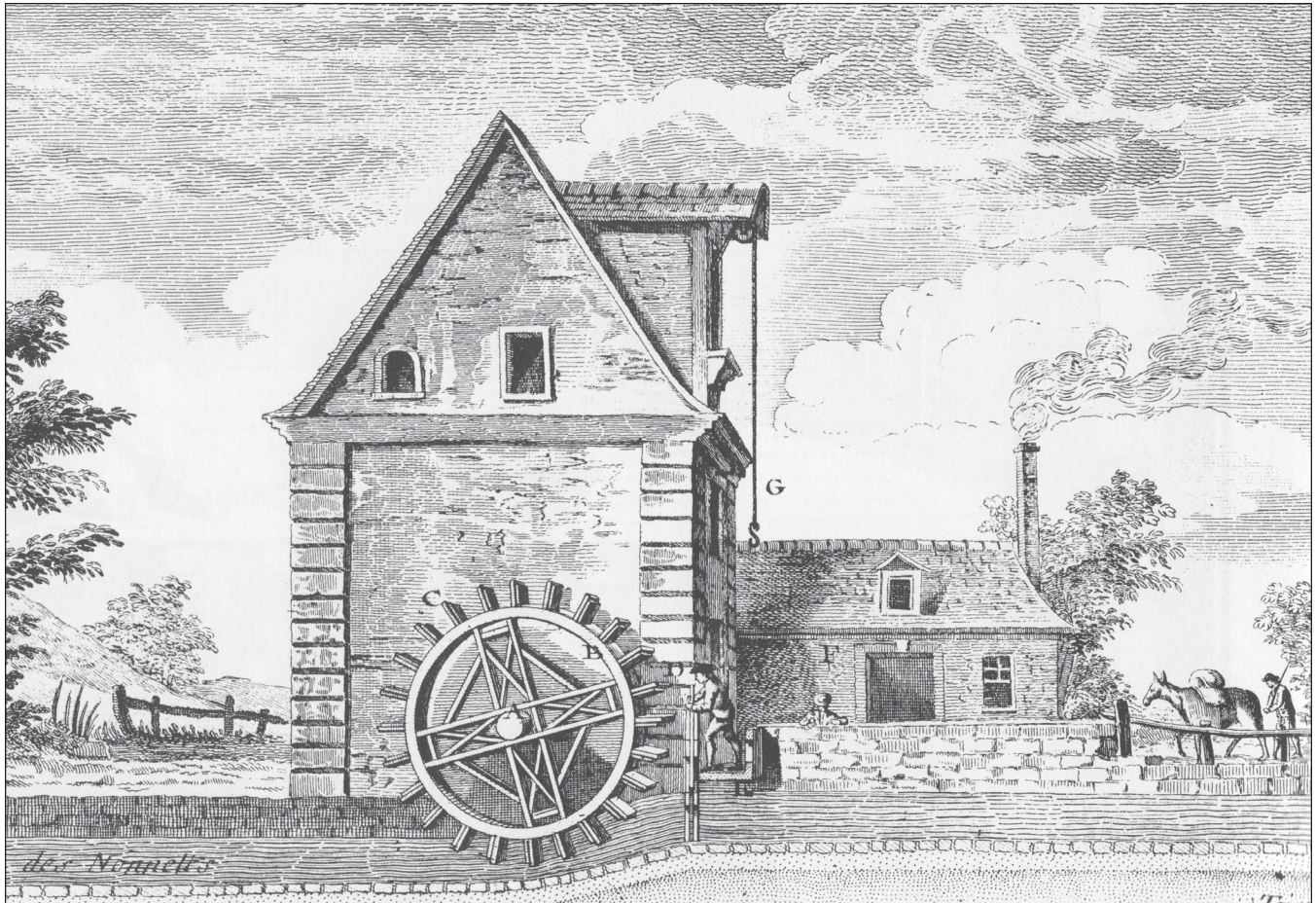
This book has been designed to be as user-friendly as possible from both the perspectives of printing out for use in hard copy and viewing on a computer screen. It has been laid out like a traditional print book with the idea that each even-numbered page complements the odd-numbered page that it should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



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 5: Tradesman Places* and its contents.

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Introduction

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

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

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

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

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

fantasy campaign settings, the workplaces of tradesmen might be set in any number of exotic locations.

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

About This Series

This is the fifth 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. This volume, *City Builder Volume 5: Tradesman Places* examines places occupied by various sorts of specialized individuals with which player characters might periodically need to interact. 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 and services that characters might visit the place to obtain. Following the description are one to three 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.



Apothecary

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

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

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

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

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

Typical equipment employed in apothecaries' workshops includes mortars and pestles — which are often used as the symbols of such places and the practitio-

ners associated with them — scales, choppers, cutting boards, boilers, small ovens, distillation apparatuses, and pill molds. In many cultures, apothecaries may use systems of weights and measures peculiar to their vocation for measuring out precise amounts of small quantities (e.g., the now-obsolete apothecaries' measures used until the last century in English-speaking countries).

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

Adventure Hooks

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

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

* An alchemist asks the characters to assist with secretly introducing a strange additive into batches of medicine to be distributed around the city through local apothecaries. This might variously be for purposes of incapacitating particular recipients of it for a short time, triggering bizarre or violent acts on their part, or even for surreptitiously providing an antidote for a disease or poison that their employer expects nefarious groups to spread among the populace.



Brewery

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

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

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

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

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

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

Fermentation begins by exposure to the outside air,

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

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

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

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

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

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

Adventure Hook

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



Livery Stable

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

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

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

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

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

Stalls themselves will be sized — and perhaps strengthened or barred — for the particular sorts of mounts they are intended to hold and provided with

suitable feeding and watering receptacles and mucking-out access.

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

Equipment present at a livery stable includes all sorts of tack for mounts, such as bits, bridles, saddles, stirrups, halters, reins, harnesses, martingales, and breastplates; items related to the care and comfort of horses, such as stable bandages, horse blankets, feedbags, and grooming equipment like brushes; miscellaneous items used by riders, such as spurs, whips, crops, helmets, and maybe even boots or other garb; and any equipment peculiar to any exotic mounts that a particular livery stable is set up to accommodate (e.g., ankuses at a place geared for elephants). And if a specific stable provides shoeing for mounts, it will also likely include horseshoes, nails, a forge, anvil, bellows, buckets for quenching hot metal, tools like hammers, tongs, and files, and protective gear like aprons and gauntlets.

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

Adventure Hooks

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

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



Mill

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

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

Successful operation of a mill depends on the force and reliability of its source of power, and the location of mill complexes — and even entire towns and industries that require their output — thus depends on the presence of strong reliable winds or moving water rather than their users' convenience. In some areas this can also necessitate an effective system of medium-distance transport to bring raw materials to mills and take their products away from them (e.g., to market). Other mills — particularly those used to grind flour for everyday use, drain low-lying areas, or in conjunction with mines — must be situated in a particular site in order to be useful. Viability of such mills depends on how much free energy can be obtained from the source of power the mill is designed to exploit or on the availability of sources like working animals that are not dependent on location.

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

A watermill might be powered by the constant flow of a natural stream or river, waste-water from places such as bathhouses, or — much more rarely — by tides. Lands favorable for the use of watermills have fast-flowing watercourses — whether in numerous rushing

streams, a few capacious rivers, or piped in aqueducts from nearby large water sources — and typically lie in or at the base of hill-country with high rainfall. Use of adequate water for mills might be secured by grants or licenses from the local government.

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

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

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

When employed for the purpose of processing basic foodstuffs, the people of every settled region dependent upon agriculture need access to flour-mills (which very often also incorporate or serve local bakeries). In countries where inequalities such as serfdom persist, milling is typically a monopoly of the powerful, giving them an opportunity to levy lucrative fees and taxes and thus providing them a strong incentive to exact everything from fines to violent retribution against the establishment of unlicensed mills or home-based prac-



Mill

tices such as hand-milling. Likewise, those whom a ruler wishes to punish or drive away might be forbidden to have their grain ground at mills he controls.

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

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

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

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

Dwarves, Gnomes, and Halflings — all mechanical- or agriculturally inclined — often employ watermills of varying sizes according to their favored vocations.

Goblinoids enjoy the concept of slave-driven mills, typically rickety and dangerous amongst Goblins and massive and brutally efficient for Hobgoblins, but alike in their grim toll of captive workers.

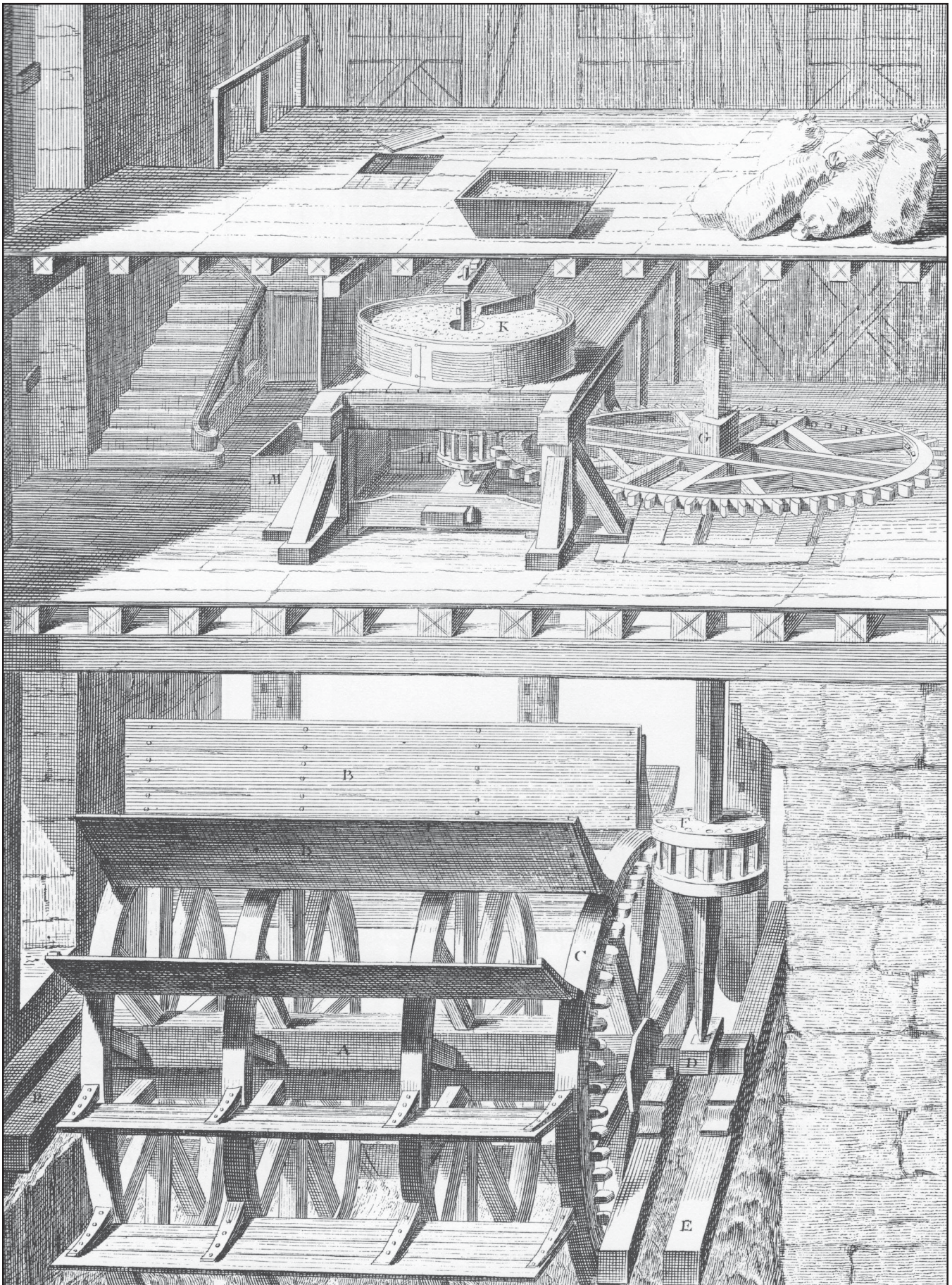
As technical experts, millers and mill-wrights are often well-placed to move about the campaign setting, plying their trade for different local rulers wherever the pay is best. Milling is typically a recognized craft, sustained by a country-wide system of apprentices, journeymen, and master millers,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

Adventure Hooks

* Adventurers captured by their enemies, or a group of common folk whom the party is motivated to protect, could be put to work at a capstan or in a treadmill, either to support the daily needs of their enemies (e.g., irrigating fields, grinding flour) or to support some major project that ultimately poses a threat to the characters' interests (e.g., construction of new and powerful warships or a strategically-placed fortress). Insufficient food, unrelenting work, and dangerous unprotected machinery may wear down or increasingly kill off workers, adding urgency to the need to end their toil.

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

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



Slave Pen

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

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

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

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

Any particular slave pen might also include barracks for guards, apartments for the chief slavers, and possibly even quarters for visiting merchants at the largest facilities. Other areas within a slave pen might include an area where slaves are displayed and auctioned off, possibly upon something like a raised dais, with a secure seating or standing area for buyers; a bathhouse where slaves can wash and be groomed prior to being auctioned off; a kitchen for preparing food for slaves and staff alike; a forge to maintain metal shackles, bars, and weaponry; stables for draft animals and storage areas for wagons or other conveyances if slaves are transported in this way; an area for branding or otherwise marking slaves if this is the custom; and possibly

a vault of some sort if wealth needs to be stored. There might also be areas used to test specific desired capabilities of slaves (e.g., sparring areas where the combat abilities of potential gladiators can be assessed) or areas to punish or execute rebellious or troublesome slaves, although such practices will likely be rare except in extreme cases where they are deemed necessary or under conditions where so many slaves are available that they are somewhat devalued.

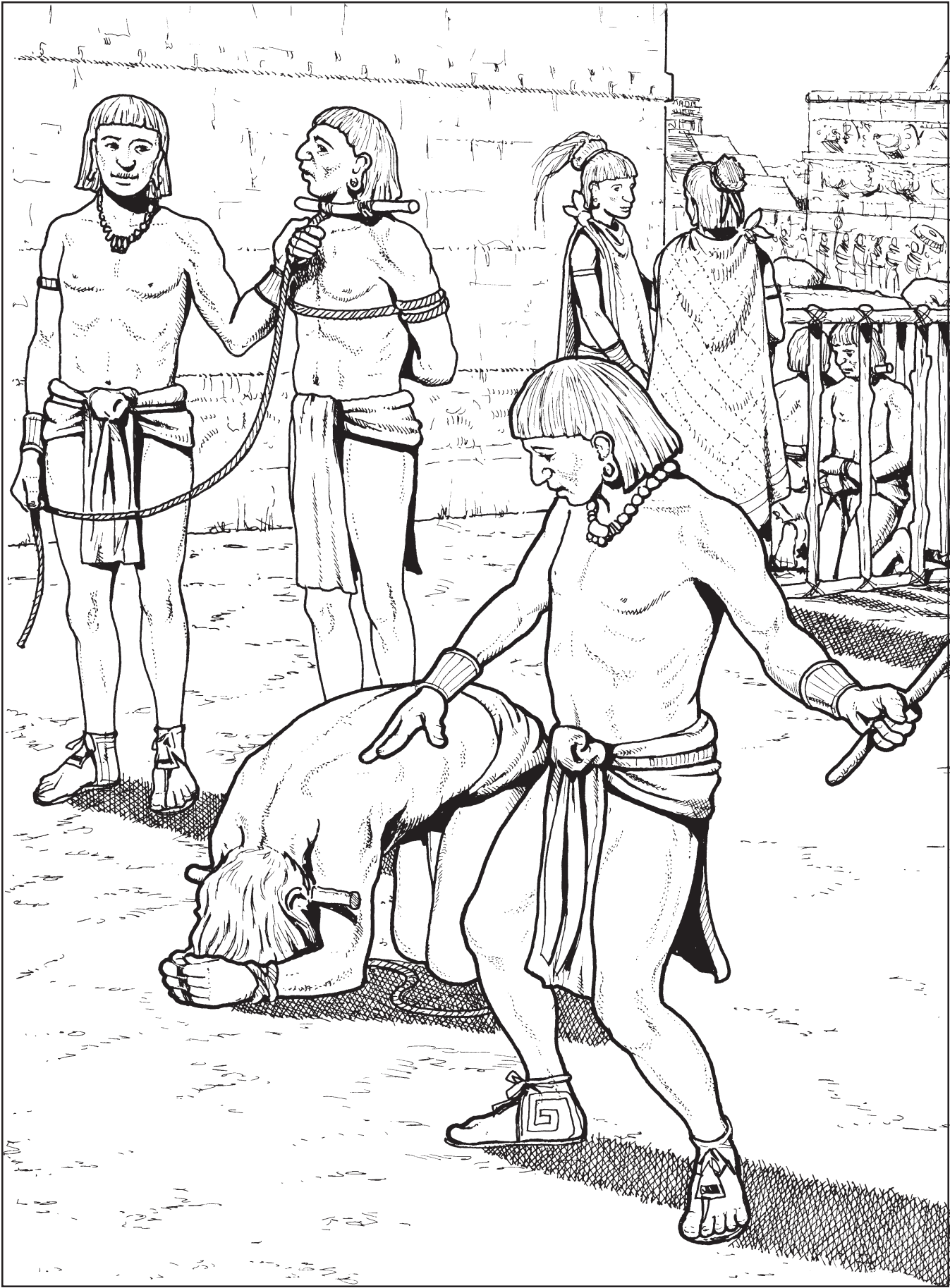
Personnel at a slave pen might include one or more slavers, who likely own or manage the pen; a contingent of guards to oversee, control, and move slaves around as needed, possibly reinforced with dogs or other trained beasts; and a staff of attendants, cooks, and menials — possibly slaves themselves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

Adventure Hooks

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

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

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



Skirmisher Product List

SKIRMISHER ELECTRONIC PRODUCTS

Many of Skirmisher's books and games are available in PDF format — some of them exclusively in this form — as download from various commercial sites, including DriveThruRPG (http://rpg.drivethrustuff.com/index.php?manufacturers_id=2132), RPGNow (http://www.rpgnow.com/index.php?manufacturers_id=2132), Paizo, and YourGamesNow; a few are also available via email by request. This list is constantly growing, so be sure to check the download site of your choice to see what is currently available! Coupons for reduced-price and free versions of several of the for-sale books are available for subscribers to the *Skirmisher Update* newsletter and registered members of the interactive Skirmisher Forum (<http://www.skirmisher.com/forum>). Prices and release dates are subject to change.

d20 Products

The Noble Wild (d20 Fantasy Sourcebook); \$17.99
Experts v.3.5 (d20 Fantasy Sourcebook); \$12.99
Nuisances: Director's Cut (d20 Fantasy Sourcebook); \$12.99
Edgar Rice Burroughs' Mars: Shadows of a Dying World
(d20 Science Fiction Sourcebook); \$11.99
Warriors (d20 Fantasy Sourcebook); \$9.99
Tests of Skill v.3.5 (d20 Fantasy Sourcebook); \$11.99 (June 2008)

Generic Fantasy Products

City Builder Volume 1: Communities (Fantasy Sourcebook); \$3.99
City Builder Volume 2: Craftsman Places (Fantasy Sourcebook); \$1.99
City Builder Volume 3: Entertainment Places (Fantasy Sourcebook); \$1.99
City Builder Volume 4: Professional Places (Fantasy Sourcebook); \$1.99
City Builder Volume 5: Tradesman Places (Fantasy Sourcebook); \$1.99
City Builder Volume 6: Mercantile Places (Fantasy Sourcebook); \$1.99 (July 2008)
City Builder Volume 7: Service Places (Fantasy Sourcebook); \$1.99 (August 2008)
City Builder Volume 8: Scholarly Places (Fantasy Sourcebook); \$1.99
(September 2008)
City Builder Volume 9: Religious Places (Fantasy Sourcebook); \$1.99
(October 2008)
City Builder Volume 10: Governmental Places (Fantasy Sourcebook); \$1.99
(November 2008)
City Builder Volume 11: Underworld Places (Fantasy Sourcebook); \$1.99
(December 2008)

Other Products

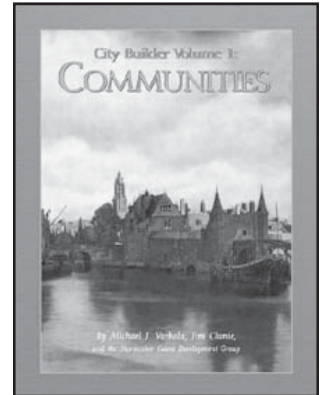
USSMC 7-22: Space Boarding Operations (Futuristic Field Manual); \$4.99
H.G. Wells' Floor Games (Miniatures Rules/Historic Reprint); \$5.99
H.G. Wells' Little Orc Wars quick-play rules (Miniatures Rules); \$2.99
A Brief History of Gnolls (Quasi-Academic Essay); \$2.99 (April 2008)

Cthulhu Live 3rd Edition Products

House of Pain (CL3 Script); \$4.99
Old Man of Damascus (CL3 Script); \$4.99
Green Fairy (CL3 Script); \$4.99 (June 2008)
Sight Unseen (CL3 Script); \$4.99 (July 2008)

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Skirmisher Update (electronic quarterly newsletter containing news and free game content); FREE.
PowerLunch™ collectible trading business card game (CTBCG) (self-standing game); FREE.
Noble Animal Spell Lists (*The Noble Wild* rules supplement); FREE.



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SKIRMISHER ANALOG PRODUCTS

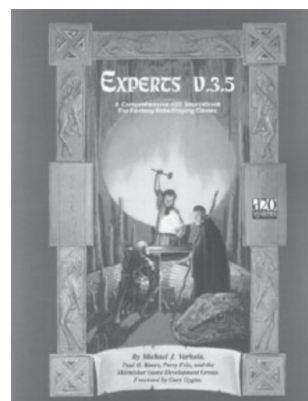
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d20 Products

- ___ *Warriors* (d20 Fantasy Sourcebook); \$19.95
- ___ *Tests of Skill* (d20 Sourcebook & Adventures); \$19.95
- ___ *Experts v3.5* (d20 Sourcebook); \$24.95

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- ___ "Loleda Rogue" miniature; \$4.95
- ___ "Loleda Nude" miniature; \$4.95
- ___ "Decapussywhipper" miniature; \$19.95



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- ___ *USSMC FM 7-22: Space Boarding Operations* (Futuristic Field Manual); \$9.95
- ___ *Control: The Game of Absolute Corruption* (Conspiracy RPG); \$9.95

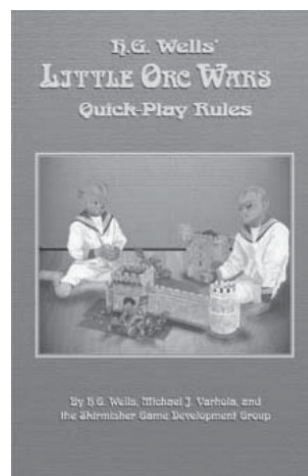
H.G. Wells Game Reprints

- ___ *H.G. Wells' Little Wars* (Miniatures Rules/Historic Reprint); \$9.95
- ___ *H.G. Wells' Floor Games* (Miniatures Rules/Historic Reprint); \$11.95
- ___ *H.G. Wells' Little Orc Wars* quick-play rules (Miniatures Rules); \$2.95



Cthulhu Live 3rd Edition Products

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- ___ *Cthulhu Live 3rd Edition* and Companion CD-ROM; \$24.95
- ___ *The Old Man of Damascus* (Cthulhu Live 3rd Edition script/scenario in PDF format on CD); \$4.95
- ___ *House of Pain* (Cthulhu Live 3rd Edition script/scenario in PDF format on CD); \$4.95



Miniatures

All of the following miniatures are hand-painted and come with full d20 stats and free miniatures rules.

- ___ Orcs of the Triple Death: Orc Champions (two miniatures); \$7.95
- ___ Orcs of the Triple Death: Orc Archers (three miniatures); \$11.95
- ___ Orcs of the Triple Death: Orc Berserkers (three miniatures); \$11.95
- ___ Orcs of the Triple Death: Orc Halberdiers (three miniatures); \$11.95
- ___ Orcs of the Triple Death: Orc Swordsmen (three miniatures); \$11.95
- ___ Orcs of the Triple Death: Orc Taskforce (eight miniatures); \$31.95
- ___ Orcs of the Triple Death: Orc Army (100 miniatures); \$199.95



City Builder Volume 5: *Tradesman Places* is the fifth offering 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 a universal resource that is not specific to any specific 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;

- * Sections devoted to descriptions of Apothecaries, Breweries, Livery Stables, Mills, and Slave Pens; and

- * One to three Adventure Hooks tying in with each described sort of place.



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