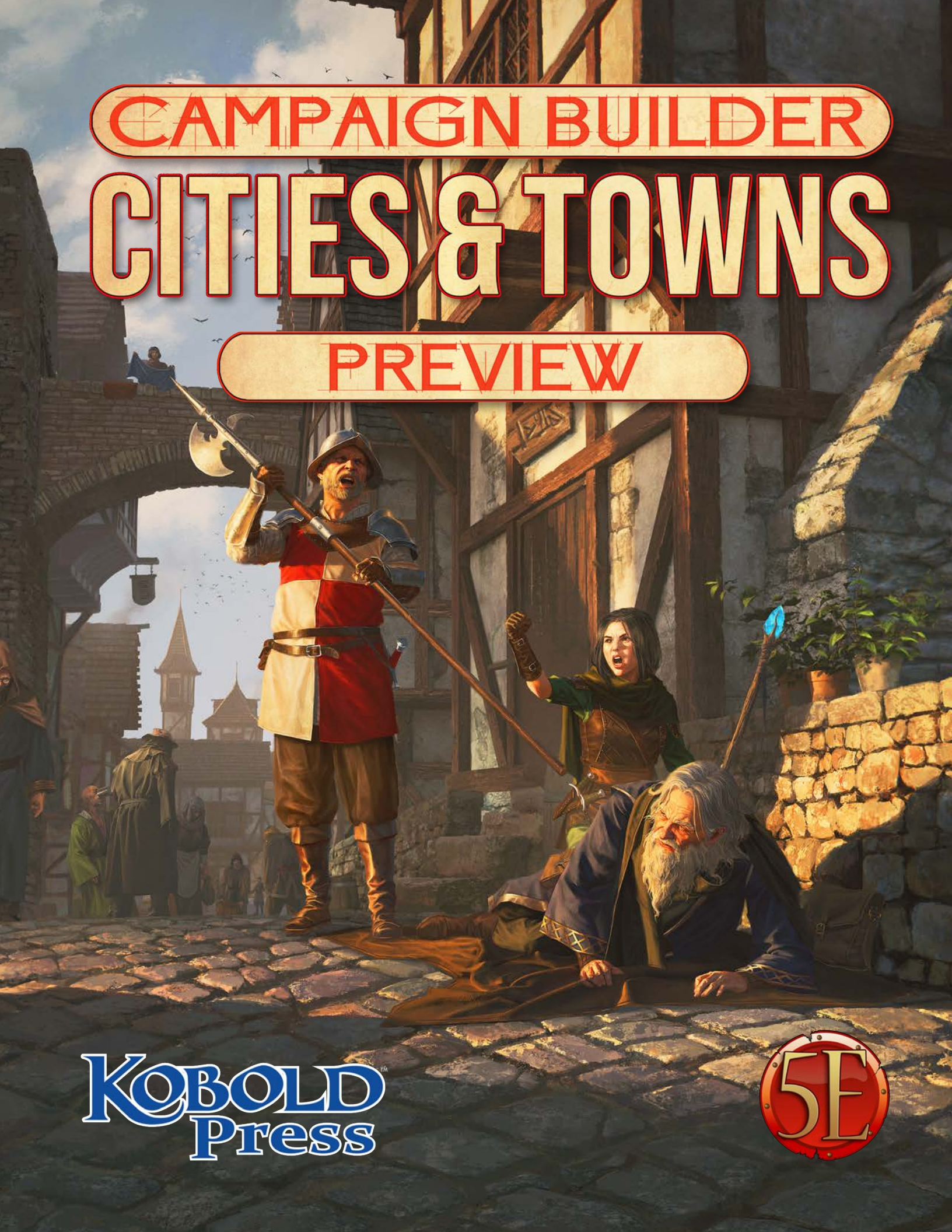


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3 CITY INHABITANTS

The people who dwell within a city or town are the community's lifeblood, the very reason for its existence. Citizens come together for protection, ease of trade, and social benefits. Even within the larger congregation of a city's inhabitants, groups of individuals who have shared talents or areas of interest band together for common cause. Below are some of the types of organizations citizens join within a city or town.

GUILDS

Guilds are associations of artisans, merchants, or workers from a particular profession who have come together to champion and sometimes regulate the goods and services provided by their members.

Guilds fall into four main types—craft guilds (skilled artisans who make and sell goods), merchant guilds (who sell goods and services, but don't make them), illicit guilds (who are up to no good), and others, such as arcane or laborers' guilds that don't fit readily into the other three types. Each is covered in the sections below. While not every guild will be of interest to player characters, adventurers who join a guild can enjoy its benefits and get tangled up in guild politics or undertake missions for their guild.

A halfling from a wealthy district of the city examines a custom-ordered blade with a critical eye while the blacksmith who crafted the weapon looks on with pride at her handiwork.

Guilds range in size from a small society with less than a dozen members that meets in the back room of the local tavern, to a large guild with up to 100 members and its own guildhall, to a powerful organization with guildhalls in multiple towns and cities, and a membership numbering in the hundreds, perhaps even the thousands. The bigger the guild, the more power and influence it has over its field of enterprise, and even over the city itself. Guildmasters of powerful guilds can play a key role in how a city is run, either by sitting on the city council themselves, or by choosing those who best represent the guild's interests to sit there in their stead.

A strong guild with the legal backing of the city government can command a monopoly, forbidding anyone to practice a trade or profession without being a member of the guild. Guilds can set minimum and maximum prices and rates of pay, stipulate quality

standards, and establish rules to prevent fraud or unfair competition between members. In cities where not every craftsman or merchant is required to belong to a guild, displaying a guild's badge is a mark of quality, allowing the trader to charge 10% to 15% more than the non-guild price for their goods and services.

CRAFT GUILDS

Craft guilds are the most common type of guild found in cities and towns. Guild members are typically self-employed crafters or manufacturers of a particular type of goods, either running their own business or working for a master who has been granted a franchise by the guild.

Although each craft guild is different, guilds usually have four ranks: apprentice, journeyman, master, and senior master. Apprentices start at a young age and spend a minimum of three years learning their trade from a master in exchange for room and board. Once they have completed their apprenticeship, they are promoted to the rank of journeyman and are paid a small wage, a percentage of which they must give to the guild as dues. Journeymen are encouraged to travel to other cities to pick up new techniques and can either set up on their own or work for a new master to further develop their skills. After at least one year as a journeyman, the crafter can apply to become a master. If their work is deemed to be of sufficient quality, they are promoted to the rank of master and are entitled to display the guild's badge. Senior masters are the most experienced and highly skilled artisans in the guild and have practiced their craft for over ten years. Each guild chooses a Guildmaster from among the senior masters to lead the organization; selection methods and terms of office vary from guild to guild.

Depending on the size of the city, a craft guild can represent several related professions under a single umbrella. For example, a small town might be home to the Guild of Master Builders, a single guild with members who are architects, carpenters, engineers, masons, plasterers, stonecutters, and roofers, while in a larger city, there are two guilds—the Proud Company of Carpenters and Roofers and the Venerable Order of Stonemasons. In a huge metropolis where guilds play a major role, things might be further subdivided, creating even more guilds, each with a narrower focus. This can create more problems than it solves. Overlaps or ambiguity in guild portfolios are often a major source of disagreements and tension between guilds and can even lead to fighting in the streets if things get out of hand.



TYPICAL CRAFT GUILDS

Below are some common types of craft guilds, suitable for a large city.

APOTHECARIES

This is a guild of herbalists, physicians, and makers of non-magical potions, infusions, poultices, and ointments. The Apothecaries' Guild sometimes sends adventurers in search of rare herbs and other exotic ingredients such as dragon's blood and other monster parts for use in their medications.

ARMORERS AND WEAPONCRAFTERS

Members of this highly respected guild design and manufacture all kinds of weapons and armor. Many of its artisans work in metal, but the membership also extends to bowyers and fletchers, as well as makers of leather armor.

BAKERS AND CHEFS

Bakers and pastry makers are the most numerous members of this guild, but its ranks are open to all chefs and cooks, whether they run their own eating establishment or serve in a noble's kitchen.

BOOKBINDERS, CALLIGRAPHERS, AND SCRIBES

This guild makes and sells parchment, vellum, scrolls, books, inks, and quills and provides writing services for those who need it, as well as copying and illuminating valuable manuscripts.

BREWERS, DISTILLERS, AND VINTNERS

Members of this guild make good quality beers, ciders, wines, and spirits for sale to inns and taverns and to the public.

CARPENTERS AND ROOFERS

This guild plays a vital role in the construction and repair of the city's buildings. Carpenters manufacture the timber frames for buildings and craft wooden furniture and cabinets. Roofers build and maintain both thatched roofs and those tiled with more expensive clay shingles. The latter work can lead to tension with the Potters and Tilemakers if the Roofers fail to use their tiles.

CARTOGRAPHERS AND SURVEYORS

Cartographers make and sell maps and sometimes are hired by adventurers to turn their scrappy, bloodstained sketches of ancient ruins and deadly dungeons into



suitable records of successful plundering expeditions. Surveyors are more adventurous individuals, accompanying expeditions into uncharted territory to draw accurate maps in situ.

CORDWAINERS AND COBBLERS

Members of this prosperous guild make and repair leather shoes and boots and felt or silk slippers. The Cordwainers and Cobblers keep a close eye on the Leatherworkers to make sure they are not treading on their members' toes.

GLASSWORKERS

This guild makes and sells glass items, including wine bottles, perfume and potion vials, and art objects, as well as plain and stained-glass windows for those wealthy enough to afford them.

JEWELERS AND GEMCUTTERS

Members of this guild create beautiful objects from gold, silver, and other precious metals and from gemstones. Master craftsmen in the guild are sometimes called upon to make coins for the city or royal mint.

LEATHERWORKERS

This guild covers skinners, tanners, and all who work with animal hides of different types to produce leather goods. Some members of this guild specialize in the manufacture of bridles, harnesses, and saddles for horses and other riding animals.

LOCKSMITHS AND ARTIFICERS

Locksmiths manufacture, install, and repair locks and keys of all types, as well as building secret doors, panic rooms, and vaults for those who want to go the extra mile to protect themselves or their wealth. Members of this guild can also include trapsmiths and gearworkers. Trapsmiths who use poison in their traps must purchase a license from the city government, typically costing between 50 and 100 gp.

MASONS

Often one of most powerful guilds in the city, the Masons are usually charged with overseeing the construction of all buildings within its walls. Members include architects, engineers, masons, stonecutters, and even some sculptors.

METALSMITHS

This guild is made up of blacksmiths and metalworkers who produce a wide range of metal items including tools, bells, horseshoes, belt buckles, scabbards, and cutlery. They are not permitted to manufacture armor and weapons or jewelry, which are the provinces of the Armorers and Weaponcrafters' and Jewelers and Gemcutters' guilds, respectively.

PAINTERS

Members of this guild include artists and portrait painters, as well as sign makers and decorators.

PERFUMERS

This wealthy guild has a monopoly on the manufacture and sale of perfume, incense, and soap. Their perfume formulas are closely guarded secrets.

POTTERS AND TILEMAKERS

The Potters produce ceramic goods including pots, cups, plates, oil lamps, and other wares, as well as clay shingles for roofing and colorful glazed tiles for decoration.

SHIPWRIGHTS

Guild members are experts in designing and building all types of ships and boats. The best rope-makers are also members of this guild. This guild is usually only found in cities and towns on the coast or on a river, although in Midgard's Southlands and other desert settings, there may be shipwrights' guilds who construct desert-traveling sandships.

TAILORS AND CLOTHIERS

Makers of all kinds of clothing, from hats and gloves to shirts, robes, and cloaks, the Tailors and Clothiers' guild members serve customers who are usually the wealthy middle class and the nobility who are prepared to pay for good quality bespoke garments of wool, cotton, or linen, and perhaps even silk or fur.



TINKERS

This humble guild is made up of tinkers and tinsmiths who repair broken metal objects. Most guild members do not have a workshop and instead wander from door to door to ply their trade.

WAGONMAKERS AND WHEELWRIGHTS

The guild's monopoly includes the manufacture of wagons, wheelbarrows, and carriages for use by merchants, teamsters, and travelers, as well as repairing and replacing broken wheels and axles.

WEAVERS AND DYERS

The Weavers and Dyers manufacture textiles and dye cloth for use by the Tailors and Clothiers (with whom they often have a fractious relationship). They also make fine carpets, rugs, and tapestries.

WOODCRAFTERS AND COOPERS

Members of this large and important guild produce a wide range of wooden goods including furniture (which can upset the Carpenters), barrels, chests, and ladders.

CRAFT GUILD NAME GENERATOR

You can use the tables below to generate (or choose) suitably grandiose names for your city's craft guilds. Roll twice on Table 3.1 and once on Table 3.2. Pick just one of the trades listed under Guild Portfolio if you want to create a more specialist guild for a larger city.

TABLE 3.1

d12	Adjective	Noun
1	Honorable	Guild
2	Benevolent	Company
3	Worshipful	Order
4	Diligent	Association
5	Solemn	Fellowship
6	Loyal	Brotherhood/Sisterhood
7	Tireless	League
8	Distinguished	Collegium
9	Proud	Union
10	Upright	Society
11	Steadfast	Federation
12	Venerable	Council

JOINING A CRAFT GUILD

Although joining a craft guild is not as exciting as becoming a member of a criminal gang or mercenary company, craft guilds appeal to those player characters who enjoy spending downtime crafting items and making money from running a business or who want to make useful contacts in the city. Craft guilds are also less demanding than some of the other types of organizations detailed in this chapter, meaning guild obligations are less likely to get in the way of adventuring. However, the guilds do value having adventurers in their ranks with specialized skills who can carry out missions on their behalf.

To join a craft guild, a character needs to be proficient in the appropriate type of artisan's tools. The character must visit the guildhall and pay an initial fee, usually 20 to 25 gp. Some guilds may also insist on a practical demonstration of the character's crafting skills, an

TABLE 3.2

2d12	Guild Portfolio
2	Apothecaries
3	Armors and Weaponcrafters
4	Bakers and Cooks
5	Bookbinders, Calligraphers, and Scribes
6	Brewers, Distillers, and Vintners
7	Carpenters and Roofers
8	Cartographers and Surveyors
9	Cordwainers and Cobblers
10	Glassworkers
11	Jewelers and Gemcutters
12	Leatherworkers
13	Locksmiths and Artificers
14	Masons
15	Metalsmiths
16	Painters
17	Perfumers
18	Potters and Tilemakers
19	Shipwrights
20	Tailors and Clothiers
21	Tinkers
22	Wagonmakers and Wheelwrights
23	Weavers and Dyers
24	Woodcrafters and Coopers

interview with the Guildmaster to determine that they are of good character, or an eccentric initiation ceremony before agreeing to admit new members.

DUES AND RESPONSIBILITIES

Once the character is a member of the guild, they must pay monthly dues of 5 gp and make a 10% contribution from any income created while practicing their craft. Members who forget to pay their dues for three months in succession, fail to attend guild meetings, or neglect their business and thus bring the guild into disrepute may find themselves expelled from the guild.

BENEFITS

Player characters who belong to a craft guild gain the following benefits:

- Free room and board at the guildhall, which also serves as a place for members to do business, gain information, and socialize
- A guild badge, allowing the character to practice their trade in the city and charge guild prices for their wares
- When the character meets fellow guild members for the first time, their starting attitude is friendly
- An introduction to one or more influential figures in the city
- The ability to call upon the guild in times of need—this could be an emergency loan or an advocate sent by the guild to defend the character in court. Gaining the guild's assistance requires a successful Charisma (Persuasion) check; the GM should set an appropriate DC.

MISSIONS

Player characters belonging to the guild may be asked to carry out missions that make use of their adventuring skills. This could involve resolving a dispute between guild members and artisans belonging to a rival guild in a nearby town or putting a stop to goblin raids on a mine supplying vital mineral ore.

Here are some sample missions:

- Protect guild members working on the construction of the city hall's new roof from attacks by disgruntled Stonemasons
- Escort the Guildmaster across the desert to the conclave of Weavers and Dyers taking place in the oasis town of Wadi Mitraq
- Investigate the mysterious death of Senior Master Ignatius who drowned in his own tanning vat

ADVANCEMENT

A character who completes at least three missions for the guild and spends a minimum of six weeks downtime taking part in crafting activity becomes favored by the guild.

The character's enhanced reputation earns them access to better raw materials for crafting, reducing the time needed to manufacture an item by 10%. Once per week, the character gains advantage on Charisma checks made during a meeting with a member of the city government or an important guild official.



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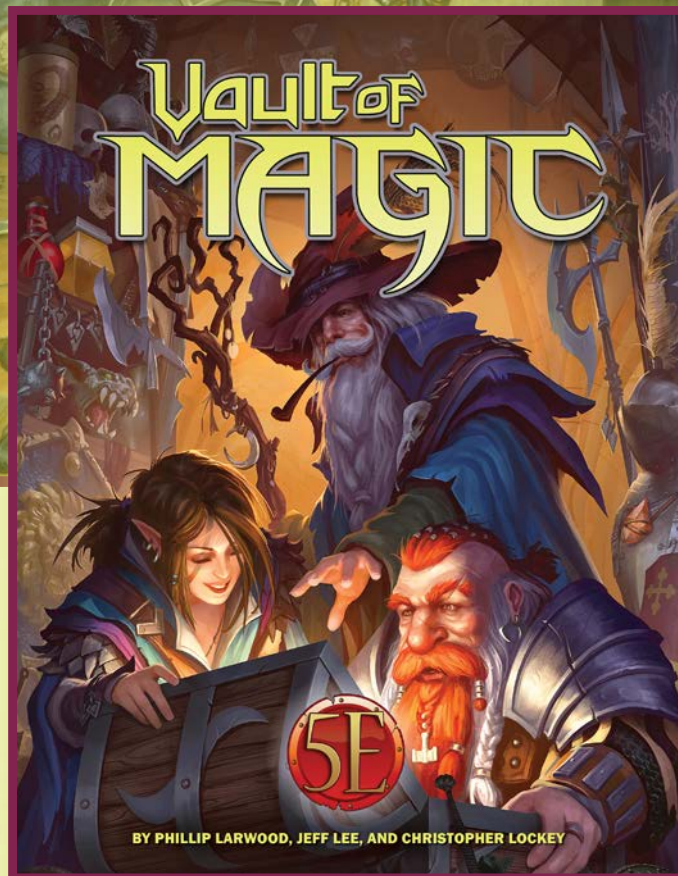


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