



ULTIMATE TOOLBOX

ALDERAC ENTERTAINMENT GROUP PRESENTS ULTIMATE TOOLBOX

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CHAPTER THREE

CIVILIZATION

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Table 3–11: City Description, Basic 2

- 1 Maze of walls intersect the city, combined with ancient monolithic walls of another age.
- 2 Mighty metropolis with a central park. Defensive walls and numerous well-guarded gate towers.
- 3 Multiple government buildings. Castle flies many flags. Archers walk the walls.
- 4 Narrow, twisting, forked roads cut through the two-story city blocks, making navigation difficult.
- 5 Nestled atop a large plateau overlooking a trade route. Buildings are sometimes set in the cliff.
- 6 Old and in need of repair. Walls crumble. No civic pride is evident. Brickwork lacks mortar.
- 7 On the edge of a peninsula, spanning out to all three sides and working inland.
- 8 Oval city with five equal and distinct wards surrounding a central keep, watchtower, and citadel.
- 9 Plenty of unique features grace the city, including a hedge maze and gap-spanning stone bridges.
- 10 Seaside port. New and old neighborhoods. Variety of clothing styles and market goods.
- 11 Set inside a huge gap along a mountain pass that guards all passers. The pass rests between nations.
- 12 Simple woodside town with clusters of like-minded businesses and a nearby garrison fortification.
- 13 Smoky and hazy from a distance thanks to numerous workshops, tanneries, and smithies.
- 14 Star-shaped ramparts protect the city from coastal invasion, with massive ballista pointing to sea.
- 15 Straddles a river. Tall outer walls. Castle on a southern hill. A grand university building at its center.
- 16 Two gate entrances lead into this defensible city. Strong buildings and a dark, towering castle.
- 17 Unwalled city sprawled over a hilly region. Well-maintained roads and patrols.
- 18 Unwalled small city at the base of a waterfall and lake. Numerous fishing outlets. Bustling dockside.
- 19 Unwalled smaller city. Borrows heavily from nearby elf nation for influence in design and structure.
- 20 Wide streets and tall buildings focus upon a massive embassy, where the terminating vista points.

Table 3–46: Building Descriptions

- 1 Complicated connections span a series of buildings all owned by a single landlord
- 2 Large business fortification for private arms maker
- 3 Large family home for extended relatives with two towers
- 4 Large family home with extended yard and family graveyard
- 5 Large government building housing judicial and tax papers and workers
- 6 Large guildhall for meetings with stage and secret entrance
- 7 Large manor home with servant quarters and private stable
- 8 Medium business hall for multiple craftsmen
- 9 Medium family home with two stores and private entrance
- 10 Medium family villa near park with second-story balconies
- 11 Medium government building for planning with secret entrance
- 12 Medium intricate market for nearby fishermen and trappers
- 13 Medium keep with collapsed tower in great need of repair
- 14 Simple large tower housing multiple students from nearby colleges
- 15 Simple one-family home with common room
- 16 Small craft business in need of repair
- 17 Small family home near a riverside with a private dock
- 18 Small government building for community meetings and votes
- 19 Small manor house with one tower
- 20 Small tavern or service building with simple stables

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Table 3–50: Monuments

- 1 Arch
- 2 Catacombs
- 3 Cenotaph
- 4 Columns
- 5 Crypt
- 6 Druidic stone circle
- 7 Grave stones
- 8 Historic keep/watchtower
- 9 Mausoleum
- 10 Memorial
- 11 Obelisk
- 12 Palace
- 13 Pyramid
- 14 Shrine
- 15 Spire
- 16 Statue
- 17 Terminating vista
- 18 Triumphal arch
- 19 Tomb
- 20 War memorial

Table 3–58: Building Types 6

- 1 Stage (outdoor)
- 2 Stadium
- 3 Sty
- 4 Tavern
- 5 Teahouse
- 6 Temple
- 7 Theater
- 8 Tower
- 9 Trading post
- 10 Training grounds
- 11 Triumphal arch
- 12 University
- 13 Warehouse
- 14 Watchtower
- 15 Watermill
- 16 Well (exposed)
- 17 Well house
- 18 Windmill
- 19 Winery
- 20 Wizard tower

Table 3–89: Medicinal Herbs

- 1 Angelica, a digestive tonic
- 2 Anise, for insomnia
- 3 Balm, as a skin purifier or sedative
- 4 Basil, an anti-inflammatory
- 5 Chamomile, for wounds and open sores
- 6 Foxglove, as a purifier
- 7 Garlic, as an antiseptic
- 8 Hawthorn, for blood pressure
- 9 Henbane, a poisonous narcotic and sedative
- 10 Laurel, as a tonic for soothing
- 11 Mallow, for swollen eyes or lung inflammation
- 12 Mandrake, for cough, asthma or hay fever
- 13 Mugwort, as a sedative
- 14 Nettle, as an anti-inflammatory
- 15 Nightshade, a poisonous remedy for fever
- 16 Rosemary, as a stimulant
- 17 Sage, as an antiseptic
- 18 Skullcap, for spasms or convulsions
- 19 Valerian, as a calming sedative
- 20 Wormwood, for gallbladder and liver

Table 3–98: Pick Pocket Yield 4

- 1 Dice
- 2 Flask (empty)
- 3 Flask of acid
- 4 Flask of alcohol
- 5 Flask of blood
- 6 Flask of fine wine
- 7 Flask of Greek fire
- 8 Flask of holy water
- 9 Flash of “moonshine”
- 10 Flask of oil
- 11 Flask of paint
- 12 Flask of perfume
- 13 Flask of powder/salt
- 14 Flask of spoiled milk
- 15 Flask of vinegar
- 16 Flask of water
- 17 Flint and steel
- 18 Foodstuff
- 19 Foodstuff wrapped in cheesecloth
- 20 Fork

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Table 3-111: Unusual Thief Tools 3

- 1 Knife
- 2 Lens
- 3 Listening cup
- 4 Little black book
- 5 Lockpicks
- 6 Lucky charm
- 7 Map
- 8 Marbles
- 9 Mask
- 10 Metal file
- 11 Money belt
- 12 Mug
- 13 Notebook
- 14 Oil
- 15 Paint
- 16 Paintbrush
- 17 Paper
- 18 Putty or clay
- 19 Raw meat
- 20 Rope

Table 3-136: Guilds 6

- 1 Stewards
- 2 Stonemasons
- 3 Swordsmiths
- 4 Tanners
- 5 Teamsters
- 6 Thieves
- 7 Tinkers
- 8 Tool smithing
- 9 Traders
- 10 Vintners
- 11 Waggoners
- 12 Wainwrights
- 13 Weavers
- 14 Wenching
- 15 Whalers
- 16 Wheelwrights
- 17 Woodsmen
- 18 Wool
- 19 Wreckers
- 20 Wrights

Table 3-124: Churches 2

- 1 House
- 2 Kirk
- 3 Mission
- 4 Monastery
- 5 Mosque
- 6 Naos
- 7 Nunnery
- 8 Rectory
- 9 Refuge
- 10 Reliquary
- 11 Retreat
- 12 Sanctum
- 13 Sanctuary
- 14 Shrine
- 15 Stupa
- 16 Synagogue
- 17 Tabernacle
- 18 Temple
- 19 Tower
- 20 Wat

COMMERCE

Some haggling may liven an exchange with a merchant or store owner.

Guilds insist on a minimum set price from members who are guaranteed to sell quality goods. You can get it cheaper, but it might not hold up or be the best quality.

Remember supply and demand. If everyone wants an item, the price goes up. And if there is overstock or no one is interested, the price drops.

Some towns lack iron, grapes, and other staples. The local craft may be cheap, but weapons and "drink" are expensive to import. Frontier life is neither easy nor inexpensive.

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Table 3–144: Taverns and Inns 3

- 1 Hag's End. The proprietor is a comely young lass with a mysterious past.
- 2 The Harbinger's Stein. Rumors persist that the drinks here kill, but those are just rumors...
- 3 Hellgate. This place was built around a massive stone portal. One of the stones is missing.
- 4 Hero's Horne. Long ago the horn was used to rally the townsfolk against attacks.
- 5 Hive. A bakery run by beekeepers, they serve mead and honeyed cakes, and sell beeswax candles.
- 6 Hospice. This is an inn as well as a temple to the local deity of travelers.
- 7 Houndsman. The owner sets his hounds free at night to protect horses and guests from wolves.
- 8 Hunter's Blind. A tavern that serves as a mercantile for hunting supplies (blinds, nets, traps, etc.).
- 9 Iron Urn. Named for the ale that is served in a three-foot tall iron flask.
- 10 Jacques'. An effette and regal drinking hall for accomplished adventurers and gentry.
- 11 Jester's. The owner is rarely seen, but the inn's mainstay is Bremen, who always has a smile.
- 12 Kirin's Gift. There is only one barrel behind the bar, and all types of drinks can be taken from it.
- 13 Knaves. The jester head outside and the constant music make this a well-known "town secret."
- 14 Laurel's. Named for the blind old woman who sits near the fire, who was once a local hero.
- 15 Lazy Dog. Known for its extensive daytime drinking, poor lighting, and generous tab system.
- 16 Left and Right. A meadhall for military men and gladiators. There are no bards or minstrels here.
- 17 Lighthouse. Obviously once a lighthouse, it is now an inn, with a single suite at the top.
- 18 Logar's Helm. The first two floors are stone and the roof is a storm giant's metal helmet.
- 19 Lyre's Tale. Run by a one-legged bard, who specializes in riddles and puzzles.
- 20 Magog. A dank, horrid tavern catering to antisocial mitfits and the like.

Table 3–153: Tavern Patrons 2

- 1 Human alchemist (facing bankruptcy) looks to recover a shipment of hijacked supplies
- 2 Human noble and his entourage take up all the help available to the detriment of the other patrons
- 3 Human woman who is really a lady of the evening sets her eyes on one of the patrons
- 4 Human tax collector (and bodyguards) sits in the corner counting the tithes
- 5 Innkeeper is arguing with an old friend, who thinks his standing means an extra discount
- 6 Innkeeper is kept busy by a group of humans, who apparently found a small sack of gold
- 7 Missionary from an exotic church preaches about the wickedness of drink
- 8 Nobleman and son slumming it in local watering hole
- 9 Plate-armored female warrior (with supplies) waits for the rest of her small mercenary band
- 10 Rough-looking rogue delivering a "protection plan" warning to the innkeeper
- 11 Slick diplomat from a neighboring country is haggling the innkeeper to wits end
- 12 Tiny woman tries to pay her tab with a fistful of nearly worthless gems
- 13 Town watch captain is standing in the corner eyeing the patrons
- 14 Two dwarves and two humans, all smiths or metal workers complain loudly about local policy
- 15 Two dwarves give the comely half-elven serving girl unappreciated compliments
- 16 Two elves talk in low tones, turning away from any who look at them for too long
- 17 Two half-orcs try to start a brawl with two patrons, who take turns holding each other back
- 18 Two human couples are sitting dangerously close to one another in the corner, laughing
- 19 Two human merchants whisper softly and nod as they scope out the other patrons
- 20 Woman with a frazzled appearance seems to be searching for her husband among the patrons

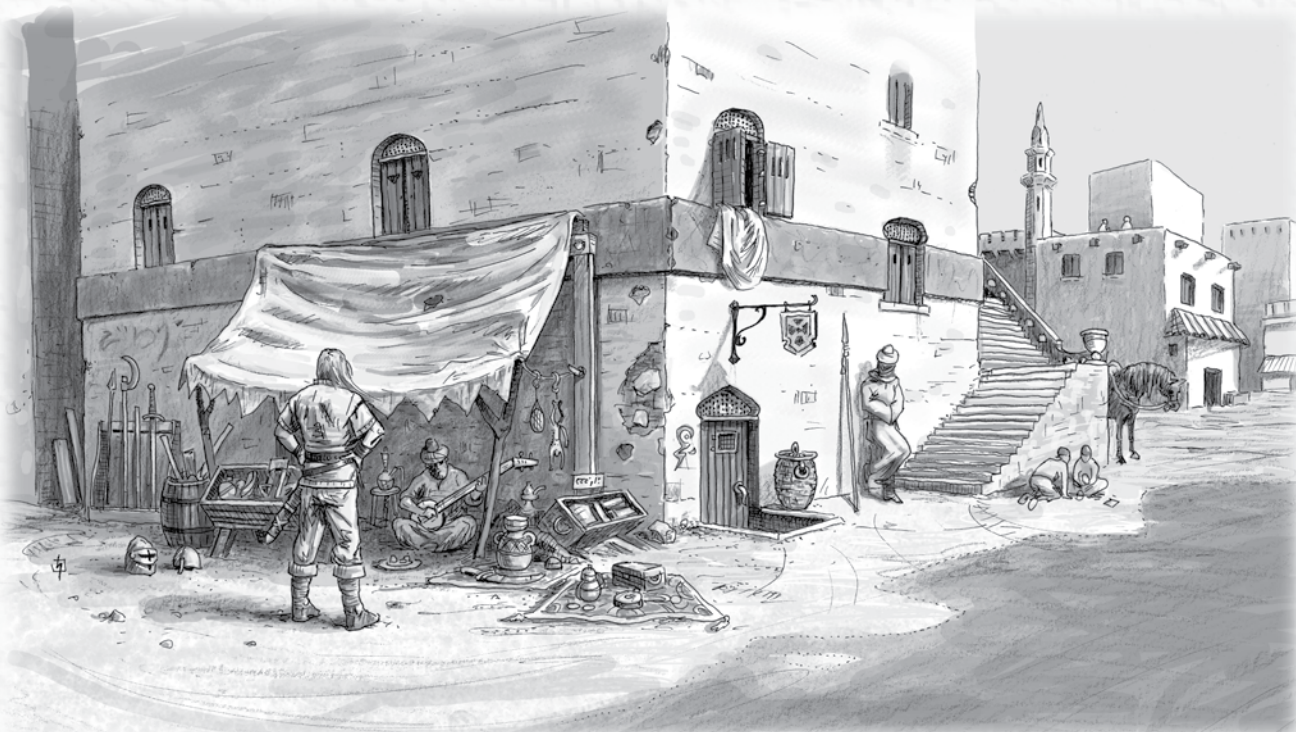
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Table 3-179: NPC Motivations

- 1 Altruism
- 2 Avarice/Greed
- 3 Cursed
- 4 Discovery/Experience
- 5 Envy/Lust
- 6 Faith
- 7 Fame/Idolatry
- 8 Family
- 9 Freedom
- 10 Glory
- 11 Greed
- 12 Honor/Oath-bound
- 13 Joy
- 14 Love
- 15 Power
- 16 Pride
- 17 Respect
- 18 Revenge
- 19 Survival
- 20 Wealth

Table 3-185: NPC Encounters 6

- 1 Parcyn, berzerker, wrestling a half-orc
- 2 Parnelli, elf mystic, shunning clients
- 3 Pedgryme, cleric, preaching on corner
- 4 Polina, gambler, looking for an honest game
- 5 Quabin, scholar, purchasing supplies for office
- 6 Qula, sage, opening business in his home
- 7 Raier, conjurer, conversing at length with imp
- 8 Renn, herald, trying to decipher handwriting
- 9 Renoust, wine-steward, dying in an alley
- 10 Ricsek, minstrel, composing while intoxicated
- 11 Ryal, gemcutter, buying tools from dwarves
- 12 Salerine, swordmistress, practicing in the park
- 13 Saer, butler, smoking in public square
- 14 Seeyu-mar, monk, seeking equal
- 15 Sirion, outlaw, purchasing disguise kit
- 16 Sivs, toll collector, returning home with coin
- 17 Slortho, shop owner, shaving coins
- 18 Sreida, first mate, purchasing six coastal maps
- 19 Talon, ferryman, closing for the day
- 20 Tevenot, Lookout, asleep while upright



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Table 3–215: Contacts 3

- 1 Manika the Beautiful, courtesan, female human. This ambitious woman works for one of the most prestigious courtesans' guild in the kingdom. Her profession allows her to learn all sorts of juicy information from her clientele or their immediate families. She loves fine clothing and jewelry.
- 2 Mirador the Snipe, fixer, male human. This short, keen-minded fellow has made gathering intelligence his profession. Through his own chain of contacts, he can also have items appraised (safely and discreetly). His fee is usually more information, but gold will also do.
- 3 Missana, perfumer, female human. This contact will buy any substance she can use to create new fragrances. She also supplies herbs, high-quality perfumes, and low-grade poisons at cost in exchange for gems, pearls, or any fine material that can be ground into a powder.
- 4 Murodikan, sheriff, male human. This stern sheriff can confer protection as well as information on all wanted criminals in the region for those who help him with his wanted poster collection.
- 5 Oneran Stronghand, master mason, male human. This mason can build houses, manors, and fortifications for the cost of materials and wages for his crew; especially if a few hearty meals are thrown in and they have a place to sleep at night.
- 6 Pagvar Silverhammer, gemcutter, male dwarf. Pagvar has contacts throughout the Silverhammer clan and can put someone in touch with most craftsmen. He also offers fair prices on gemstones to any who have legitimate lore or books on other dwarf clans.
- 7 Rasputin, physician, male human. Rasputin administers short- or long-term care to those in need. He also finds healing herbs, potions, and salves in a relatively short time and for a very good price. He would appreciate help in collecting unpaid debts from patients who owe him money.
- 8 Rikanas, miller, male human. Rikanas is in charge of the village's gristmill. He can find work, food, and shelter for travelers. He loves company and is willing to reveal information on some of his patrons those who spend time with him, telling stories and doing chores.
- 9 Rostig the Humorless, monk, male human. This dreary monk is on a personal quest to find perfect harmony between mind, body, and spirit. He is an expert on ancient writings and enjoys deciphering old codes for those with enlightenment to share.
- 10 Salian, leatherworker, male elf. Salian supplies all sorts of leather goods for one third of the market price. He is interested in buying hide from various creatures someone may have killed, especially if a good story is attached.

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- 11 Sheraam, sailor, male human. This traveler reveals all manner of rumors from distant lands and shores to anyone who will talk him up to the captain.
- 12 Sorik Varnavel, farmhand, male half-orc. This exemplary employee dreams of a life of adventure and romance. He will do almost anything for a contact — as long as the task is (or seems to be) honorable and worthy in exchange for true friendship.
- 13 Thesteron Two-Toes, negotiator, male human. This devious rogue is a negotiator for the guilds and knows a lot of important members belonging to other organizations. He's always on the lookout for scams, deals, shills, marks, or a new con.
- 14 Trista, seer, female human. Since childhood, Trista has had visions of the future — or at least what she believes are visions of the future. She warns of impending danger or uses her divinatory magic to guide people on the right path. This is her living, though, and she needs to be paid.
- 15 Unia, poet, female elf. This talented poet makes a living by telling stories. She relates local legends, quotes historical facts from various volumes, and even guides people to a secluded hamlet, a lost monument, or a forgotten ruin in exchange for ancient stories... and a few drinks.
- 16 Virandia, seamstress, female human. Virandia makes clothes of the finest quality. For a quarter of the price, she can help someone look as sharp as a prince. She can also manufacture specific costumes to aid in disguises for those with some exotic threads or silks.
- 17 Yariis, executioner, male human. When not on duty, Yariis is a jovial man who loves good ale and devious pranks (and those who will help him pull them off). His station gives him privileged access to the capital city's barracks, guard towers, and dungeon prison.
- 18 Zaros the Dark, guild mage, male human. This evil wizard uses his scrying and divining powers to help anyone who pays in gems. He can cast powerful spells and rituals.
- 19 Zebekian, priest, male human. This devoted cleric will willingly bless anyone for a donation worthy of his god.
- 20 Zergia the Blademistress, swordmaster, female human. This uncouth warrior made a name for herself in the Northlands. She reveals the location (or presumed location) of ancient ruins in that region, but only if she can claim a prominent share in any treasure.

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CRAFTING A FANTASY CITY

It's no surprise this is the biggest chapter in the book. No one place contains as many elements to keep GMs and players on their toes as cities. We've tried to provide as much information as possible to either answer nearly any question or spark a writer's block. Over 90 pages, this chapter has everything you need to build a city from the ground up.

You may be using this chapter in two different ways, either sitting down to plan a city or caught with your britches down when the characters decided on an unexpected detour. Either way this section can help.

When building from scratch, it's important to name your city and then decide on its size. The governmental structure helps and once you know that, you can determine who rules the city... and who *really* rules from behind the scenes. Are guilds important to your city? Wizards? The local university? This chapter can answer all those questions.

From there, you can design a basic city shape. There are tables for First Impressions, Location, Background, and History, and even a Basic Description so that you only need to visit one chart, instead of ten. Use entries as inspiration and draw the basic shape of your city. Mark a number of entrances and exits and if your borders are just that or actual walls.

Next, do the district and quarters borders and mark their purposes or names. In between the neighborhoods are major streets; use that table to build those entries. Break up the neighborhoods with historic or special sites, and a monument or two. Make notes of which buildings are in which neighborhood or ward. Use the words in Building Types for ideas.

Make notes on the primary industry of the city and how that effects the layout. Note how commerce is handled, if there are any guilds to contend with, and who the mover-and-shaker nobles and merchants are.

Take a look at the various Crimes and Punishments and decide on a general system of law.

Decide what gods are worshipped and where their temples or shrines are located.

Are there any universities on hand? If so what are their specialties?

The remainder of the tables in this section help answer questions that players frequently ask during play. The tables help provide snappier responses than the ones you may have.

Characters will want to take in the local sights, pay a visit to the market (or black market) check in with guilds, do research, get rooms at an inn, take in a show, or find a fine meal. They can even meet locals or find company for the evening. It's all in here!

USING THIS CHAPTER

City Names 2

3 Northspire

City Description, Detailed

2 A circular city built on the side of a steep hill....

Gatehouses

7 Stone guardhouse with an iron portcullis...

Flag Symbols

5 Box and Barrel

Size and Population

10 Small City [6,000]

City Location Background

11 Gradually built around a consortium of guilds

Government 2

16 Patriarchy

Power behind the Throne

8 Governor Thant Vagilark, Lord of Charm

Magicians

Street Names 1

9 Blackstern Street

City First Impression

5 Crowded and unkempt

Architecture

11 Muted Slate and Stonework

Districts and Quarters

4 Inn and Tavern district

City Sights

Public auctioneer draws an impressive crowd

Taverns and Inns 1

19 Crickets

Tavern Interior

8 Horseshoe-shaped bar...

Tavern Population 1

5 Four humans and a dwarf

Tavern Population 2

12 Two elves and a human dandy

Tavern Crowd

7 Everyone is laughing and trying to get the owner's cat that is caught in the rafters

Alcohol 1

16 Ginger Beer

Rooms for Rent

19 one suite for 8gp

Inn Diversions 3

3 Pickpocket caught

After a long journey you reach Northspire, a small circular city built on the side of a steep hill. The walls are stone, broken up by fortified towers with soldiers in each. Approaching the stone gatehouse, you notice the portcullis worked into the city's coat of arms — a stylized box and barrel. Rumor has it this city was built around a consortium of guilds, attracting out-of-luck folks to work the various shops. The oldest and most powerful guild leaders (all men, mind you) rule the city. Most are personal friends of Thant Vagilark, the head of the guild of enchantment magic, who makes frequent visits to this otherwise small city.

You stroll down the main thoroughfare — Blackstern Street — taking note of the crowded and unkempt dwelling conditions, all gray and unimaginative slate and stone structures. A huddled gang of workers talk among themselves outside a shop. Across the way a larger crowd gathers around a man shouting about different items being auctioned off from a corner residence.

A sign on one building welcomes you to Crickets, a local watering hole. Inside is a horseshoe-shaped bar with ten stools with a lowered interior; four booths and four long tables sport colored candles. Around the bar are four humans and a dwarf, along with a couple of elves and a human dandy. Everyone is laughing and trying to get a cat down from the rafters. A serving wench mentions the ginger beer is a local favorite and that only one room remains — a single suite at 8gp a night. Suddenly, there's a noise... as a burly patron stands up, having just caught a pickpocket.