

CITY STREETS

GIOR'S GLASSWORKS



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CITY STREETS

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INTRODUCTION

Sparks™ system independent products are designed to ignite the creativity of the Game Master (GM). Generic Universe Publishing (GU) believes the fire you create with your imagination provides more lasting entertainment and more enjoyable games than a set formula or script created by someone else. The City Streets books deliver highly detailed locations for your city or village designed to help bring your game to life. These locations are useful for basic role-playing interactions or as a source of adventure or information within your own game world. Obviously, as a generic RPG product, the non-player characters (NPCs), animals, and monsters described within have no game statistics. Many RPG systems already provide basic statistics for monsters and some NPCs and these can easily be used. In those other situations, perhaps when the player characters (PCs) decide to wantonly murder and/or rob a storekeeper, the GM might need to create statistics for some NPCs. Fortunately, NPCs are described in detail and GU provides a simple way to help the GM assess NPC abilities.

NPCs

The detailed descriptions of the NPCs in our products should help immensely during those moments the PCs decide to take their interactions to a more physical level. While the descriptions alone should help the GM create statistics, sometime a bit more help is needed. We provide additional information as described below. Obviously, we encourage your own creative interpretation of any material provided and you are free to change anything you desire. In fact, we encourage making changes as they make it easier for you to bring these locations to life.

ATTRIBUTES

Although the physical and mental attributes of NPCs should not often come into play, it is easy to see how the GM might need to know something about these attributes even in non-combat situations. Some interactions might see the PCs asking for help carrying a large item, or interpreting a difficult puzzle. The system we use for looking at physical and mental traits is fairly simple.

Physical Traits: how fast, strong, and hearty a character might be. Most NPCs are average with respect to physical traits but older characters might have slowed or gotten more frail with age.

Mental Traits: general intelligence, common sense, and problem solving ability. This can also include how well spoken an individual is and how convincing they might be. Again, most people are considered average in this area.

Sparks products use 5 ability levels to translate into your game system.

Weak:	the mental or physical abilities are weaker than average. Whether through age or mental disability, this individual is simply not as capable as most.
Average:	just what it states, the average. Neither stronger nor smarter than most; this covers the vast majority of NPC mental and physical traits. If no Mental or Physical Traits are listed, then the character is average for those traits.
Exceptional:	possessing above average strength, stamina, or mental abilities that stand out above the crowd.
Inspiring:	these characters are either smarter or stronger than most others. Smart or wise enough to be sought out for advice or strong enough to be sought out for physical assistance. A small number of individuals have inspiring Mental or Physical Traits.
Heroic:	possessing legendary mental or physical powers discussed by others with awe. Only a mere fraction of a percentage of the population has heroic attributes. However, some types of monsters have been known to possess legendary abilities.

Most NPC descriptions provide no information about attributes. In such cases, always presume that the attributes are "average."





COMBAT ABILITY

Combat Ability is more difficult to break down because some characters might be very skilled with one type of weapon but not with others. When a character description mentions a particular weapon, presume that the combat ability described refers to using that weapon (or weapons) and their ability with other weapons is somewhat reduced. Combat ability is divided into 6 categories:

Awful:	possessing virtually no combat ability, an enraged housecat fills this character with fear.
Mediocre:	includes brawlers, bar fighters, and minor thugs. While some have some sort of militia or similar training, they rely more on strength, speed, and numbers than on skill.
Good:	characters with some formal training such as more experienced militia and patrol guards. Although they still rely somewhat on strength and speed, their skills help overcome much stronger opponents.
Exceptional:	these rare individuals have far more training than most and generally come out on top in a fight. They practice regularly, improving their skill to the point that skill is now more important than strength or speed.
Excellent:	such weapon masters are extremely rare, and usually highly specialized. People travel great distances to actively seek training from such highly skilled individuals.
Heroic:	possessing such legendary skill that they are either feared or respected by any that have heard of them.

Characters with no **Combat Ability** listed are considered "Awful."

MAGIC TALENT

Very few characters and creatures can use magic. Magic Talent refers to the ability to actively cast spells and wield the powers of magic as well as the ability to create potions or other magic items. The wide variety of RPG systems and magic systems make this area even more difficult to break down. First, and most important, simply the ability to use magic makes one stand out. If a creature or character possesses Magic Talent, one of the following five categories is used:

Minor:	these people can cast minor spells, whether it is to light a room, or heal a minor cut.
Greater:	able to cast somewhat more powerful spells that can be used to damage or heal, and/or able to create potions and minor magic items.
Major:	able to cast powerful spells affecting multiple targets, heal diseases and major wounds, and/or the ability to create more powerful potions, and magic items.
Awesome:	feared and admired for their abilities, these individuals are sought after teachers or leaders and extremely dangerous opponents.
Heroic:	able to cast spells beyond the understanding of ordinary people. Time and reality are but passing concepts to these individuals as they possess the ability to alter them at will.

The sixth ability level, none, is never listed. If **Magical Talent** is not listed, the character does not possess any, unless you choose to add magical abilities to the character for your own reasons.

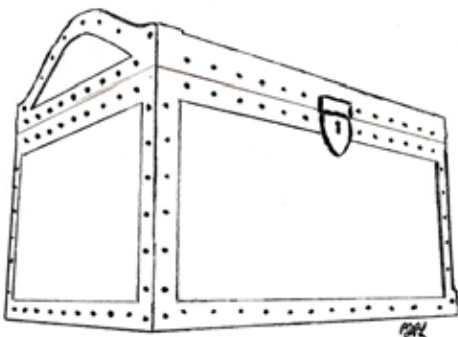




MENTAL POWERS

Special Mental Powers, such as telepathy or telekinetic powers, are used in some role-playing games. If your game does not include special Mental Powers, use the character description to translate these characteristics into other abilities that fit your game system. Mental Powers follow the same track as Magic Talent with the default, none, never listed and the following five categories used for those creatures possessing special Mental Powers:

Minor:	able to perform minor tricks of the mind, but nothing overly deadly or powerful
Greater:	able to perform great feats by mental powers alone
Major:	this person's mind is a potent weapon capable of harming multiple targets, or even healing or modifying reality on a small scale.
Awesome:	feared and admired for their incredible mental powers, these individuals can twist reality with their minds.
Heroic:	possessing mental powers so great that time and space are merely concepts that can be followed, or ignored at a whim. PCs foolish enough to attack someone this powerful are generally left with the mind of an infant, if they survive at all.



LOCKS

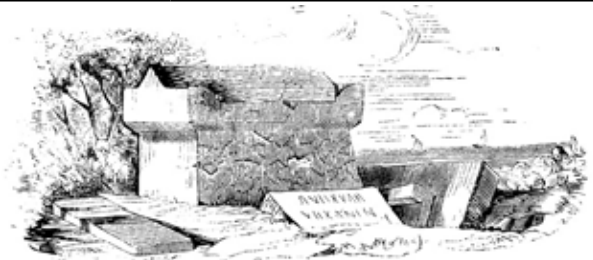
Different game systems handle locks and the picking or breaking of locks in different ways. When locks are described they are categorized as follows:

Easy:	a child or a swift blow with a hammer can open this lock.
Average:	requires some tools and a small amount of skill.
Challenging:	requires skill, tools, and time to open.
Exceptional:	requires extreme skill, special tools and lots of time to open.
Outrageous:	really, it would be easier to find the key, no, really...

TRAPS

In some rare cases, a particular vault, door, or chest might be trapped. A general description of the type of trap and what it does includes the level of pain it can inflict using the following categories:

Annoying:	not terribly dangerous because it is easy to find or bypass or because the trap simply doesn't inflict much damage.
Painful:	these traps are either capable of inflicting a small amount of damage to multiple targets or a larger amount of damage to a single target. They are also more difficult to detect and disarm.
Yikes!:	traps at this level are truly dangerous and are only identified by a trained professional and usually only disarmed or bypassed using specialized tools. They inflict massive amounts of damage to a single target or large amounts of damage to multiple targets.
Gravestone:	The most extreme level of trap is particularly difficult to disarm and is often triggered just trying to foolishly bypass it. These traps are capable of inflicting instant and gruesome deaths upon their victims.



ITEMS

Items possessed or sold by NPCs are the standard for the game world or system the GM is using unless described differently. Sometimes a character possesses a rare or special item, or an item that is named. Such items can be considered magic, or particularly well made or designed, depending upon the game world and game system being used. The exact power(s) of such items is left to the GM to determine thus insuring nothing unbalancing is brought into the game.

In some cases a particular magic item or special item has its own description. The GM should choose whether or not the item is appropriate for their game and assign it powers as they see fit.

PRICES

Prices for all items should be considered standard for the game system being used. Store prices are described in relative terms such as "reasonable" or "expensive" rather than giving specific guidelines. Again, only the GM can determine what prices fit best with their game world. Fantasy prices, when listed, use a gold standard (1 gp = 10 sp = 100 cp). Modern prices use US dollars as a standard and Future prices use "credits" as a standard.

OTHER DETAILS

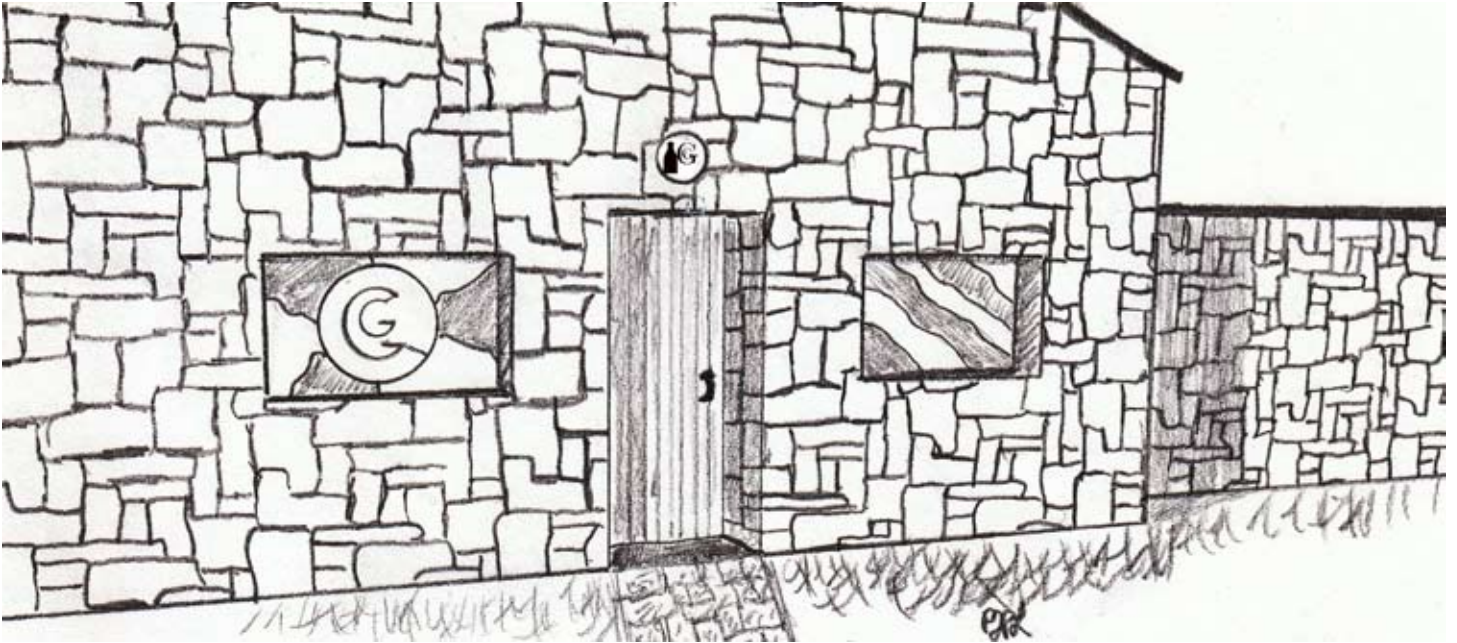
A wide variety of other factors may require game statistics during gameplay. The GM is trusted to derive appropriate statistics for poisons, potions, and other items based on the descriptions provided. This insures such items are appropriate to the particular style of game being played.

If the PCs are particularly destructive the GM may even require statistics for the breakage of wood furniture, doors, walls, windows, mirrors, etc. GU suggests using standard statistics for glass or wood as a baseline to start from.



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WRITTEN BY PATRICK LAWINGER



A squat stone building stands at the edge of the cobblestone road. Decorative glass windows flank a heavy oak door set deep into the stone. A stone fence extends from the sides of the building before turning back to enclose a large area behind the building. Pillars support a high roof extending from the rear of the building. The sign over the door is painted with a glass bottle enclosing a G within another G, marking this as Gior's Glassworks, a supplier of bottles, glasses, and other glass items.

Gior's hard work and dedication in the decades since opening the glassworks have turned it into a very successful business. He now supplies blown glass wine goblets and decorative items to nobles and wealthy merchants throughout the area as well as providing more simple bottles and small panes of glass to other customers. Hardworking and honest, Gior trains numerous apprentices in his own business philosophy as well as glass working. Gior's recently developed new techniques allowing the creation of clear crystal glasses and bottles that are etched and decorated have increased demand. The rising popularity drives him to hire new apprentices and desperately seek materials for his growing business.

1. THE SHOP

Narrow tables and shelves along the outer edges of the room hold a wide variety of glass products from delicate goblets to sturdy bottles to strange

statues and figures made of colored glass. Crystal decanters and goblets are displayed along the back wall beside more mundane bottles and flasks. A wide table squats in the center of the room surrounded by chairs. When the store is open a cash box, parchment, pens, and ink are found on the table, otherwise it is clear. Lanterns shielded with cut crystal send rainbows of colors along the walls and floor, aided during the daylight hours by sunlight shining through the colored windows. The door in the rear of the shop is usually left open revealing the furnace and work area while the sturdy oak door to the storeroom is usually closed.

The shop is managed by **Wemari**, though sometimes an apprentice comes to assist her. She keeps careful track of inventory and records every transaction. Customers seeking special glass orders are asked to wait while Wemari calls Gior into the room. He sits down with customers and discusses their desires and draws out plans at the table when he needs them. Only rare customers are brought into the back area near the furnace and the working apprentices. In his first years of business a customer burned their hand on a piece of hot glass so Gior avoids allowing customers into the glassworks unless it is absolutely necessary to achieve a large sale. Wemari works from morning through late afternoon, leaving an apprentice to watch the store in the evening. When darkness falls, the door to the shop is closed and barred.



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2. STORAGE

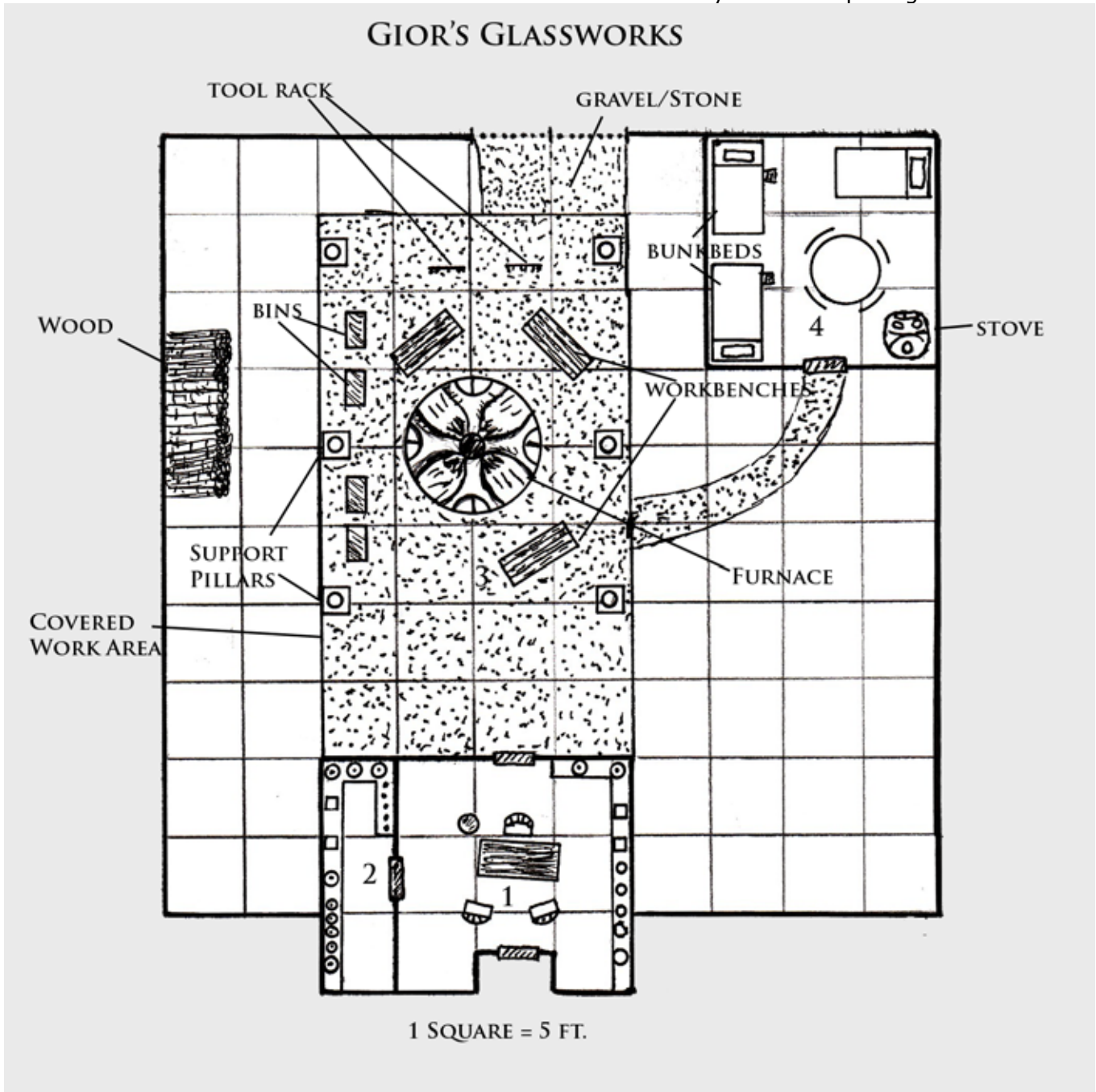
Shelves line the small, closet-like room. Simple glass bottles, glasses, and other glass items line the various shelves. Organized by size and shape, the various items are easy to locate. Only the simple standard items are found here, special order items are stored elsewhere. The door has no lock and there have been no thefts.

3. THE GLASSWORKS

Dominating the area is a massive furnace used to melt, reheat, and slowly cool glass that creates such great heat Gior wisely decided to house it in a wide, open area sheltered by a roof supported by

sturdy pillars. Breezes flow through easily, driving some of the oppressive heat of the furnace away. The well-designed workspace makes it much easier for the workers to tolerate the heat allowing them to work longer and more efficiently. The roof keeps away any rain that could fall on hot glass and crack it. Bins along one side contain white sand, potash, and soda-lime that are mixed in different amounts to create different types of glass. Large stacks of wood rest outside the roofed area against the stone walls. Tarps lay on the ground nearby, ready to cover the wood when needed.

The circular furnace's four openings are placed at different distances from the fire that is kept burning 24 hours a day. The two openings closest to the



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main heat and bellows are the mixing areas where the sand and soda-lime, or sand and potash, are mixed and melted. The second opening is used by the glass blowers to reheat the glass while they are shaping and forming it, and the last oven area is used to store finished glass products allowing them to cool slowly and avoid cracking.

Active work areas are split into two corners, one is for the true glass blowers to blow delicate glass goblets and artistic designs, and the other is dedicated to creating quicker, less expensive bottles and other items. Less experienced apprentices blow glass into various molds or spin glass into flat shapes before cooling and cutting them into panes for windows, or they pour molten glass is poured into special molds. Various small wood bins contain flakes of pigments used to color the glass if a particular product calls for color, and racks holding various specialized clip, tweezers, and glass cutting and etching devices hang from the ceiling above. A third work area is Gior's bench and is reserved only for his use. Often, one or two apprentices simply watch him work, providing assistance when called for. Gior is usually found here only in the later hours of the day, he spends the morning making assignments and overseeing the apprentices before he spends time with the glass he loves.

4. WORKER'S COTTAGE

Built in the back of the large yard behind the actual Glassworks, this cottage was originally Gior's home. Gior has since moved into a larger, nicer home in the city and now uses this to house some of his apprentices. Large enough for one person, the living space is cramped with curtained beds leaving a small kitchen in one corner. Each of the 5 apprentices now living here has an individual trunk for their personal belongings. They share cooking duties and one apprentice each night needs to get up and stoke the flames in the furnace outside, keeping the fire burning 24 hours a day.



PRODUCTS

Gior and his apprentices can produce almost any glass object a customer could desire. This includes special alchemists equipment, special lamp covers, glass windows, bowls, crystal glasses, and other decorative items. He keeps bottles and some other items in stock (as they are easy to create and keep the apprentices busy. Most of the standard bottles, flasks, and simple glasses are priced at or below prices of his few competitors. However, Gior has great faith in his skill, and that of his apprentices, and charges more for wine goblets, crystal decanters, and other special items. He charges standard rates for window panes unless a customer requests a special size.



PERSONALITIES

Gior Markave, male human, 5 ft. 6 in., 150 lbs.
Age 52.

Magic Ability: minor

Bald, wrinkled, and hunch-backed, Gior is not a pretty man, and frankly, never has been. His bent nose and missing eyebrows draw focus to his dark, beady eyes. His dusky skin stretches tightly across his wiry muscled frame kept lean by constant exposure to the brutal heat of his furnace. Fortunately, Gior's smiling, friendly, honest nature helps set people at ease. Gior has dedicated himself to his work for decades, only recently realizing he has missed the joys of life such as love, marriage, and children. He now considers his apprentices his children and does his best to not only pass on his skills but also a more open, honest philosophy

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on life. He also does his best to demand his apprentices take one day off a week to go out and enjoy themselves. Gior's present goals include creating new types of glass and glass making processes that he hopes hold his name in history.

Now wealthy and living in his own home in the city, Gior now receives invitations to some of the finer parties and celebrations throughout the town. Nobles and merchants that supported Gior in his earlier years now receive special services and treatment, including the first options to purchase Gior's artistic work, something he prefers to focus his time on now. Gior's open honesty does not extend to his distant past, he refuses to discuss where he learned to work with glass, nor where he came from. Decades here erased local doubts and curiosity to the point that he rarely ever fields questions about his past. Gior has natural minor magic abilities related to an ability to make his delicate glasswork more sturdy and resistant to breakage.



Wemari Goldleaf, female half-elf, 5 ft. 6 in., 120 lbs. Age 87.

Gold hair frames Wemari's delicate features and shockingly blue eyes. An attractive thin nose and high cheekbones draw attention to her eyes and wide smile. Wemari began working for Gior 28 years ago after being divorced due to her mixed heritage. Her human husband could not come to terms with his swift aging when compared to her enduring beauty. Still bitter from the break-up, Wemari has not entered into another relationship in all this time. She is rumored to be involved with Gior because she attends parties with him, but they

are only friends that have supported each other through difficult times. Wemari lives in a small apartment several blocks away from the store and is content with her work and her life.

Smart and dedicated, Wemari keeps Gior's books and ensures a profitable business. Gior's bold honesty when he first hired her simply to be an attractive shopkeeper to help overcome his ugliness has led to a strong dedication to keeping Gior in business. Wemari's true attractiveness doesn't lie in her physical beauty, but in her kind smile and her ability to sit and calmly listen to customers to help them determine what they really want. Fortunately, she looks completely human, though a bit thin, so the unwelcome topic of her mixed heritage does not often come up. Many locals do know about it, but most recognize her desire to avoid the subject. Wemari avoids relationships with human men, and is content for elves to ignore her, though lately she has shown some interest in another half-elf she met in town.

Fiarl and Wedge, male humans, 5 ft. 7 in., 145 lbs. Age 17, 19.

Nearly identical squashed, flat features and light brown eyes mark these two senior apprentices as brothers. Despite their youth, they are two of the most skilled apprentices working for Gior at this time. Cast out of their father's home, they came to work for Gior when Fiarl, the eldest, was only 9 and Gior gladly provided them a home and work. Light haired Fiarl is solemn and quiet while the younger, dark-haired Wedge is jovial and light-hearted.

Tiabane, male dwarf, 4 ft. 10 in., 235 lbs. Age 123.

Cheerful on the outside, this scarred dwarf gives no family name because he was outcast by his clan for theft. Tiabane rarely wears more than a thick leather work apron, exposing his bare, muscular frame to the world even when traipsing through the city. Dwarves of all clans avoid him, his clean-shaven face a shock and a clear sign that he has no clan. Tiabane took up glasswork with Gior 15 years ago and has been content to work here ever since. Tiabane's skill and knowledge are second only to Gior but he is not as artistic as Fiarl and Wedge.

Lepton Whitehale, male human, 5 ft. 10 in., 185 lbs, Age 24.

Lepton has only been working for Gior for several months. Lepton is the bastard son of a local nobleman that asked Gior to take him in. Lepton resents being here, and his work shows it. Though tall and well-proportioned, women shy away from lingering anger and resentment worn on his

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expressive features. Lepton is actively seeking other jobs with Gior's encouragement.

Coral White, female human, 5 ft. 2 in., 100 lbs, Age 19.

Apprenticed to Gior several years ago, Coral still lives with her family in the city. The family felt that Coral needed a trade of some sort and she is enamored with glasswork. In truth, Coral is so ugly the family considers her unmarriageable. Coral considers herself ugly as well, leading her to cut her hair short as well as failing to care for her clothing or appearance.

Apprentices, male or female.

Gior usually has traveling apprentices that come to visit for a time and learn techniques. They come from all races, shapes, and sizes, but generally have friendly personalities that enable them to get along well with the other workers at the glassworks. NPCs seeking a small, out of the way job to hide from the world for any reason might be found taking a position here.

ADVENTURE IDEAS

(1) The Past Returns

Gior's past comes back to haunt him as his work years ago for a Thieves' Guild is being used to blackmail him. That guild is now moving into the city and is in a minor war with existing thieves and they have demanded Gior's help. The payment is not in the form of money, but services, Gior is expected to help hide members of the guild and to help dispose of bodies in his furnace. Wemari and several of the apprentices have noticed Gior's quiet, shifting mood and his nervousness around one of the new apprentices but the real questions don't circulate until the day he sends everyone out for the day. Later that afternoon neighbors complain about the awful stench coming from the furnace, the smell of burning corpses. If investigated or questioned, Gior confesses and begs for help. Do the PCs want to side with the new guild or the old? Should they approach the City Watch?

(2) A Bastard's Vengeance

Lepton, consumed with anger and hatred, contrives to fill chambers of the furnace with oil during the night he is expected to watch the fires. The resulting explosion and fire destroys the furnace and kills two of the apprentices (chosen randomly). Asked to investigate, the PCs learn that Lepton's father is hiding Lepton on one of his properties in the city. Lepton knows enough about his father to destroy him in the eyes of the nobility and is using the information to blackmail his father into protecting him. Wanted for murder and destruction, Gior is also offering a reward for his capture.

(3) Boys will be Boys

Fiarl and Wedge are not the kind boys they seem. Hidden from all is the truth of their expulsion from their father's home. The boys are demon worshippers that have finally achieved the skill to create a glass device allowing them to summon a portal to the Abyss. They now seek others to help build a cult and a facility to house their horrible contraption. Recently, a new merchant in town has been visiting with them frequently to encourage their work. PCs investigating the merchant for any reason learn that he is a demon worshipper, and his constant interaction with the boys should be a hint that something strange is going on.



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The Sparks™ line of system independent products designed for use in any fantasy role-playing game. Sparks™ products are designed under the philosophy that it is the GM and players that create the best games and are built to ignite your own creativity.

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