



# BETWEEN DUNGEONS HANDBOOK

Extra Resources for 5th Edition Game Masters

by Cawood Publishing

# Between Dungeons

## HANDBOOK

EXTRA resources for 5th edition game masters

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## Tips for the Game Master

- 1. Boundaries are healthy. Many groups have house rules.**
- 2. Use the players' backgrounds in your adventure.**
- 3. Prepare extra encounters that could occur anywhere.**
- 4. Change your plans for the session as the story evolves.**
- 5. Include encounters that probably won't involve combat.**
- 6. Write notes about interactions that could be used later in the adventure or saga.**
- 7. Consider the climate and terrain carefully.**
- 8. Consider how busy the roads and trails are. Include encounters.**
- 9. Have encounters that showcase the local economy.**
- 10. Flawed NPCs are interesting NPCs.**
- 11. Listening to your players is helpful.**
- 12. Be yourself. Do what interests you and showcase your strengths.**

# General Travel Information

## Travel Pace

Type	Minute	Hour	Day	Effects
Fast*	400 feet	4 miles	30 miles	-5 to passive Perception
Normal*	300 feet	3 miles	24 miles	None
Slow*	200 feet	2 miles	18 miles	Able to use stealth

\*Mounts and Vehicles/Mounted character can ride at gallop for an hour at twice the speed. Fresh mounts every 8 to 10 miles can enable riders to cover larger distances. Travel by ships could be possible up to 24 hours a day/No effects from Fast or Slow pace when traveling by ship.

\*Difficult Terrain/Half speed in difficult terrain.

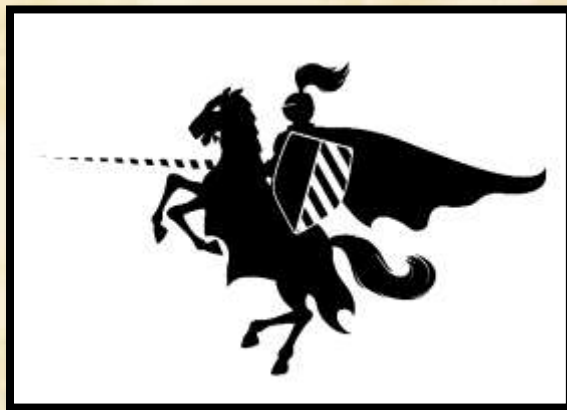
## Activities While Traveling

Type	Summary
Marching Order	PCs establish a marching order
Stealth	If moving slowly, PCs can move stealthily
Navigating*	Wisdom (Survival) check to avoid getting lost
Mapmaking	PC can draw map on journey. No ability check is required
Tracking	Wisdom (Survival) check to follow tracks of another creature
Foraging	Wisdom (Survival) check to look for sources of food and water

\*Becoming Lost/Party's navigator makes a Wisdom (Survival Check) if DM deems necessary. Makes check with advantage if there's a map. Fast Pace -5/Slow Pace +5 to check.

# Traveling Costs Table

Type	Cost
Coach Cab – Between Towns	3cp per mile
Coach Cab – Within a City	1cp
Gate or Road Toll	1cp minimum
Ship's Passage	1sp per mile
Riverboat	5cp per mile





## Vehicles and Mounts



# Land Vehicles Table

Type	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.

# Air and Water Vehicles Table

Type	Cost	Speed	Crew	Passengers	Cargo	AC	Hit Points	Damage Threshold
Airship	20,000 gp	8 mph	10	20	1 ton	13	300	-
Galley	30,000 gp	4 mph	80	-	1 ton	13	500	20
Keelboat	3,000 gp	1 mph	1	6	½ ton	15	100	10
Longship	10,000 gp	3 mph	40	150	10 tons	15	300	15
Rowboat	50gp	1 ½ mph	1	3	-	11	50	-
Sailing Ship	10,000 gp	2 mph	20	20	100 tons	15	300	15
Warship	25,000 gp	2 ½ mph	60	60	200 tons	20	500	20

# Mounts Table

Type	Cost	Speed	Carrying Capacity
Bear, Brown	800 gp	40 ft. Climb 30 ft.	800 lb.
Dolphin	3,000 gp	Swim 60 ft.	200 lb.
Donkey or Mule	8 gp	40 ft.	420 lb.
Dragon, Bronze	50,000 gp	40 ft. Fly 80 ft. Swim 40 ft.	2,500 lb.
Dragon, Silver	90,000 gp	40 ft. Fly 80 ft.	2,500 lb.
Elephant	200 gp	40 ft.	1,320 lb.
Elk	500 gp	50 ft.	300 lb.
Giant Badger	300 gp	30 ft. Burrow 10 ft.	195 lb.
Giant Bat	3,000 gp	10 ft. Fly 60 ft.	225 lb.
Giant Eagle	10,000 gp	10 ft. Fly 80 ft.	300 lb.
Giant Elk	1,000 gp	60 ft.	540 lb.
Giant Frog	2,000 gp	30 ft. Swim 30 ft.	300 lb.
Giant Spider	3,000 gp	30 ft. Climb 30 ft.	420 lb.
Griffon	5,000 gp	30 ft. Fly 80 ft.	540 lb.
Hippogriff	3,000 gp	40 ft. Fly 60 ft.	225 lb.
Horse, Draft	50 gp	40 ft.	540 lb.
Horse, Riding	75 gp	60 ft.	480 lb.
Hunter Shark	3,000 gp	Swim 40 ft.	300 lb.
Mastiff	25 gp	40 ft.	195 lb.
Nightmare	5,000 gp	60 ft. Fly 90 ft.	480 lb.
Pegasus	20,000 gp	60 ft. Fly 90 ft.	480 lb.
Pony	30 gp	40 ft.	225 lb.
Roc	35,000 gp	20 ft. Fly 120 ft.	1,320 lb.
Unicorn	10,000 gp	50 ft.	300 lb.
Warhorse	400 gp	60 ft.	540 lb.
Worg	200 gp	50 ft.	420 lb.

# Horses Table 1

Type	Color	Name	Size*	Traits
Stallion	Dark Brown	Lordas	Large	Loves Other Horses
Gelding	White	Hobban	Medium	Strong
Mare	Gray	Kilgar	Small	Irritable
Stallion	Black	Morgal	Medium	Has Problems Sleeping
Stallion	White	Wendel	Large	Always Angry
Mare	Light Brown	Sass	Medium	Lazy
Gelding	Chestnut	Ibar	Small	Scared of Humans
Stallion	Gray	Kordek	Large	Reliable
Stallion	White	Edmon	Large	Obedient
Stallion	Black	Ugg	Medium	Loves Carrots
Stallion	Black	Nikash	Large	Hates Other Horses
Mare	Chestnut	Ophelle	Medium	Stubborn
Stallion	Palomino	Wags	Large	Bucks at Random Times
Stallion	Golden	Vlar	Medium	Always in a Hurry
Stallion	White	Rellas	Large	Loves Other Animals
Gelding	Tan	Mikos	Small	Shy
Stallion	Dark Brown	Fasha	Large	Always Happy
Stallion	Gray	Mub	Large	Obsessed with Food
Stallion	Chestnut	Fleet	Large	Incredibly Fast
Mare	Gray	Wander	Small	Always Gets Lost
Mare	White	Mannis	Medium	Enjoys Music
Mare	Light Brown	Dorma	Medium	Always Sleeping
Gelding	White	Indy	Large	Hates Being Ridden
Stallion	Tan	Courage	Small	Very Brave
Stallion	Chestnut	Dern	Large	Extremely Slow
Mare	Chestnut	Brown	Medium	Unhealthy
Mare	Black	Wenda	Medium	Very Loud
Stallion	White	Lokan	Large	Obnoxious
Stallion	Black	Vargen	Large	Hostile
Stallion	Black	Bastion	Large	Always Nervous
Stallion	Tan	Fash	Small	Very Aggressive
Stallion	Palomino	Bolden	Large	Gets Bored Very Easily
Stallion	White	Yar	Large	Crazy
Gelding	White	Zod	Large	Wants to Escape into the Wild
Mare	White	Tassian	Medium	Ignores the Rider
Stallion	Black	Mashan	Medium	Hates Dwarves

\*Within the category of large size

# Horses Table 2

Type	Color	Name	Size*	Traits
Stallion	Dark Brown	Sterling	Large	Extremely Intelligent
Stallion	White	Takrun	Medium	Very Confident
Stallion	Gray	Jannas	Small	Fearless
Stallion	Black	Quadra	Medium	Scared of Gnomes
Stallion	White	Yos	Large	Deaf
Mare	Light Brown	Loren	Medium	Extremely Loyal
Gelding	Chestnut	Cad	Small	Nervous Around Females
Stallion	Gray	Wakka	Large	Unpredictable
Stallion	White	Paslow	Large	Scared of Water
Stallion	Black	Butrick	Medium	Doesn't Like the Cold
Stallion	Black	Irod	Large	Won't Wear a Saddle
Mare	Gray	Maren	Medium	Nervous in the Dark
Stallion	Tan	Ammon	Large	Very Perceptive
Stallion	White	Ilvar	Medium	Has Been Through Trauma
Stallion	Black	Gordun	Large	Scared of Conflict
Gelding	Palomino	Veet	Large	Loves to Race
Stallion	Light Brown	Quiver	Medium	Clumsy
Stallion	White	Brash	Large	Fearless
Mare	Black	Noxar	Medium	Loves the Night
Mare	Chestnut	Prime	Medium	Wants to Lead the Party of Adventurers
Stallion	Palomino	Galana	Large	Very Gentle
Stallion	Tan	Chana	Large	Hates Mastiffs
Stallion	White	Vauk	Large	Will Join in the Battle
Stallion	Black	Fordas	Small	Eager to Mate
Stallion	Golden	Zanan	Medium	Won't Carry Heavy Loads
Gelding	Gray	Jupiter	Medium	Chases Small Animals
Gelding	White	Maska	Small	Hates Elves
Gelding	Black	Hillan	Large	Can Move Through Difficult Terrain
Stallion	Chestnut	Nage	Large	Can Swim Quite Well
Stallion	White	Egon	Large	Overly Confident
Gelding	Chestnut	Arbitor	Large	Won't Go into the Forest
Mare	Gray	Bellas	Medium	Loves Women
Mare	Black	Jass	Medium	Unstable
Stallion	Palomino	Edvos	Large	Hates Wolves
Stallion	Chestnut	Drakkar	Large	Eats Twice the Amount of Most Horses

\*Within the category of large size

# ENCOUNTERS



# Random Events Table 1

<b>D100</b>	<b>Event</b>	<b>D100</b>	<b>Event</b>
01-02	Someone casts Sleet Storm	51-52	Rude Wood Elf Spits at PC
03-04	Thugs Block Road	53-54	Wandering Bard Begins Poem
05-06	Gnome collapses in Grief	55-56	Stranger Flirts with a PC
07-08	Angry Dragonborn Shouts at PCs	57-58	A Noble Glares at the PCs
09-10	Scared Dwarf Runs Away	59-60	Part of the Road is Washed Out
11-12	Happy Noble Offers Hug	61-62	Unskilled Bard Begins to Play
13-14	Anxious Gnome Trembles	63-64	A Gnome is Tossed into a Ditch
15-16	Arrogant Tiefling Laughs Out Loud	65-66	Group of Fishermen Laughs Loudly
17-18	Friendly Soldier Greets PCs	67-68	Guards Arrest a Peasant
19-20	A Gnome Insults a Half-Orc	69-70	PC Challenged to a Duel
21-22	Stranger is Arrested by Guards	71-72	Nervous Guards Question PCs
23-24	Gang of Dwarves Start Fight	73-74	Owl Lands by PC
25-26	A Man Screams	75-76	A Child Calls Out
27-28	Cart Races Past	77-78	Handsome Noble Charms PC
29-30	Drunken Guard Yells at PC	79-80	Locals Debate Regional Politics
31-32	A Stranger Whistles at the PCs	81-82	Rain Storm Begins
33-34	Two Strangers Engage in a Fist Fight	83-84	A Group of Farmers Insult the PCs
35-36	Soldier Gets an Arrow in the Knee	85-86	Crowd Cheers Loudly
37-38	Three Half-Orcs Sell Food	87-88	Clouds Part to Reveal the Sun
39-40	Guard Asks for Random Toll	89-90	One Dwarf Trips Another
41-42	A Mastiff Tugs at PC's Leg	91-92	Bard Insults PCs with Song
43-44	A Drunken Guard Wanders Over	93-94	A Thief Tries to Rob a PC
45-46	Sound of Horses Approaching	95-96	A Tankard is Thrown at a PC
47-48	A Guard Insults the PCs	97-98	Storm Erupts
49-50	Horse Races Past	99-00	Someone Casts Fireball

# Random Events Table 2

D100	Event/	D100	Event
01-02	A Fire Engulfs Nearby Wagons	51-52	Road Toll Increased
03-04	Dragonborn Threaten PCs	53-54	Thugs Block Road
05-06	Urchins Harass PC	55-56	Cultist Starts Chanting
07-08	Wood Elf is Bullied by Thugs	57-58	Halfling Hugs Complete Stranger
09-10	Apprentice Burns Spellbook	59-60	Wizard Sells Scrolls
11-12	PC is Robbed	61-62	Guide Offers Services
13-14	Guards Put Manacles on Tiefling	63-64	Strong Winds Blow
15-16	Dwarves Start Fight	65-66	Dragonborn Laughs Out Loud
17-18	Wagon Breaks Down	67-68	A Whispered Warning
19-20	Wood Elves Ride Elks	69-70	Guards Question PCs
21-22	Paladin Slams Half-Orc onto Ground	71-72	Acolytes Chat Loudly
23-24	Man Weeps on the Side of the Road	73-74	Halflings Ride Mastiffs
25-26	Priest Sells Holy Items	75-76	Tiefling is Lost
27-28	Father Protects His Son	77-78	Ranger Greets Party
29-30	Druid Argues With Dragonborn	79-80	Thunder Booms Overhead
31-32	Merchant Sells Clothes	81-82	Noble Tosses Gold Coin at PC
33-34	Bats Fly Around	83-84	Drunken Halfling Kisses PC
35-36	A Half-Orc is Arrested by Guards	85-86	Barmaid Insults PCs
37-38	Mapmaker Sells Maps	87-88	Sun Gets Hotter and Hotter
39-40	Half-Elf Manhandles a Gnome	89-90	Wife Protects her Husband
41-42	Rain Pours Down	91-92	Thug Bullies Urchin
43-44	Wagon Breaks Down	93-94	Stranger is Kidnapped
45-46	Mastiff Knocks over PC	95-96	Guards Prevent Brawl
47-48	Merchant Sells Goods	97-98	Bandits Attack a Wagon
49-50	Cat Runs Across Road	99-00	Earthquake



# Random Events Table 3

D100	Event	D100	Event
01-02	A Warlock Suddenly Appears	51-52	Dwarf Laughs at a Bard
03-04	Chief of the Town Rides Up	53-54	A Light Rain Starts to Fall
05-06	Fire on the side of the Road	55-56	Merchant Selling Food
07-08	Halfling Sells Art	57-58	Woman Slaps Guard
09-10	Wizard Duel Erupts	59-60	Gypsies sell Armor
11-12	Thief is Caught	61-62	Mourners Sob Openly
13-14	Soldiers Question the Party	63-64	Injured Horse on Side of Road
15-16	Man Shakes and then Falls Down	65-66	Wizard is Cheered
17-18	Ranger Walks alongside a Wolf	67-68	Rumors of a Cave Nearby
19-20	Rumors of an Ogre	69-70	Knight Yells at Soldier
21-22	Bard Sings Loudly	71-72	Guard Treats Mastiff Cruelly
23-24	Gravedigger Argues with Noble	73-74	Sorcerer Loses Control
25-26	Cleric Heals Injured Man	75-76	Drunken Halfling Insults PCs
27-28	Bandits Gallop up on Horseback	77-78	Harlot Meets PCs
29-30	Herald Makes Announcement	79-80	Two Hill Dwarfs Wrestle
31-32	Half-Elf Shoves PC	81-82	Wood Elf Gets Drunk
33-34	Clouds Part to Reveal the Sun	83-84	Magic Missiles Fly Past PCs
35-36	Guard Demands a Road Toll	85-86	Slavers Man Roadblock
37-38	Priest Scolds Drunken Fighter	87-88	PC is Pickpocketed
39-40	Halfling Speaking in Tongues	89-90	Gnome is Bullied
41-42	Dwarf Hugs PC	91-92	Road Toll is Lowered
43-44	Merchant Argues with Stranger	93-94	Man Needs Shelter
45-46	Hirelings Offer Services	95-96	Spy is Caught
47-48	Children Chase a Goat	97-98	Wizard Turns into a Frog
49-50	Swarm of Rats Rushes Past	99-00	Archers Ambush Party

# Random Events Table 4

<b>D100</b>	<b>Event</b>	<b>D100</b>	<b>Event</b>
01-02	A Full Moon Appears	51-52	Teenagers Run Wild
03-04	Apprentice Searches for Spellbook	53-54	Sage Mumbles at PCs
05-06	Nearby Settlement is being Raided	55-56	Two Tieflings Argue
07-08	A Paladin Escorts a Prisoner	57-58	A Peasant Hugs a Soldier
09-10	Cultists Attack a Wagon	59-60	A Herd of Sheep Block the Road
11-12	A Brown Bear is on the Loose	61-62	Merchant Sells Jewelry
13-14	Merchants by the side of the Road	63-64	Guard Captain Whistles at PCs
15-16	Slaves Beg to be Rescued	65-66	Guard is Jeered
17-18	Half-Orcs Chase a Teenager	67-68	Rumors of an Orc Attack
19-20	A Woman Runs for Her Life	69-70	Knight Yells at PC
21-22	Several Trees Fall on the Road	71-72	Two Gnomes Carry a Coffin
23-24	Halfling Laughs Out Loud	73-74	A Poet Punches a Guard
25-26	People Ask For Food	75-76	Drunken Woman Falls into Ditch
27-28	Rumors of a Haunted Mansion	77-78	Harlot Argues with Soldier
29-30	A Merchant Pushes His Cart	79-80	Two Halflings Hug
31-32	Heavily Armed High Elves Pass By	81-82	Half-Orc Gets Drunk
33-34	Guards Search the Area	83-84	Rumors of a Troll
35-36	Merchant Sells Weapons	85-86	Moneylender Argues Loudly
37-38	A Prisoner Runs for His Life	87-88	Drunkards Cause Trouble
39-40	Chicken Bites PC	89-90	Adventurers Ask Questions
41-42	Dwarves Sell Goods	91-92	Herdsmen Move Cattle
43-44	Vampire Hunters Greet the PCs	93-94	Rumors of a Haunted House
45-46	Four Mastiffs Fight	95-96	Wolf Carcass Lies in the Road
47-48	A Horse Gets Loose	97-98	Royal Guards Block the Road
49-50	Laborers Pass By	99-00	A Horse Turns Into a Man

# Random Events Table 5

D100	Event	D100	Event
01-02	A Famous Heroine Arrives	51-52	Warlock Gives Gold Piece to PC
03-04	Massive Flood	53-54	Soldiers Search for Missing Person
05-06	Cult Seeks Converts	55-56	Pregnant Woman Screams
07-08	Gate Closes off Road	57-58	Guards Gamble on Side of Road
09-10	Village is on Fire	59-60	Ranger Tells Incredible Tale
11-12	Tavern on the Side of the Road	61-62	Guards Investigate a Murder
13-14	Criminals Run Past the Party	63-64	Noble Looks for Lost Bag of Gold
15-16	Raving Lunatics Approach the PCs	65-66	Bard Uses a Puppet to Talk
17-18	Merchants go on Strike	67-68	Dead Body Lies in the Road
19-20	Nearby Store is Looted	69-70	Harlots Wave at the Party
21-22	Guard Cuts Hill Dwarf's Beard Off	71-72	Noisy Man on side of Road
23-24	Locals Berate the PCs	73-74	A Boy Runs for his Life
25-26	Rumors of Approaching Army	75-76	Locals Gossip
27-28	Slavers Attack Wagon	77-78	Sage Asks for Help
29-30	Pilgrims Pass By	79-80	Guard Whispers to Mastiff
31-32	Bounty Hunters Search Area	81-82	Orphans Beg For Food
33-34	Wedding Party Passes By	83-84	Rumors of a Haunted Manor Nearby
35-36	Woman Begg For Food	85-86	Fighter Seeks Revenge
37-38	Mules Block the Road	87-88	Priest Speaks to Pilgrims
39-40	Cultists Threaten Guards	89-90	Rumors of a Mysterious Dungeon
41-42	Inn on Side of the Road	91-92	Paladin Protects Young Man
43-44	Wild Horse Gallops Past	93-94	Two Dwarves sent Flying by Spell
45-46	Rumors of a Rebellion	95-96	Prophecy of Doom
47-48	Former Ally Watches PCs	97-98	Arch Enemy Arrives
49-50	Road is in Terrible Condition	99-00	Plague

# Landmarks Table

<b>D100</b>	<b>Event</b>	<b>D100</b>	<b>Event</b>
01-02	Wizard's Tower	51-52	River
03-04	Country Manor	53-54	Small Cave
05-06	Prison	55-56	Forest
07-08	Keep	57-58	Small Wooden Bridge
09-10	River	59-60	Lake
11-12	Forest	61-62	Swamp
13-14	Caverns	63-64	Large Cave
15-16	Abandoned Building	65-66	Ruins
17-18	Winery	67-68	Village
19-20	Town	69-70	Temple
21-22	Stables	71-72	Huge Statue
23-24	Fighters' Guild	73-74	Guard Outpost
25-26	Guard Tower	75-76	Meadery
27-28	Battlefield	77-78	Farm
29-30	Village	79-80	Graveyard
31-32	Temple	81-82	Hills
33-34	Ranch	83-84	Ruins
35-36	Ruins	85-86	Wizard College
37-38	Waterfall	87-88	City
39-40	Hill	89-90	Mountains
41-42	Stables	91-92	Burial Mound
43-44	Farm	93-94	Castle
45-46	Inn on Side of Road	95-96	River
47-48	Large Stone Bridge	97-98	Monastery
49-50	Old Wooden Cabin	99-00	Massive Fortress

# Carousing Table

## D100 Event

01-02 Lose All Your Items  
03-04 Lose All Your Coins  
05-06 Get Amnesia  
07-08 Get Married  
09-10 Kicked Out of the Settlement  
11-12 Swept Away in Romance  
13-14 Win 50gp Gambling  
15-16 Get Lost  
17-18 Spend All Your Money  
19-20 Meet Wealthy Noble  
21-22 Awake With Injury  
23-24 Blackout for Two Hours  
25-26 Meet a Mysterious Stranger  
27-28 Lose Your Gear  
29-30 Guard Yells at PC  
31-32 Meet a New Hireling  
33-34 Engage in a Fist Fight  
35-36 Get Into Drinking Contest  
37-38 Lose All Your Copper Coins  
39-40 Awake on Other Side of Town  
41-42 Lose 10gp Gambling  
43-44 Hair Gets Cut Off  
45-46 Fall Off Bridge or Balcony  
47-48 A Guard Insults the PCs  
49-50 Fall Down Stairs

## D100 Event

51-52 Rude Wood Elf Spits at PC  
53-54 Trip and Injure Yourself  
55-56 Stranger Flirts with a PC  
57-58 Meet a Helpful NPC  
59-60 Make 5gp Gambling  
61-62 Gain a Tattoo  
63-64 Lose Drinking Contest  
65-66 Make Many New Friends  
67-68 Guards Arrest You  
69-70 PC Challenged to a Duel  
71-72 Angry Guards Question PCs  
73-74 Lose Your Clothes  
75-76 A Tankard is Thrown at a PC  
77-78 Handsome Noble Charms PC  
79-80 Get Lost  
81-82 Lose a Weapon  
83-84 A Group of Thugs Insult the PCs  
85-86 Make an Enemy  
87-88 Lose All Your Money Gambling  
89-90 Arrested by Guards  
91-92 Lost All Your Gold Coins  
93-94 Thrown Out of Festival  
95-96 Go Mad  
97-98 Get a Bad Concussion  
99-00 Lose a Magic Item

# Festivals Table

<b>D100</b>	<b>Event</b>	<b>D100</b>	<b>Event</b>
01-02	Birth of a Royal	51-52	Children's Festival
03-04	Ceremony to Honor a Kraken	53-54	Lost Souls Parade
05-06	Wizard College Ceremony	55-56	Harvest Festival
07-08	Comet Festival	57-58	Dance Festival
09-10	Festival to Honor a Volcano	59-60	Victory Celebration
11-12	Ceremony for New Temple	61-62	Adulthood Ceremony
13-14	Nobles Host Ball	63-64	Summer Festival
15-16	Monarch's Birthday	65-66	Festival for River God
17-18	Treaty Ceremony	67-68	Memorial
19-20	Midwinter Festival	69-70	Spring Festival
21-22	Art Festival	71-72	Mountain God Festival
23-24	Peace Festival	73-74	Midsummer Festival
25-26	Festival for Ocean Deity	75-76	Water Festival
27-28	Marriage Ceremony	77-78	Festival Honoring the Forest
29-30	Harvest Festival	79-80	Fall Festival
31-32	Anniversary for Ruler	81-82	Dance Ceremony
33-34	Fertility Festival	83-84	Festival of Death
35-36	Full Moon Festival	85-86	Crowd Cheers Hero
37-38	Nature Festival for Druids	87-88	Meditation Ceremony
39-40	Winter Festival	89-90	Arena Event
41-42	Marriage Ceremony	91-92	Ceremony to Honor a Dragon
43-44	Sun God Festival	93-94	Coronation
45-46	Music Festival	95-96	Flower Festival
47-48	Rain Festival	97-98	Athletic Event
49-50	Festival of Love	99-00	New Year's Festival

# NPCs



# Random NPC Table A

<b>D100</b>	<b>NPC</b>	<b>D100</b>	<b>NPC</b>
01-02	Famous Paladin	51-52	Rude Merchant
03-04	Confused Noble	53-54	Unskilled Actor
05-06	Legendary Ranger	55-56	Loud Guard
07-08	Disillusioned High Elf	57-58	Handsome Wizard
09-10	Brave Hill Dwarf	59-60	Boring Guard
11-12	Happy Landowner	61-62	Cunning Halfling
13-14	Reluctant Fighter	63-64	Sleepy Druid
15-16	Handsome Gnome	65-66	Happy Peasant
17-18	Friendly Urchin	67-68	Lost Apprentice
19-20	Proud Rogue	69-70	Expressive Gnome
21-22	Wise Noble	71-72	Nervous Barbarian
23-24	Excited Ranger	73-74	Arrogant Ranger
25-26	Helpful Bard	75-76	Polite Rogue
27-28	One-Eyed Halfling	77-78	Rude Warlock
29-30	Injured Guard	79-80	Drunken Dragonborn
31-32	Friendly Tiefling	81-82	Arrogant Cleric
33-34	Loud Half-Orc	83-84	Depressed Noble
35-36	Experienced Paladin	85-86	Friendly Half-Elf
37-38	Obnoxious Cleric	87-88	Funny Gnome
39-40	Beautiful Noble	89-90	Wise Hermit
41-42	Rude Gnome	91-92	Unpredictable Sage
43-44	Gregarious Merchant	93-94	Stern Fighter
45-46	Mute Dwarf	95-96	Scheming Sorcerer
47-48	Bewildered Halfling	97-98	Confused Ranger
49-50	Rude Guard	99-00	Vain Chief of the Town



# Random NPC Table B

<b>D100</b>	<b>NPC</b>	<b>D100</b>	<b>NPC</b>
01-02	Crazy Fighter	51-52	Intuitive Barkeep
03-04	Drowsy Knight Commander	53-54	Silly Merchant
05-06	Wise Dragonborn	55-56	Handsome Guard
07-08	Beautiful Halfling	57-58	Charming Guard
09-10	Gang of Gnomes	59-60	Vengeful Wizard
11-12	Unskilled Archer	61-62	Joyful Poet
13-14	Wise Barmaid	63-64	Resilient Ranger
15-16	Nervous Gravedigger	65-66	Loud Barmaid
17-18	Young Wizard	67-68	Friendly Acolyte
19-20	Funny Halfling	69-70	Drunken Half-Orc
21-22	Moody High Elf Fighter	71-72	Bold Barbarian
23-24	Hostile Gnome	73-74	Friendly Tiefling
25-26	Talkative Squire	75-76	Confused Bard
27-28	Inexperienced Cleric	77-78	Talented Guild Artisan
29-30	Threatening Noble	79-80	Nervous Fighter
31-32	Nervous Tiefling	81-82	Lonely Guard
33-34	Happy Gnome	83-84	Loyal Soldier
35-36	Nervous Guide	85-86	Brave Gnome
37-38	Humble Priest	87-88	Virtuous Knight
39-40	Charming Barmaid	89-90	Skilled Ranger
41-42	Agitated Pugilist	91-92	Mischievous Halfling
43-44	Happy Barkeep	93-94	Loud Guard Commander
45-46	Boisterous Musician	95-96	Insane Warlock
47-48	Abrasive Acolyte	97-98	Brave Folk Hero
49-50	Deaf Guard	99-00	Retired Wizard

# Random NPC Table C

<b>D100</b>	<b>NPC</b>	<b>D100</b>	<b>NPC</b>
01-02	Inexperienced Sorcerer	51-52	Angry Guide
03-04	Reliable Paladin	53-54	Helpful Singer
05-06	Wealthy Fighter	55-56	Funny Bard
07-08	Charming Bard	57-58	Caring Barbarian
09-10	Vengeful Rogue	59-60	Confident Folk Hero
11-12	Arrogant Dwarf	61-62	Beautiful Druid
13-14	Drunk Cultist	63-64	Unskilled Swordsmen
15-16	Deceptive Bride	65-66	Shy Barkeep
17-18	Sad Ranger	67-68	Arrogant Tiefling
19-20	Vain Noble	69-70	Sick Barmaid
21-22	Friendly Cleric	71-72	Friendly Poet
23-24	Drunken Bounty Hunter	73-74	Old Scout
25-26	Relaxed Ranger	75-76	Drunken Wizard
27-28	Insincere Guard	77-78	Quiet Monk
29-30	Guilty Dwarf	79-80	Gentle Wizard
31-32	Angry Halfling	81-82	Arrogant Painter
33-34	Confused Knight	83-84	Humble Fighter
35-36	Old Barbarian	85-86	Old Knight
37-38	Sleepy Priest	87-88	Obnoxious Priest
39-40	Blind Guard	89-90	Wise Dwarf
41-42	Sophisticated Merchant	91-92	Talkative Half-Orc
43-44	Funny Storyteller	93-94	Handsome Wood Elf
45-46	Drunken Musician	95-96	Deceptive Barkeep
47-48	Friendly Stableboy	97-98	Unfaithful Knight
49-50	Happy Merchant	99-00	Crazy Hermit

# Random NPC Table D

<b>D100</b>	<b>NPC</b>	<b>D100</b>	<b>NPC</b>
01-02	Wise Hermit	51-52	Loud Gnome
03-04	Curious Guard Commander	53-54	Intelligent Guard
05-06	Perceptive Sorcerer	55-56	Angry Barmaid
07-08	Moody Warlock	57-58	Nervous Fighter
09-10	Rude Noble	59-60	Retired Ranger
11-12	Eloquent Gnome	61-62	Sad Cleric
13-14	Celibate Cleric	63-64	Grumpy Sage
15-16	Unrealistic Moneylender	65-66	Scared Fighter
17-18	Excited Paladin	67-68	Excited Entertainer
19-20	Quiet Halfling	69-70	Rowdy Gnome
21-22	Impulsive Priest	71-72	Beautiful High Elf
23-24	Depressed Barmaid	73-74	Famous Paladin
25-26	Happy Cultist	75-76	Solemn Tiefling
27-28	Angry Barkeep	77-78	Lost Sorcerer
29-30	Happy Paladin	79-80	Exhausted Bard
31-32	Sad Hill Dwarf	81-82	Drunken Monk
33-34	Courageous Sorcerer	83-84	Sleepy Guard
35-36	Energetic Wizard	85-86	Injured Soldier
37-38	Guilty Half-Orc	87-88	Excited Hill Dwarf
39-40	Happy Knight	89-90	One-Armed Half-Orc
41-42	Excited Guard	91-92	Generous Gnome
43-44	Confused Bride	93-94	Mean Barmaid
45-46	Funny Stableboy	95-96	Confused Merchant
47-48	Friendly Merchant	97-98	Prosperous Bard
49-50	Moody Guard	99-00	Cruel Landowner

# NPC Stats Table I

Background	Race/Gender	Class	Alignment	STR	DEX	CON	INT	WIS	CHA
Folk Hero	Human/Male	Druid	CN	14	14	15	10	18	12
Criminal	Human/Male	Fighter	LE	17	16	12	12	14	17
Charlatan	Human/Male	Bard	CG	12	15	12	11	16	17
Soldier	Human/Male	Monk	LG	7	17	11	17	17	14
Guild Artisan	Human/Male	Sorcerer	CG	11	17	14	15	7	19
Hermit	Human/Male	Ranger	NG	16	18	11	10	16	16
Outlander	Human/Female	Wizard	N	11	12	15	17	8	15
Sage	Human/Female	Cleric	LN	10	14	16	13	18	16
Noble	Human/Female	Warlock	CN	8	16	15	12	18	16
Sailor	Human/Female	Fighter	CG	18	15	11	16	7	16
Acolyte	Human/Female	Rogue	CN	12	17	7	17	10	16
Criminal	High Elf/Female	Druid	N	10	9	15	12	17	12
Noble	High Elf/Female	Paladin	LG	18	14	7	16	12	16
Soldier	High Elf/Male	Ranger	NG	16	18	16	6	18	15
Outlander	High Elf/Male	Fighter	CG	16	16	16	11	15	16
Folk Hero	Wood Elf/Female	Druid	CG	12	15	17	15	17	11
Urchin	Wood Elf/Female	Monk	LE	16	18	12	11	17	15
Entertainer	Wood Elf/Male	Cleric	LG	11	10	10	12	19	14
Guild Artisan	Wood Elf/Male	Fighter	N	17	13	16	18	15	14
Sailor	Dwarf/Male	Warlock	CN	5	15	12	14	8	17
Criminal	Hill Dwarf/Female	Cleric	LN	8	10	12	14	18	17
Sage	Halfling/Male	Ranger	CG	17	15	12	10	15	16

## NPC Stats Table II

Background	Race/Gender	Class	Alignment	STR	DEX	CON	INT	WIS	CHA
Folk Hero	Human/Male	Sorcerer	CG	12	14	15	10	9	18
Sage	Human/Male	Warlock	CE	11	16	12	12	14	17
Entertainer	Human/Male	Bard	CG	12	15	12	11	16	16
Noble	Human/Male	Cleric	LG	7	12	15	17	17	12
Urchin	Human/Male	Paladin	LN	17	17	14	15	7	19
Guild Artisan	Human/Male	Druid	CG	8	6	11	14	16	16
Acolyte	Human/Female	Rogue	CN	18	18	15	8	8	15
Sailor	Human/Female	Monk	LG	12	17	16	13	16	11
Hermit	Human/Female	Warlock	LE	15	16	15	12	11	16
Soldier	Human/Female	Fighter	LG	17	14	11	16	17	6
Outlander	Human/Female	Ranger	CN	14	18	7	17	16	16
Criminal	High Elf/Female	Wizard	NG	12	9	15	18	15	4
Charlatan	High Elf/Female	Rogue	CG	16	19	11	9	12	16
Entertainer	High Elf/Male	Paladin	LN	16	14	16	6	12	18
Folk Hero	High Elf/Male	Warlock	CE	11	7	16	4	15	16
Sage	Wood Elf/Female	Bard	CN	9	15	14	15	12	16
Entertainer	Wood Elf/Female	Cleric	LG	16	16	12	11	17	15
Noble	Wood Elf/Male	Monk	LN	11	18	5	12	15	17
Urchin	Wood Elf/Male	Rogue	CG	11	18	16	12	15	9
Acolyte	Dwarf/Male	Paladin	LG	17	15	16	5	8	19
Sailor	Hill Dwarf/Male	Wizard	CN	8	17	12	18	16	11
Hermit	Halfling/Male	Warlock	CG	10	16	12	8	17	17
Soldier	Halfling/Male	Ranger	NG	9	16	13	12	16	18

# Compliments and Insults Table

D100	Event	D100	Event
01-02	Monarch Offers Congratulations	51-52	Rude High Elf Spits at PC
03-04	Stranger Offers Admiration	53-54	“Look Who the Guards Let in!”
05-06	Gnome collapses in Laughter	55-56	Stranger Flirts with a PC
07-08	Angry Tiefling Shouts at PCs	57-58	A Guard Laughs at the PCs
09-10	Drunken Noble Yells at PC	59-60	Stranger Admires PC’s hair
11-12	Happy Stranger Offers Hug	61-62	Unskilled Bard Writes PC’s song
13-14	“Now THAT’S a Sword!”	63-64	A Dwarf Screams at PCs
15-16	Arrogant High Elf Laughs Out Loud	65-66	Group of Guards Laughs Loudly
17-18	Friendly Noble Admires PC	67-68	Tiefling Admires Weapons
19-20	“YOU’RE an Adventurer?!”	69-70	PC Challenged to a Duel
21-22	Stranger Insults PC’s Race	71-72	Impressed Guards Congratulate PCs
23-24	Passing NPC Criticizes Clothing	73-74	“You Call THAT a Sword!”
25-26	A Man Screams At PCs	75-76	A Child Insults PC’s Family
27-28	NPC flirts with PC	77-78	Handsome Noble Charms PC
29-30	Drunken Guard Yells at PC	79-80	“Where are YOU From?!”
31-32	A Stranger Whistles at the PCs	81-82	Folk Hero Thanks PCs
33-34	Two Strangers Laugh at PCs	83-84	A Group of Thugs Insult the PCs
35-36	Locals Compliment Adventurers	85-86	Crowd Cheers PCs Loudly
37-38	Three Half-Orcs Mock PCs	87-88	“Get Out of Town!”
39-40	Guard Hugs a PC	89-90	Noble Offers to Buy PC clothes
41-42	“Nice armor!”	91-92	Children Laugh at PCs
43-44	A Drunken Gnome Grabs a PC	93-94	“Are You a MONSTER?!”
45-46	“Who do you think YOU are?!”	95-96	A Tankard is Thrown at a PC
47-48	A Guard Insults the PCs	97-98	Stranger Offers Bouquet of Flowers
49-50	Stranger Smiles at one PC	99-00	Ruler Tosses Out of Settlement

# Road Encounter Table

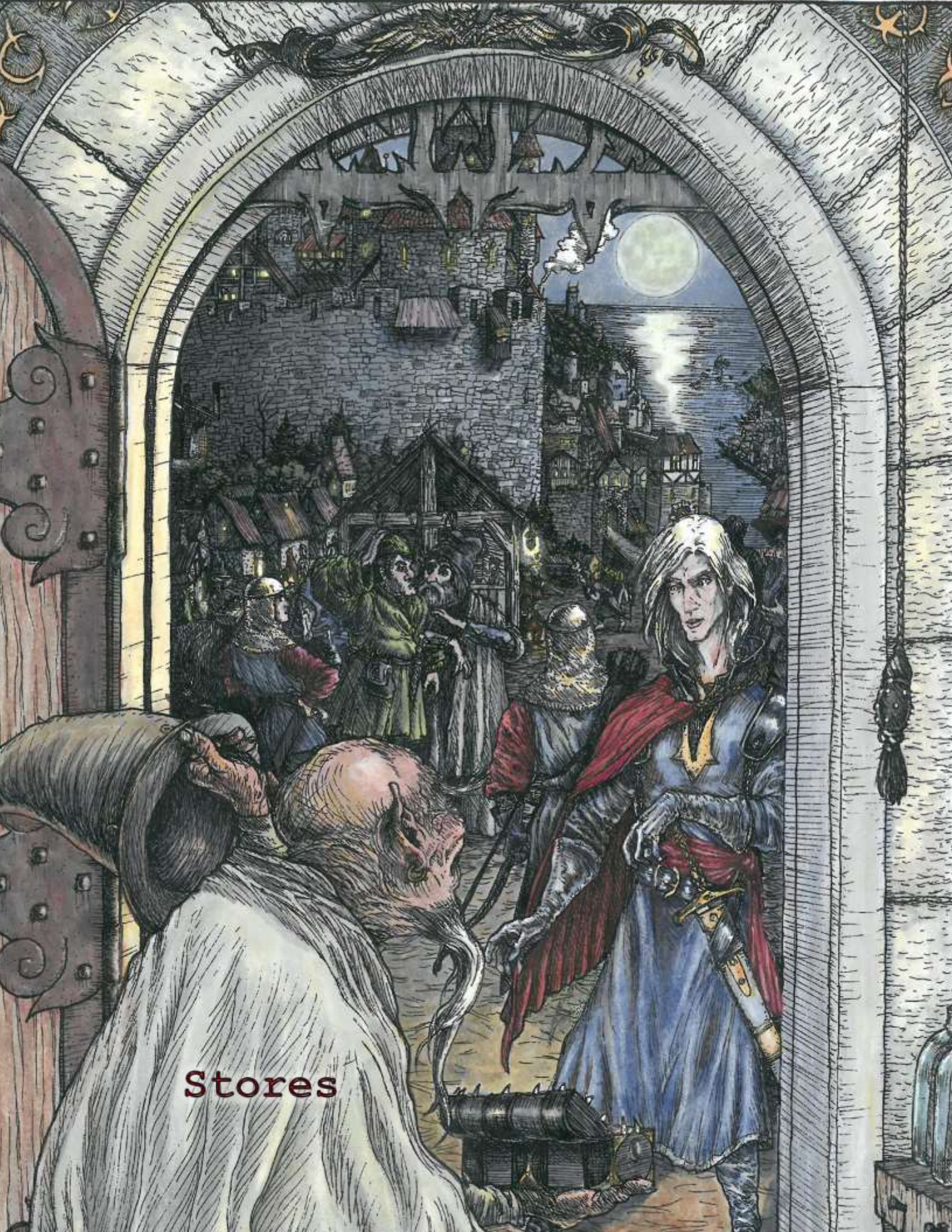
<b>D100</b>	<b>Encounter</b>	<b>D100</b>	<b>Encounter</b>
01-02	Vampire	51-52	Commoner
03-04	Mage	53-54	Raven
05-06	Assassin	55-56	Wolf
07-08	Ogre	57-58	Swarm of Rats
09-10	Druid	59-60	Orc Patrol
11-12	Troll	61-62	Commoner
13-14	Night Hag	63-64	Spy
15-16	Bugbear	65-66	Bandit
17-18	Worg	67-68	Commoner
19-20	Ghost	69-70	Zombie
21-22	Wolf	71-72	Wolf
23-24	Doppelganger	73-74	Bandit Patrol
25-26	Commoner	75-76	Cultists
27-28	Druid	77-78	Hobgoblin
29-30	Bandit Captain	79-80	Werewolf
31-32	Veteran	81-82	Veteran
33-34	Zombie	83-84	Troll
35-36	Goblin	85-86	Vampire Spawn
37-38	Scout	87-88	Worg
39-40	Commoner	89-90	Bugbear
41-42	Orc	91-92	Mage
43-44	Swarm of Insects	93-94	Ogre
45-46	Wolf	95-96	Assassin
47-48	Owl	97-98	Wereboar
49-50	Commoner	99-00	Roc

# Monster List by Challenge Rating

Monsters	CR
Commoner*, Owl, Raven	0
Bandit, Cultist	1/8
Boar, Swarm of Rats, Wolf, Zombie	1/4
Hobgoblin, Orc, Scout, Swarm of Insects, Thug, Worg	1/2
Bugbear, Spy	1
Bandit Captain, Druid, Ogre	2
Doppelganger, Veteran, Werewolf	3
Ghost, Wereboar	4
Night Hag, Vampire Spawn	5
Mage, Troll	6
Assassin	8
Roc	11
Vampire	13

\*Commoner: Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Forester, Hunter, Messenger, Miner, Peasant, Pilgrim, Tavern/Inn Worker, Weavers.





Stores



# 1. Westbrook Goods

## Description:

Westbrook Goods is located in a stone building in a new area of town. Jack and Joyce run the place with help from their loyal staff. The establishment is quite noisy and has a warm feeling about it. However, the service is not prompt and the store runs out of products quite quickly. Jack will sometimes treat the customers to performances with his lute.

## Staff:

Jack, **2<sup>nd</sup> level bard**, lawful neutral

Joyce, **2<sup>nd</sup> level fighter**, lawful good

Yolanda, **commoner**, chaotic good

Will, **commoner**, neutral good

Phil, **commoner**, chaotic neutral

Colin, **commoner**, chaotic good

## Languages spoken:

Common, Dwarvish, Halfling

## Customers:

Acolytes, adventurers, city guards, explorers, hunters, nobles, peasants, pilgrims, soldiers, travelers, wanderers, wizards

Acid (vial)	25gp
Alchemist's fire (flask)	50gp
Backpack	2gp
Bedroll	1gp
Blanket	5sp
Caltrops (bag of 20)	1gp
Candle	1cp
Component pouch	25gp
Dice set	1sp
Dragonchess set	1gp
Fishing tackle	1gp
Hammer	1gp
Healer's kit	5gp
Hunting trap	5gp
Lantern, bullseye	10gp
Map, local	10gp
Net	1gp
Oil (flask)	1sp
Playing card set	5sp
Pot, iron	2gp
Potion of healing	50gp
Rations (1 day)	5sp
Robes	1gp
Rope, hempen (50 ft.)	1gp
Tent, two-person	2gp
Tinderbox	5sp
Torch	1cp
Waterskin	2sp
Climber's kit	25gp
Explorer's pack	10gp

## 2. Hansen's

### Description:

A small wooden building in the center of a sizeable settlement. Hansen's is a busy store and the staff are quite knowledgeable. It has two long counters where purchases for larger goods happen and many low shelves fill the rest of the store. The owner, Hansen, is often at the store helping customers. Four armed guards stand at the entrance.

### Staff:

Hansen, **noble**, lawful good

Rian, half-elf **1<sup>st</sup> level bard**, chaotic good

Bauer, **commoner**, lawful good

Nathan, **commoner**, neutral

Ross, **commoner**, lawful neutral

Perkins, **commoner**, lawful good

Four **guards**

### Languages spoken:

Common, Dwarvish, Elvish

### Customers:

Adventurers, acolytes, alchemists, city guards, entertainers, explorers, hunters, nobles, peasants, priests, sages, soldiers, stewards, travelers

Acid (vial)	25gp
Backpack	2gp
Bedroll	1gp
Blanket	5sp
Caltrops (bag of 20)	1gp
Component pouch	25gp
Diplomat's pack	39gp
Dragonchess set	1gp
Dungeoneers' pack	12gp
Entertainer's pack	40gp
Explorer's pack	10gp
Hammer	1gp
Healer's kit	5gp
Hunting trap	5gp
Map, local	15gp
Net	1gp
Oil (flask)	1sp
Playing card set	5sp
Pot, iron	2gp
Priest's pack	19gp
Rations (1 day)	5sp
Rope, hempen (50 ft.)	1gp
Scholar's pack	40gp
Tent, two-person	2gp
Three-Dragon Ante set	1gp
Tinderbox	5sp
Torch	1cp
Waterskin	2sp

### 3. Into the Wild

#### Description:

A large wooden building near the main gate of a big city. The staff are known for being extremely friendly. They are a group of friends who have known each other ever since they studied together years ago. Their clientele are quite varied. From poor peasants to nobles, many kinds of people frequent this store.

#### Staff:

Stern, **1<sup>st</sup> level fighter**, neutral

Dana, **1<sup>st</sup> level fighter**, neutral good

Neville, **1<sup>st</sup> level fighter**, lawful good

Hannah, **1<sup>st</sup> level ranger**, lawful good

Lester, **1<sup>st</sup> level bard**, neutral good

#### Languages spoken:

Common

#### Customers:

Adventurers, alchemists, city guards, explorers, hunters, merchants, nobles, peasants, soldiers, wanderers

Alchemist's fire (flask)	50gp
Arrows (20)	1gp
Backpack	2gp
Barrel	2gp
Basket	5sp
Bedroll	1gp
Bottle, glass	2gp
Candle	1cp
Chain (10 ft.)	5gp
Crossbow bolts (20)	1gp
Crowbar	2gp
Disguise kit	25gp
Dungeoneer's pack	12gp
Explorer's pack	10gp
Hourglass	25gp
Hunting trap	5gp
Lamp	5sp
Lantern, hooded	5gp
Manacles	2gp
Mirror, steel	5gp
Pole (10 ft.)	5cp
Quiver	1gp
Rations (1 day)	5sp
Scale, merchant's	5gp
Soap	2cp
Tent, two-person	2gp
Torch	1cp

## 4. Dean and Luca's

Description: Dean and Luca were famous adventurers who lost their lives to a red dragon. Their store was then left to their niece, Felicity. She now runs the store with several of her friends. The store is located in a black and white wooden building in a large city. Goodspeed and Foley have both asked the owner to be their wife but she can't decide who to choose.

### Staff:

Felicity, **2<sup>nd</sup> level cleric**, chaotic good  
Goodspeed, **2<sup>nd</sup> level ranger**, chaotic good  
Foley, **3<sup>rd</sup> level paladin**, lawful good  
Richard, **2<sup>nd</sup> level rogue**, chaotic good  
Megan, **2<sup>nd</sup> level warlock**, chaotic neutral  
Sean, **2<sup>nd</sup> level sorcerer**, chaotic good  
Elena, **2<sup>nd</sup> level cleric**, chaotic good

### Languages spoken:

Common, Infernal

### Customers:

Acolytes, adventurers, apprentices, clerics, nobles, sages, travelers, witches

Arrows (20)	1gp
Backpack	2gp
Bedroll	1gp
Blanket	5sp
Block and tackle	1gp
Case, crossbow bolt	1gp
Case, map or scroll	1gp
Climber's kit	25gp
Component pouch	25gp
Crossbow bolts (20)	1gp
Fishing tackle	1gp
Healer's kit	5gp
Hunting trap	5gp
Ladder (10 ft.)	1sp
Lantern, hooded	5gp
Lock	10gp
Manacles	2gp
Map, local	10gp
Mess kit	2sp
Oil (flask)	1sp
Pot, iron	2gp
Potion of healing	50gp
Quiver	1gp
Rations (1 day)	5sp
Rope (50 ft.)	1gp
Tent, two-person	2gp
Tinderbox	5sp
Torch	1cp
Waterskin	2sp



# 1. The Black Forge

## Description:

An older stone building on a crowded street full of stores. Most inhabitants in the area don't have good things to say about the Black Forge. The dwarves don't treat their customers very well. At the same time, the Black Forge is always well stocked with a wide variety of weapons. They are known to carry the best quality spears, pikes, and halberds for miles around.

## Staff:

Grunkel, hill dwarf **2<sup>nd</sup> level fighter**, lawful neutral

Hodin, hill dwarf **commoner**, neutral

Maggen, hill dwarf **commoner (blacksmith)**, lawful neutral

Hardin, hill dwarf **commoner**, lawful neutral

## Languages spoken:

Common, Dwarvish, Gnomish

## Services:

Fix weapons, make weapons

## Customers:

Adventurers, city guards, monks, soldiers, veterans

Arrows (20)	1gp
Battleaxe	10gp
Caltrops (bag of 20)	1gp
Case, crossbow bolt	1gp
Crossbow, hand	75gp
Crossbow, heavy	50gp
Crossbow, light	25gp
Crossbow bolts (20)	1gp
Dagger	2gp
Glaive	20gp
Greataxe	30gp
Greatsword	50gp
Halberd	20gp
Handaxe	5gp
Lance	10gp
Light hammer	2gp
Longbow	50gp
Longsword	15gp
Pike	5gp
Quarterstaff	2sp
Rapier	25gp
Shortbow	25gp
Shortsword	10gp
Spear	1gp
Spikes, iron (10)	1gp
Trident	5gp
War pick	5gp
Whip	2gp



## 2. Hilt Renfrew

### Description:

An old wooden building adjacent to a busy market. Hilt Renfrew is well-known for having a great selection of high quality weapons. The weapons are sought out by many kinds of people. Hilt Renfrew is usually quite crowded and offers a few services as well. The old blacksmith, Boradin, is quite talented and can fix or make a number of weapons.

### Staff:

Arannis, high elf **3<sup>rd</sup> level sorcerer**, chaotic good

Shanai, high-elf **2<sup>nd</sup> level fighter**, chaotic neutral

Vadania, high elf **1<sup>st</sup> level fighter**, chaotic good

Borandin, hill dwarf **2<sup>nd</sup> level fighter (blacksmith)**, neutral

Two **guards**

### Languages spoken:

Common, Dwarvish, Elvish

### Services:

Fix weapons, make weapons

### Customers:

Adventurers, knights, nobles, travelers, veterans

Arrows (20)	5gp
Battleaxe	30gp
Blowgun	20gp
Dagger	5gp
Dart	10cp
Flail	15gp
Glaive	30gp
Greataxe	40gp
Handaxe	15gp
Longbow	70gp
Longsword	35gp
Mace	25gp
Morningstar	35gp
Net	5gp
Quarterstaff	8sp
Quiver	5gp
Shortbow	50gp
Shortsword	30gp
Sickle	5gp
Sling	5sp
Spear	1gp
Warhammer	35gp
War pick	15gp
Whip	5gp

### 3. Jagged Blades

#### Description:

A three-storey stone building in a medium-sized city. A group of wizards run the store to make money to buy ingredients for spells and potions. This store is known to carry many different kinds of weapons. However, the polite mages are not very knowledgeable about the weapons.

#### Staff:

Crawford, **1<sup>st</sup> level wizard**, lawful good

Hannis, **1<sup>st</sup> level wizard**, neutral good

Melvin, **1<sup>st</sup> level wizard**, chaotic good

Christoph, **1<sup>st</sup> level wizard**, neutral

Gregory, **1<sup>st</sup> level wizard**, neutral

Lindsay, **1<sup>st</sup> level wizard**, neutral

#### Languages spoken:

Common

#### Services:

Fix weapons, make weapons

#### Customers:

Adventurers, city guards, the Fighters' Guild, knights, nobles, soldiers, travelers, veterans

Arrows (20)	1gp
Case, crossbow bolt	1gp
Club	1sp
Crossbow, hand	75gp
Crossbow, heavy	50gp
Crossbow, light	25gp
Crossbow bolts (20)	1gp
Dagger	2gp
Dart	5cp
Handaxe	5gp
Longbow	50gp
Morningstar	15gp
Net	1gp
Quiver	1gp
Rapier	25gp
Shortbow	25gp
Sling	1sp
Sling bullets (20)	4cp
Spear	1gp



# 1. The Clash

## Description:

A sturdy stone building in a highly populated city. The store is open almost every hour of the day. It is also very busy all times of the day. A quartet of dwarves run The Clash. Tharen is a well-known blacksmith in the city and can be trusted to do excellent work. The dwarves have excellent memories and always remember former customers.

## Staff:

Margrim, dwarf **4<sup>th</sup> level fighter**, lawful neutral

Tharen, dwarf **4<sup>th</sup> level barbarian** (blacksmith), lawful good

Vurik, dwarf **1<sup>st</sup> level fighter**, lawful good

Valdrik, dwarf **1<sup>st</sup> level fighter**, lawful good

## Languages spoken:

Common, Dwarvish

## Services:

Fix armor, make armor

## Customers:

City guards, the Fighters' Guild, knights, miners, soldiers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Ring mail	30gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded Leather	45gp

## 2. The Mail Men

### Description:

This store is in a smaller village, but has a good reputation throughout the kingdom. Newman and his two friends are known as the Mail Men. They are known to have a good selection of armor. Customers will come from larger settlements to the small store. Newman is quite the character and can be very neurotic and paranoid. He is always worried that someone is going to rob his store.

### Staff:

Newman, **4<sup>th</sup> level barbarian**, neutral good

Kenny, **4<sup>th</sup> level fighter**, chaotic good

Kram, **commoner** (blacksmith), neutral

Four **guards**

### Languages spoken:

Common, Dwarvish

### Services:

Fix armor, make armor

### Customers:

Adventurers, knights, soldiers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Scale mail	50gp
Shield	2gp
Splint	200gp
Studded leather	45gp

### 3. Nine Nails

#### Description:

Nine Nails is a wooden building in the busy part of a city. The local authorities are not happy with the presence of the three intimidating tieflings.

However, everyone is too scared to do anything about it. Lorthos, Makta, and Phaktoros don't care who they do business with. They just want to make as much gold as they can. Their well-made plate armor is highly sought after in the region. Two hell hounds are kept in the back room. Makta explains the hot temperature in the store but saying there is a fireplace nearby.

#### Staff:

Lorthos, tiefling **4<sup>th</sup> level warlock**, chaotic evil

Makta, tiefling **4<sup>th</sup> level fighter**, chaotic evil

Phaktoros, tiefling **4<sup>th</sup> level fighter**, chaotic evil

Two **hell hounds**

#### Languages spoken:

Common, Infernal

#### Services:

Fix armor, make armor

#### Customers:

Adventurers, the Thieves' Guild, thugs, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Ring mail	30gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded leather	45gp



# 1. Southlands

## Description:

One large stone building in a quiet valley is home to this establishment. Southlands has been around for a long time and has a good reputation with the locals. In fact, it has been a thriving business for many years. The stables hold a dark secret though. One of the workers, Donna, is actually a night hag. She bides her time and will stab people in the back, sometimes literally.

## Staff:

Ian, **3<sup>rd</sup> level fighter**, lawful good

Mary, **2<sup>nd</sup> level fighter**, neutral good

Gus, **commoner** (blacksmith), lawful good

Harold, **2<sup>nd</sup> level bard**, chaotic good

Donna, **night hag**, neutral evil

Sasha, **noble**, lawful evil

Ten **guards**

Four **mastiffs**

## Languages spoken:

Common, Halfling, Infernal

## Services:

Make barding, stabling 5sp/day

## Customers:

Adventurers, city guards, explorers, the Fighters' Guild, nobles, soldiers, veterans

Barding – chain mail	300gp
Barding – chain shirt	200gp
Barding – half plate	3,000gp
Barding – hide	40gp
Barding – leather	40gp
Barding – padded	20gp
Barding – plate	6,000gp
Barding – ring mail	120gp
Barding – scale mail	200gp
Barding – splint mail	800gp
Barding – stud. leather	180gp
Bit and bridle	2gp
Carriage	100gp
Cart	15gp
Donkey or mule	8gp
Feed (per day)	5sp
Horse, draft	50gp
Horse, riding	75gp
Mastiff	25gp
Pony	30gp
Saddle, fine	25gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Wagon	35gp
Warhorse	400gp



## 2. Derby's

### Description:

Derby's is a large complex made up of several wooden buildings. There an area for the blacksmith and a paddock as well. Derby's is known for its knowledgeable staff and decent prices. Their horses are in good condition and are often sold to the local city guards or soldiers. Folks love watching the little halflings work with the much larger horses.

### Staff:

Derby, halfling **2<sup>nd</sup> level ranger**, chaotic good

Kerby, halfling **commoner (blacksmith)**, lawful neutral

Ninny, halfling **commoner**, neutral

Nabby, halfling **commoner**, neutral good

Six halfling **veterans**

### Languages spoken:

Common, Elvish, Halfling

### Services:

Build wagons, stabling 5sp/day

### Customers:

Adventurers, city guards, the Fighters' Guild, soldiers, veterans

Barding – chain mail	300gp
Barding – chain shirt	200gp
Barding – half plate	3,000gp
Barding – hide	40gp
Barding – leather	40gp
Barding – padded	20gp
Barding – plate	6,000gp
Barding – ring mail	120gp
Barding – scale mail	200gp
Barding – splint mail	800gp
Barding – stud. leather	180gp
Bit and bridle	2gp
Carriage	100gp
Cart	15gp
Feed (per day)	5sp
Horse, draft	50gp
Horse, riding	75gp
Mastiff	25gp
Saddle, fine	25gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Sled	20gp
Wagon	35gp
Warhorse	400gp

### 3. Knight Mares

#### Description:

Knight Mares is a large complex near a knighthood's keep. The knights are the main customers. The stables offer a wide range of mounts and vehicles. However, they are known to be intellectuals and often get in heated debates with their customers. There is lots of room for horses to be stabled here. This service costs a five silver pieces a day.

#### Staff:

Eric, **2<sup>nd</sup> level fighter**, lawful good

Heather, **commoner (blacksmith)**, chaotic good

Penny, **commoner**, neutral good

Virginia, **commoner**, lawful good

Nils, **commoner**, lawful good

Four **guards**

Six **mastiffs**

#### Languages spoken:

Common

#### Services:

Fix carts and wagons, stabling 5sp/day

#### Customers:

Adventurers, city guards, the Fighters' Guild, knights, soldiers, veterans

Barding – chain mail	300gp
Barding – chain shirt	200gp
Barding – half plate	3,000gp
Barding – hide	40gp
Barding – leather	40gp
Barding – padded	20gp
Barding – plate	6,000gp
Barding – ring mail	120gp
Barding – scale mail	200gp
Barding – splint mail	800gp
Barding – stud. leather	180gp
Bit and bridle	2gp
Carriage	100gp
Cart	15gp
Donkey or mule	8gp
Feed (per day)	5sp
Horse, draft	50gp
Horse, riding	75gp
Pony	30gp
Saddle, fine	25gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Sled	20gp
Wagon	35gp
Warhorse	400gp



# 1. Magecraft

## Description:

A long wooden building on the far side of a large city. Three guards are always on duty at the front door. Trix runs the store for a noble named Lynne. The tiefling sorcerer is a nervous wreck and completely insane. She might want to chat about her pet frogs for hours or suddenly cast a fireball spell in the middle of the store.

## Staff:

Trix, tiefling **7<sup>th</sup> level sorcerer**, chaotic neutral

Lynne, **noble**, chaotic good

Dion, **commoner**, chaotic neutral

Jess, **commoner**, neutral

Dee, **commoner**, neutral

Warner, **commoner**, neutral

Three **guards**

Fifty **frogs**

## Languages spoken:

Common, Elvish, Infernal

## Services:

Crafting magic items (DMG p.129)

## Customers:

Adventurers, nobles, sorcerers, wizards

## Treasure Hoard:

Challenge 0-4

Bag of beans	2,500gp
Bag of holding	250gp
Cap of water breathing	250gp
Chime of opening	2,500gp
Crystal ball, basic	10gp
Driftglobe	250gp
Dust of disappearance	250gp
Horseshoes of speed	2,500gp
Keoghtom's ointment	250gp
Philter of love	250gp
Potion of animal friendship	250gp
Potion of climbing	50gp
Potion of greater healing	250gp
Potion of healing	50gp
Quaal's feather token	2,500gp
Rod of the pact keeper +2	2,500gp
Rope of climbing	250gp
Spell scroll – disguise self	250gp
Spell scroll – feather fall	250gp
Spell scroll – light	50gp
Spell scroll – mage hand	50gp
Wand of magic detection	250gp
Wand of secrets	250gp

## 2. Zane's Arcane Vein

### Description:

The Vein is a small store hidden in the dungeon of a large building. Many powerful magic items are for sale. Additionally, Zane and his staff are rather dangerous humans. A brave customer can attempt to intimidate them but otherwise they'll probably end up being robbed or worse. However, Zane is very unpredictable and might join the party as easily as he might attempt to attack them.

### Staff:

Zane, **8<sup>th</sup> level wizard**, chaotic neutral

Yan, **5<sup>th</sup> level sorcerer**, chaotic evil

Brenna, **5<sup>th</sup> level sorcerer**, neutral evil

Senna, **4<sup>th</sup> level rogue**, neutral evil

Vlad, **1<sup>st</sup> level sorcerer**, neutral evil

Eight **berserkers**

### Languages spoken:

Common, Elvish, Infernal, Thieves' Cant

### Customers:

Adventurers, fiends, hags, the Mage Guild, sorcerers, the Thieves' Guild, vampires, warlocks, witches, wizards

### Treasure Hoard:

Challenge 5-10

Arrow +1	250gp
Bag of devouring	25,000gp
Berserker axe	2,500gp
Crossbow bolt +1	250gp
Dagger +1	250gp
Folding boat	2,500gp
Gem of brightness	250gp
Keoghtom's ointment	250gp
Lantern of revealing	250gp
Leather +1	2,500gp
Longsword +1	400gp
Nolzur's marvelous pigments	25,000gp
Oil of sharpness	25,000gp
Oil of slipperiness	250gp
Potion of greater healing	250gp
Potion of speed	25,000gp
Ring of swimming	250gp
Ring of warmth	250gp
Robe of useful items	250gp
Saddle of the cavalier	250gp
Shield +1	300gp
Shortbow +1	300gp
Spell scroll – blight	2,500gp
Spell scroll – cloudkill	2,500gp
Spell scroll – passwall	2,500gp
Spell scroll – polymorph	2,500gp

### 3. Many Wonders

#### Description:

A small magic items store in a little village. It is made of dark wood and has smells like burnt wood. Nobody would expect this humble place could house powerful magical items. A trio of wild dragonborn run the store. They are quite wealthy and make a business of buying and selling items with powerful adventurers. However, they don't care who they do business with. Two huge iron statues of dragonborn stand guard inside the store. They are both iron golems, under the command of the dragonborn trio.

#### Staff:

Balanaar, **dragonborn 8<sup>th</sup> level wizard**, chaotic neutral

Kava, **dragonborn 7<sup>th</sup> level wizard**, chaotic neutral

Tadaar, **dragonborn 7<sup>th</sup> level wizard**, chaotic neutral

Two iron **golems**

#### Languages spoken:

Common, Draconic

#### Services:

Crafting magic items (DMG p.129)

#### Customers:

Adventurers, fiends, knights, the Mage Guild, sorcerers, vampires, warlocks, witches, wizards

#### Treasure Hoard:

Challenge 11-16

Alchemy jug	250gp
Bag of holding	250gp
Candle of invocation	25,000gp
Chain mail +2	25,000gp
Driftglobe	250gp
Iron flask	50,000gp
Keoghtom's ointment	250gp
Longsword +2	4,000gp
Mithral armor	250gp
Potion of animal friendship	250gp
Potion of poison	250gp
Potion of superior healing	2,500gp
Ring of swimming	250gp
Ring of water elemental control	50,000gp
Shortbow +2	3,000gp
Spell Scroll – arcane gate	25,000gp
Spell Scroll – forcecage	25,000gp
Spell Scroll – magic jar	25,000gp
Spell Scroll – maze	25,000gp
Spell Scroll – teleport	25,000gp
Staff of frost	25,000gp
Studded leather +1	2,500gp
Wand of secrets	250gp

## 4. Gred and Forge's

### Description:

This store is located inside an old building on a busy street in a large settlement. Two wizard brothers, Gred and Forge, run this popular store. The store is a shambles, it's difficult to find the path to the counter. Items, magical and mundane, are scattered everywhere in the dimly lit store. The two brothers are friendly and knowledgeable. To protect their establishment, the wizards have a number of hidden enchanted items and spells.

### Staff:

Gred, **12<sup>th</sup> level wizard**, chaotic good

Forge, **12<sup>th</sup> level wizard**, chaotic good

One **rug of smothering**

Two **animated armors**

Six **flying swords**

### Languages spoken:

Common, Elvish, Troll

### Customers:

Apprentices, bards, the Mage Guild, nobles, sorcerers, warlocks, witches, wizards

### Treasure Hoard:

Challenge 17+

Breastplate +2	40,000gp
Cloak of the bat	2,500gp
Crystal ball of true seeing	50,000gp
Decanter of endless water	2,500gp
Dwarven plate	35,000gp
Elven chain	2,500gp
Ioun stone (mastery)	50,000gp
Manual of gainful exercise	25,000gp
Necklace of fireballs	2,500gp
Potion of diminution	2,500gp
Potion of invulnerability	2,500gp
Potion of superior healing	2,500gp
Potion of supreme healing	25,000gp
Ring of evasion	2,500gp
Ring of the ram	2,500gp
Splint +3	50,000gp
Staff of fire	25,000gp
Staff of healing	2,500gp
Talisman of pure good	50,000gp
Tome of the skilled tongue	50,000gp
Tome of understanding	25,000gp
Universal solvent	50,000gp
Wand of fear	2,500gp
Wand of wonder	2,500gp





# 1. Lucy's Diamonds

## Description:

A grimy, old store in the poorest part of town. A few gemstones and jewelry items are found here. The shop has prices on the lower end of the scale so the store is usually quite busy. The staff are friendly and fairly knowledgeable. Lucy owns the store and can be found there during the day. Her staff are part of a popular music group.

## Staff:

Lucy, **noble**, lawful good

Jackson, **2<sup>nd</sup> level bard**, chaotic good

Paulina, **2<sup>nd</sup> level bard**, lawful good

Georgina, **1<sup>st</sup> level bard**, lawful good

Ringman, **1<sup>st</sup> level bard**, chaotic good

## Languages spoken:

Common, Dwarvish, Elvish

## Customers:

Adventurers, jewelers, nobles, romantics, travelers

## Treasure Hoard:

Challenge 0-4

Azurite	10gp
Banded agate	10gp
Bloodstone	50gp
Eye agate	10gp
Hematite	10gp
Jasper	50gp
Jeweler's tools	25gp
Lapis lazuli	10gp
Moonstone	50gp
Moss agate	10gp
Obsidian	10gp
Onyx	50gp
Star rose quartz	50gp
Tiger eye	10gp

## 2. Emerald Elves

### Description:

This store is located in a gray stone building near one of the city's main gates. Three high elves run this well-known business. The elves are very talkative and customers have been known to wait for an hour for a conversation to finish. Many times the elves just talk amongst each other and ignore the customers completely.

### Staff:

Quaren, high elf **5<sup>th</sup> level ranger**, chaotic good

Vadania, high elf **6<sup>th</sup> level fighter**, chaotic neutral

Baelynn, high elf **3<sup>rd</sup> level fighter**, chaotic neutral

Two **guards**

### Languages spoken:

Common, Elvish

### Customers:

Nobles, travelers, wizards

### Treasure Hoard:

Challenge 5-10

Amber	100gp
Amethyst	100gp
Blue quartz	10gp
Carnelian	50gp
Citrine	50gp
Eye agate	10gp
Garnet	100gp
Hematite	10gp
Jade	100gp
Malachite	10gp
Obsidian	10gp
Pearl	100gp
Spinel	100gp
Star rose quartz	50gp
Zircon	50gp

### 3. Divas

#### Description:

This store is housed in a new stone building near the city docks. Unknown to anyone this establishment is actually run by five angels. Hiding in the forms of five attractive human females they do a brisk trade. They collect beautiful gemstones for a huge shrine in a nearby forest. The angels then sell some of these beautiful items. They also watch over the people of the city.

#### Staff:

Candice, **deva**, lawful good

Alessandra, **deva**, lawful good

Giselle, **deva**, lawful good

Bella, **deva**, lawful good

Karlie, **deva**, lawful good

#### Languages spoken:

All, Telepathy 120 ft.

#### Customers:

Adventurers, clerics, jewelers, nobles, paladins, sorcerers, travelers, wizards

#### Treasure Hoard:

Challenge 11-16

Alexandrite	500gp
Black opal	1,000gp
Black pearl	500gp
Blue sapphire	1,000gp
Blue spinel	500gp
Emerald	1,000gp
Opal	1,000gp
Peridot	500gp
Star ruby	1,000gp
Star sapphire	1,000gp
Topaz	500gp
Yellow sapphire	1,000gp

## 4. The Black Pearl

### Description:

The Black Pearl is run by pirates! All of the items for sale were stolen when the pirates boarded other ships. When the men are off on a raid, the store is usually closed. If wealthy customers are spotted, the captain will have his men follow them. Later the pirates will attempt to rob them.

### Staff:

Captain Morgan, **5<sup>th</sup> level fighter**, neutral evil

Meister, **3<sup>rd</sup> level fighter**, chaotic evil

Goose, **3<sup>rd</sup> level fighter**, neutral evil

Jack, **3<sup>rd</sup> level ranger**, neutral evil

Daniels, **2<sup>nd</sup> level fighter**, chaotic evil

### Languages spoken:

Common, Dwarvish,

### Customers:

Jewelers, nobles, pirates, the Thieves' Guild

### Treasure Hoard:

Challenge 17+

Black opal	1,000gp
Black sapphire	5,000gp
Blue sapphire	1,000gp
Diamond	5,000gp
Emerald	1,000gp
Fire opal	1,000gp
Jacinth	5,000gp
Opal	1,000gp
Ruby	5,000gp
Star ruby	1,000gp
Star sapphire	1,000gp
Yellow sapphire	1,000gp



# 1. Notions for Potions

## Description:

A tall wooden building next to an enormous castle. Notions for Potions is known to have a good selection of potions and other items for magic-users. Gallows leads a popular group of storytellers. Together they run the store to make extra gold. The leader is actually a vampire and has seduced all of the others. They are all very vain and have enormous egos, especially Scarlett and Mara. The group, known as Tall Tales, are also terrible performers, although their modest fame convinces them otherwise.

## Staff:

Gallows, **vampire**, lawful evil

Scarlett, **commoner**, chaotic evil

Mara, **commoner**, chaotic evil

Morg, **commoner**, neutral evil

Breen, **commoner**, neutral evil

Eval, **commoner**, chaotic neutral

Samuel, **commoner**, neutral evil

## Languages spoken:

Common, Elvish, Infernal

## Customers:

Bards, fiends, the Mage Guild, sorcerers, the Thieves' Guild, vampires, warlocks, witches, wizards

Acid (vial)	25gp
Alchemist's fire (flask)	50gp
Alchemist's supplies	50gp
Antitoxin (vial)	50gp
Assassin's blood*	150gp
Crystal ball, basic	10gp
Drow poison*	200gp
Herbalism kit	5gp
Malice*	250gp
Oil (flask)	1sp
Oil of taggit*	400gp
Poison, basic (vial)	100gp
Potion of acid resistance	250gp
Potion of animal friendship	250gp
Potion of force resistance	250gp
Potion of growth	250gp
Potion of healing	50gp
Potion of hill giant strength	250gp
Potion of water breathing	250gp
Purple worm tincture*	2,000gp
Spellbook	50gp
Sprig of mistletoe	1gp
Torpor*	600gp
Wand, yew	10gp
Waterskin	2sp
Wooden staff	5gp
Wyvern poison*	1,200gp

\*Poisons are detailed on pg.257-258 in the DMG.

## 2. Vial Solutions

### Description:

Vial Solutions is found in a small wooden building in a quieter part of a large city. Four friendly, well-liked gnomes run this establishment. They all have very high, squeaky voices. A big fireplace warms the large, comfortable store. Two fire elementals live in the fireplace, ready to come to the aid of the gnomes at any time.

### Staff:

Pog, gnome **9<sup>th</sup> level wizard**, lawful good

Yabba, gnome **8<sup>th</sup> level bard**, neutral good

Wiggy, gnome **6<sup>th</sup> level fighter**, neutral good

Goop, gnome **5<sup>th</sup> level fighter**, neutral good

Two **fire elementals**

### Languages spoken:

Common, Dwarvish, Gnomish

### Customers:

Adventurers, druids, nobles, paladins, sorcerers, warlocks, wizards

Alchemist's fire (flask)	50gp
Burnt othur fumes*	500gp
Carrion crawler mucus*	200gp
Crystal ball, basic	10gp
Essence of ether*	300gp
Herbalism kit	5gp
Midnight tears*	1,500gp
Oil (flask)	1sp
Oil of slipperiness	250gp
Pale tincture*	250gp
Poison, basic (vial)	100gp
Poisoner's kit*	50gp
Potion of clairvoyance	2,500gp
Potion of diminution	2,500gp
Potion of fire giant strength	2,500gp
Potion of greater healing	250gp
Potion of healing	50gp
Potion of heroism	2,500gp
Potion of speed	25,000gp
Potion of superior healing	2,500gp
Potion of vitality	25,000gp
Rod	10gp
Serpent venom*	200gp
Spellbook	50gp
Sprig of mistletoe	1gp
Truth serum*	150gp
Wand, yew	10gp
Wooden staff	5gp

\*Poisons are detailed on pg. 257-258 in the DMG.

### 3. Flamel's

#### Description:

Flamel's is located on the first floor of a large stone building. The other floors are home to other businesses. A quartet of high elves run this alchemy store. Nicolas is the owner and the most knowledgeable alchemist around. Flamel's has a very good selection of potions. The more expensive potions have forced Nicolas to add some extra protection. Two powerful invisible stalkers are under his control.

#### Staff:

Nicolas, **15<sup>th</sup> level wizard**, chaotic good

Paranelle, **commoner**, chaotic neutral

Jacob, **commoner**, chaotic good

Gen, **commoner**, chaotic good

Two **invisible stalkers**

#### Languages spoken:

Common, Elvish, Sylvan

#### Customers:

Druids, the Mage Guild, nobles, sorcerers, wizards

Alchemist's fire (flask)	50gp
Alchemy jug	250gp
Crystal ball, basic	10gp
Decanter of endless water	250gp
Dust of disappearance	250gp
Dust of dryness	250gp
Elixir of health	2,500gp
Eversmoking bottle	250gp
Keoghtom's ointment	250gp
Nolzur's marvelous pigments	25,000gp
Oil of etherealness	2,500gp
Oil of sharpness	25,000gp
Potion of clairvoyance	2,500gp
Potion of cloud giant strength	25,000gp
Potion of flying	25,000gp
Potion of growth	50gp
Potion of invisibility	25,000gp
Potion of invulnerability	2,500gp
Potion of longevity	25,000gp
Potion of speed	25,000gp
Potion of superior healing	2,500gp
Potion of supreme healing	25,000gp
Potion of vitality	25,000gp
Potion of water breathing	250gp
Sovereign glue	75,000gp
Spellbook	50gp
Wand, yew	10gp
Wooden staff	5gp





# 1. Goodberries

## Description:

A well-built wooden building contains this large food store. Eight happy halflings run Goodberries. They share everything and split the workload and the profits evenly. Folks who frequent the store love the songs the halflings sing as they work. Bobs is a former adventurer and loves to hear stories about monsters and treasure.

## Staff:

Bobs, halfling **3<sup>rd</sup> level ranger**, lawful good

Lolo, halfling **commoner**, lawful good

Raffi, halfling **commoner**, lawful good

Penner, halfling **commoner**, lawful good

Bram, halfling **commoner**, lawful good

Lois, halfling **commoner**, lawful good

Sharon, halfling **commoner**, lawful good

Charlotte, halfling **commoner**, lawful good

## Languages spoken:

Common, Gnomish, Halfling

## Customers:

Adventurers, city guards, dwarves, monks, nobles, peasants, pilgrims, travelers

Apples (6)	1cp
Bread, common (loaf)	2cp
Cheese, wheel	1gp
Chicken	2cp
Cinnamon, 1 lb.	2gp
Cloves, 1 lb.	3gp
Cook's utensils	1gp
Cow	10gp
Flour, 1 lb.	2cp
Ginger, 1 lb.	1gp
Goat	1gp
Ox	15gp
Pepper, 1 lb.	2gp
Pig	3gp
Potatoes (6)	1cp
Pumpkin	1cp
Saffron, 1 sq. yd.	15gp
Salt, 1 lb.	5cp
Sheep	2gp
Wheat, 1 lb.	1cp

## 2. Dryden Goods

### Description:

This food store is run by an evil gang. They use the business as a cover for their illegal activities. The stone building is also home to a number of other criminals. These thugs live above the store and come to the staff's aid if needed. The staff rob the nearby mansions, can be hired to kill, and help others hide their ill-gotten gains. Dryden Goods has a good selection of goods and is usually rather busy.

### Staff:

Dryden, **1<sup>st</sup> level fighter**, neutral evil

Hammish, **3<sup>rd</sup> level rogue**, neutral evil

Logan, **1<sup>st</sup> level rogue**, neutral evil

Gerald, **1<sup>st</sup> level rogue**, neutral evil

Vex, **1<sup>st</sup> level rogue**, chaotic evil

Six **thugs**

### Languages spoken:

Common, Dwarvish

### Customers:

Adventurers, criminals, peasants, rogues, travelers

Apples (6)	1cp
Barley, 1 lb.	2cp
Bread, common (loaf)	2cp
Cheese, wheel	1gp
Chicken	2cp
Cinnamon, 1 lb.	2gp
Cloves, 1 lb.	3gp
Cook's utensils	1gp
Cow	10gp
Flour, 1 lb.	2cp
Ginger, 1 lb.	1gp
Ox	15gp
Pepper, 1 lb.	2gp
Pig	3gp
Potatoes (6)	1cp
Pumpkin	2cp
Saffron, 1 sq. yd.	15gp
Salt, 1 lb.	5cp
Sheep	2gp
Wheat, 1 lb.	1cp

### 3. Jasmine's

#### Description:

Jasmine's has a great reputation in the city. This is a large store in a newly built wooden building. Jasmine's old store was destroyed in a devastating fire but the community helped her rebuild. There is a warm, friendly atmosphere in the store and many, many customers. Jasmine's is known to have a good selection of items. The staff are outgoing and knowledgeable.

#### Staff:

Jasmine, **commoner** (owner), lawful good

Roderick, **commoner**, lawful good

Moses, **commoner**, lawful good

Nan, **commoner**, lawful good

Vaughn, **commoner**, lawful good

Kal, **commoner**, lawful good

Izzy, **commoner**, lawful good

#### Languages spoken:

Common, Dwarvish

#### Customers:

Adventurers, dwarves, nobles, peasants, pilgrims, travelers

Apples (6)	1cp
Barley, 1 lb.	2cp
Bread, common (loaf)	2cp
Cheese, wheel	1gp
Chicken	2cp
Cinnamon, 1 lb.	2gp
Cloves, 1 lb.	3gp
Cook's utensils	1gp
Cow	10gp
Flour, 1 lb.	2cp
Ginger, 1 lb.	1gp
Goat	1gp
Ox	15gp
Pepper, 1 lb.	2gp
Pig	3gp
Potatoes (6)	1cp
Pumpkin	2cp
Saffron, 1 sq. yd.	15gp
Salt, 1 lb.	5cp
Sheep	2gp
Wheat, 1 lb.	1cp



# 1. Ramblezon

## Description:

A dark stone building on a bustling street. The building is quite old and doesn't look very inviting. However, Ramblezon is usually a good place to buy as everyone knows the owner is a reputable woman. But Brunhilda the owner is known to be rather chatty. Some folks have been stuck for hours listening to her stories and conspiracy theories.

## Staff:

Brunhilda, **2<sup>nd</sup> level fighter**, chaotic neutral

Sam, **commoner**, lawful good

Ben, **commoner**, neutral

Ed, **commoner**, neutral good

Four **guards**

## Languages spoken:

Common, Dwarvish, Elvish

## Customers:

Nobles, travelers

## Treasure Hoard:

Challenge 0-10

Black velvet mask	25gp
Brass mug	250gp
Bronze crown	250gp
Carved bone statuette	25gp
Carved ivory statuette	250gp
Cloth-of-gold vestment	25gp
Copper chalice	25gp
Embroidered handkerchief	25gp
Engraved bone dice	25gp
Gold bird cage	250gp
Gold bracelet, large	25gp
Gold bracelet, small	250gp
Gold locket with portrait	25gp
Gold ring	250gp
Painter's supplies	10gp
Silk robe	250gp
Silver ewer	25gp
Silver necklace	250gp
Small mirror	25gp
Tapestry	250gp
Turquoise animal figurines	250gp

## 2. Fine Times

### Description:

A poorly built wooden building in a crowded city. Three dangerous drow run this business. Most folk in the city avoid the store and are afraid of the drow. However, the dark elves have high quality art items for sale. They will always try to buy art at ridiculously low prices and sell at the highest price they can. They don't care who they do business with and have many evil customers. Many customers end up in huge arguments with the nasty, stubborn elves.

### Staff:

Raelstra, female **drow**, chaotic evil

Malyrr, male **drow**, chaotic evil

Drisisstra, female **drow**, chaotic evil

### Languages spoken:

Common, Abyssal

### Customers:

Adventurers, fiends, fools, hags, nobles, travelers, vampires, warlocks, witches

Bottle stopper cork, ornamental	750gp
Box of animal figurines	250gp
Brass mug with jade inlay	250gp
Carved harp of exotic wood	750gp
Carved ivory statuette	250gp
Gold bird cage	250gp
Gold dragon comb	750gp
Gold ring set with bloodstones	250gp
Large gold bracelet	250gp
Large tapestry	250gp
Obsidian statuette	750gp
Painted gold war mask	750gp
Painter's supplies	10gp
Silver and gold brooch	750gp
Silver chalice with moonstones	750gp
Silver necklace with gemstone	250gp
Silver-plated longsword	750gp
Small gold idol	750gp





# Tinker: Gnome Hardware

## Description:

These evil gnome tinkers are known to be the most skilled in the region. The store is located by the side of a lake nearby a beautiful wood. The creepy gnomes try many bizarre experiments in the dungeon under the store. These gnomes keep a half-ogre around for protection.

## Staff:

Zook, gnome **3<sup>rd</sup> level wizard**, neutral evil

Faywocket, gnome **1<sup>st</sup> level wizard**, neutral evil

Gerbo, gnome **1<sup>st</sup> level wizard**, neutral evil

One **half-ogre**

## Languages spoken:

Common, Gnomish

## Services:

Fix tools, make tools

## Customers:

Adventurers, blacksmiths, brewers, calligraphers, carpenters, cartographers, cobblers, cooks, glassblowers, jewelers, leatherworkers, masons, navigators, potters, sailors, scholars, the Thieves' Guild, veterans, weavers, woodcarvers

Brewer's supplies	20gp
Calligrapher's supplies	10gp
Carpenter's tools	8gp
Cartographer's tools	15gp
Cobbler's tools	5gp
Cook's utensils	1gp
Glassblower's tools	30gp
Jeweler's tools	25gp
Leatherworker's tools	5gp
Mason's tools	10gp
Navigator's tools	25gp
Potter's tools	10gp
Smith's tools	20gp
Thieves' tools	25gp
Tinker's tools	50gp
Weaver's tools	1gp
Woodcarver's tools	1gp

# Bakery: Rising Breads

## Description:

The bottom floor of a large stone building is home to this large bakery. Bimpbell is the owner and is very welcoming to the many customers. However, her staff are rude, abrasive, and dangerous. The owner is unaware of how awful and evil his employees are. Rising Breads is known to have the most delicious baked goods for miles around. Many people say the food is worth twice the price.

## Staff:

Bimpbell, gnome **1<sup>st</sup> level sorcerer**, chaotic good

Ellywocket, gnome **commoner**, neutral evil

Shamilla, gnome **commoner**, neutral evil

Loopwyn, gnome **commoner**, neutral evil

Marabip, gnome **commoner**, neutral evil

## Languages spoken:

Common, Gnomish

## Customers:

Adventurers, city guards, nobles, peasants, travelers

Apple crumble	2sp
Apple pie	2sp
Blueberry pie	3sp
Bread, common (loaf)	2cp
Bread, flatbread	4cp
Bread, sweetbread	5cp
Cherry pie	3sp
Cook's utensils	1gp
Cranberry pie	3sp
Fruitcake	1sp
Meat pie	5sp
Pumpkin pie	1sp
Sweet roll	5cp
Treacle	1sp
Turkey pie	6sp

# Fishmonger: The Cod Father

## Description:

A beautiful, old building on the edge of the docks is home to the Cod Father. The quality of the seafood is good, and a nice group of people run this popular store. A married couple named Jon and Sheryl are in charge. The husband named the store and is convinced the name is hilarious.

## Staff:

Jon, **1<sup>st</sup> level fighter**, lawful good

Sheryl, **1<sup>st</sup> level sorcerer**, chaotic good

Purdy, **commoner**, lawful good

Kato, **commoner**, chaotic good

Bentley, **commoner**, chaotic neutral

Two **guards**

## Languages spoken:

Common, Elvish, Halfling

## Customers:

Nobles, peasants, travelers

Clams (20)	1cp
Cod	1cp
Crab	3cp
Halibut	3cp
Lobster	5cp
Oysters (10)	1cp
Perch	1cp
Pike	2cp
Salmon	3cp
Salmon, smoked	6cp
Snapper	1cp
Trout	1cp
Tuna	2cp

# Tailor: Wyatt's Wardrobe

## Description:

An old mud hut on the outskirts of a large city. This establishment doesn't look like much but it is home to a very skilled tailor. He and his three daughters run the store. All the daughters dream of the day they can move away to the city.

## Staff:

Wyatt, **commoner (tailor)**, chaotic neutral

Penny, **commoner**, chaotic good

Cate, **commoner**, neutral good

Kaye, **commoner**, neutral good

## Languages spoken:

Common, Elvish, Halfling

## Services:

Mend clothes, make clothes

## Customers:

Adventurers, city guards, the Fighters' Guild, nobles, soldiers, travelers, veterans

Blanket	5sp
Boots, common	1sp
Boots, costume	2sp
Boots, fine	3sp
Boots, traveler's	2sp
Cloak, common	1gp
Cloak, fine	8gp
Cloak, traveler's	3gp
Clothes, common	5sp
Clothes, costume	5gp
Clothes, fine	15gp
Clothes, traveler's	2gp
Corset	5gp
Dress, common	3gp
Dress, fine	20gp
Hat, common	1sp
Hat, costume	2sp
Hat, fine	3sp
Hat, traveler's	2sp
Robes	1gp

# Shipwright: Calm Seas

## Description:

Calm Seas is a sizeable complex on the edge of a large body of water. Several piers are also part of the complex. It is made of the finest wood and has many different buildings. A number of skilled and unskilled workers are found here. Zandor owns the business and has hired Meddard, Cobb, and their men to protect it. Armed guards also patrol the area with trained dire wolves.

## Staff:

Zandor, **12<sup>th</sup> sorcerer**, neutral evil

Meddard, **9<sup>th</sup> level fighter**, neutral evil

Cobb, **7<sup>th</sup> level fighter**, neutral evil

Joren, **commoner**, neutral evil

Kran, **commoner**, neutral evil

Garya, **commoner**, neutral evil

Ransa, **commoner**, neutral evil

Seventy unskilled labourers, **commoners**

Forty **guards**

Eight **dire wolves**

## Languages spoken:

Common, Elvish, Halfling

## Services:

Fix ships, build ships

## Customers:

Adventurers, nobles, ship captains

Galley (4 mph)	30,000gp
Galley, flagship (5 mph)	50,000gp
Keelboat (1 mph)	3,000gp
Keelboat, armed (1 mph)	4,000gp
Keelboat, covered (1 mph)	3,500gp
Longship (3 mph)	10,000gp
Navigator's tools	25gp
Rowboat (1 ½ mph)	50gp
Sailing Ship (2 mph)	10,000gp
Spyglass	1,000gp
Warship (2 ½ mph)	25,000gp

# Music Store: Bowie's

## Description:

This small music shop sells a wide range of instruments. The shop is on the top floor of a three-storey building. Bowie and his three fellow bards are always putting on free performances in the store. Some locals complain about the noise, but most people welcome the extraordinary music.

## Staff:

Bowie, **9<sup>th</sup> level bard**, chaotic good

The Prince, **4<sup>th</sup> level bard**, chaotic good

George, **1<sup>st</sup> level bard**, chaotic good

Michael, **1<sup>st</sup> level bard**, chaotic neutral

## Languages spoken:

Common, Elvish, Halfling

## Services:

Fix instruments, make instruments, lessons, performances (usually in large venues)

## Customers:

Adventurers, bards, entertainers, jesters, musicians, nobles, travelers, veterans

Bagpipes	30gp
Drum	6gp
Drum, military	8gp
Dulcimer	25gp
Entertainer's pack	40gp
Flute	2gp
Harp	50gp
Horn	3gp
Flute	35gp
Lyre	30gp
Pan Flute	12gp
Shawm	2gp
Viol	30gp

## Taverns and Inns

A number of inns and taverns are listed on pages 82-95. The taverns only serve food and drink; they don't provide rooms. The inns don't provide food or drink.

Each establishment's name, type, and quality are listed. For inns, the cost of rooms is directly connected to the quality of the establishment. Information about the innkeeper or barkeep includes name, race, gender, age, alignment, and class (if applicable). The number of staff gives a sense of the size of the business.



# Taverns and Inns Table Part 1

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Donkey's Head	None	Modest	Jake human male, 25 LN	6	salmon, boar ribs, potato soup	Farstad Mead, True Hammer Mead
Tavern	The Grumpy Gnome	None	Poor	Hobbard human male, 36 3 <sup>rd</sup> level fighter CG	10	roast chicken, chicken stew, potato soup	Farstad Mead, Mull Mead, Ogre Mead
Tavern	Three Paladins	None	Modest	Weedon human male, 43 CN	8	wild boar, pike, apple crumble	Farstad Mead, Wynd Mead
Tavern	Anna's Tavern	None	Squalid	Anna human male, 23 CG	12	meat pie, onion soup, rabbit stew	Mull Mead
Tavern	The Last Warrior	None	Poor	Olivia human female, 24 1 <sup>st</sup> level rogue CG	8	potato soup, roast chicken, rabbit stew	Farstad Mead, Mull Mead, Ogre Mead
Tavern	Darkwoods Tavern	None	Modest	Benny human male, 26 LG	6	mutton, perch, wild turkey	Jade Mead, Stone Mead
Tavern	The Old Raven	None	Squalid	Merric human male, 32 N	5	bark soup, rabbit, salmon	Mull Mead



# Taverns and Inns Table Part 2

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Lost Warlock	None	Modest	Solly human male, 38 CN	8	pike, salmon, wild boar	Farstad Mead, Gargoyle Mead
Tavern	The Old Crow	None	Modest	Hansel human male, 28 3rd level bard NE	7	apple pie, carrot soup, meat pie, salmon, wild boar	True Hammer Mead, Wynd Mead
Tavern	The Fire King	None	Poor	Henrik human male, 41 NG	12	meat pie, rabbit	Farstad Mead, Sky Mead
Tavern	The Terrible Troll	None	Poor	Trent human male, 25 CN	7	chicken pie, rabbit stew	Farstad Mead, Mull Mead
Tavern	The Green Eagle Tavern	None	Modest	Kalista human female, 22 3rd level barbarian CG	8	meat pie, rabbit, salmon	Dragon Mead, Rock Mead
Tavern	The Wild Tavern	None	Modest	Anna human female, 25 CN	7	cabbage stew, trout, wild turkey	Hob Mead, South Mead
Tavern	Two Hydras Tavern	None	Poor	Edvar human male, 45 CN	6	pike, pork chop, rabbit	Mull Mead, Rynn Wine

# Taverns and Inns Table Part 3

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Dread Pirate Tavern	None	Poor	Woon gnome male, 120 2 <sup>nd</sup> level fighter CG	10	chicken soup, pike	Farstad Mead, Mull Mead, South Mead
Tavern	The Night Wolf	None	Poor	Randolf human male, 28 3 <sup>rd</sup> level wizard N	7	meat pie, mushroom soup, pike	Mull Mead, Wynd Mead
Tavern	Three Merchants Tavern	None	Modest	Theo dwarf male, 212 NE	6	acorn soup, roast stag, wild boar	Dean's Ale, Eden Mead, Stone Mead
Tavern	The Yellow Dragon Tavern	None	Poor	Max human male, 24 CN	7	fish soup, pike, wild boar chop	Farstad Mead, Wynd Mead
Tavern	The Red Goblin Tavern	None	Modest	Uther human male, 48 CN	6	chicken, pike, rabbit stew, smoked salmon	Mull Mead, True Hammer Mead, Rock Mead, Wynd Mead
Tavern	The Quiet Sage	None	Poor	Kaspar human male, 22 CN	7	bark soup, mushroom soup, wild boar	Farstad Mead, Mull Mead
Tavern	The Rowdy Wizard Tavern	None	Modest	Wabbi halfling male, 74 4 <sup>th</sup> level sorcerer CG	9	apple pie, baked goat, mushroom soup, venison	Dean's Ale, Rock Mead, True Hammer Mead

# Taverns and Inns Table Part 4

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Seven Ghosts	None	Comfortable	Lindaren half-elf female, 64 LG	12	cherry pie, mutton, roast stag	Gargoyle Mead, Rock Mead
Tavern	The Four Trolls	None	Poor	Marden human male, 49 N	8	mushroom soup, onion soup, roast chicken	Mull Mead, Rock Mead
Tavern	The Wandering Knight	None	Poor	Buck human male, 24 3 <sup>rd</sup> level fighter LG	7	chicken soup, salmon, turkey soup	Mull Mead, Wynd Mead
Tavern	The Thirsty Frog Tavern	None	Poor	Grenna human female, 26 LG	6	chicken soup, rabbit, trout	Robin Mead, White Bear Mead
Tavern	The Green Falcon	None	Modest	Wren human male, 28 2 <sup>nd</sup> level rogue NE	8	boar ribs, squash soup, trout	Hob Mead, Rain Mead, True Hammer Mead
Tavern	The Laughing Fish Tavern	None	Comfortable	Rashaen half-elf female, 24 3 <sup>rd</sup> level fighter CG	7	apple pie, fruitcake, smoked salmon, wild boar	Stone Mead, Wynd Mead
Tavern	The Drunken Toad	None	Poor	Franny human female, 20 3 <sup>rd</sup> level rogue CG	6	bark soup, potato soup, wild turkey	Mull Mead, Two Hammer Mead, Wynd Mead

# Taverns and Inns Table Part 5

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Barking Dog	None	Modest	Ernest human male, 25 LG	9	apple pie, meat pie, roast pheasant	Mull Mead, Dean's Ale, Two Hammer Mead
Tavern	The Silver Eel	None	Poor	Spike human male, 48 LG	5	acorn soup, rabbit, salmon	Eden Mead, Forest Mead
Tavern	The Golden Lamb	None	Poor	Mook gnome male, 71 CG	6	bark soup, mushroom soup, roast grouse	Mull Mead, Rock Mead
Tavern	The Angry Cleric	None	Squalid	Raiphos tiefling male, 23 NE	14	cabbage stew, fish soup, rabbit stew	Mull Mead, Rock Mead
Tavern	The Whale	None	Poor	Horan hill dwarf male, 175 LN	7	chicken stew, pike, wild boar chop	Mull Mead, Rain Mead, Rock Mead, Wynd Mead
Tavern	The Greedy Goat	None	Poor	Elsie human female, 59 CN	8	apple pie, chicken stew, pike, turkey soup	Mull Mead, Roan Mead, Rock Mead
Tavern	The Fat Pony	None	Modest	Jaysen human male, 25 4 <sup>th</sup> level rogue NE	12	cherry pie, roast stag, squash soup, venison, wild boar	Dean's Ale, Forest Mead, Rain Mead

# Taverns and Inns Table Part 6

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Laughing King	None	Poor	Collins human male, 35 NE	14	chicken soup, meat pie, rabbit	Mull Mead, Wynd Mead
Tavern	The Old Fool	None	Poor	Kelli human female, 52 CN	7	Bark soup, cabbage soup, wild turkey	Farstad Mead, Mull Mead, Wynd Wine
Tavern	The Lonely Mage	None	Modest	Iman human male, 27 CG	6	chicken, cooked beef, wild boar	Jade Mead, Stone Mead
Tavern	Four Winds Tavern	None	Poor	Josh human female, 20 NE	10	bark soup, salmon	Dragon Mead, Mull Mead
Tavern	The Beasts	None	Modest	Buttercop gnome male, 123 LG	8	onion soup, roast stag	Rock Mead, Wynd Mead
Tavern	The Happy Eagle	None	Modest	Dustin human male, 55 3 <sup>rd</sup> level wizard CG	7	baked goat, carrot soup, trout	Rain Mead, Wynd Mead
Tavern	The Old Woods Inn	None	Comfortable	Vance human male, 31 NG	9	mutton, roast stag, wild turkey	Gargoyle Mead, Rain Mead

# Taverns and Inns Table Part 7

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Tavern	The Broken Skulls Tavern	None	Comfortable	Theresa human female, 25 LG	12	quail, roast grouse, squash soup, trout	Dean's Ale, Rain Mead, Wynd Mead, Wynd Wine
Tavern	The Iron Rose	None	Modest	Rodun hill dwarf male, 164 LG	9	meat pie, onion soup, turkey soup, trout	Mull Mead, True Hammer Mead, Wynd Mead
Tavern	The Lonely Fish Inn	None	Modest	Margan hill dwarf male, 237 LG	7	boar ribs, mutton, turkey pie	Eden Mead, Stone Mead
Tavern	The Silver Dog Inn	None	Aristocratic	Helga human female, 47 CN	12	quail, salmon roast grouse	Gargoyle Mead, Rain Mead
Tavern	The Drunken Demon	None	Poor	Nels human male, 51 N	5	cabbage soup, chicken soup, fish soup	Mull Mead, True Hammer Mead
Tavern	The Wandering Dwarf	None	Poor	Rinaen half-elf male, 32 1 <sup>st</sup> level fighter N	6	chicken stew, wild boar chop	Mull Mead, Rain Wine, Wynd Mead
Tavern	The Worthy Warrior	None	Modest	Sally human female, 30 CN	7	meat pie, potato soup, wild boar	Rock Mead, Wynd Mead

# Taverns and Inns Table Part 8

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The Humble Hawk Inn	1sp	Poor	Lonny human male, 26 NE	6	None	None
Inn	The Elven Brothers Inn	7cp	Squalid	Morgan human male, 47 CN	6	None	None
Inn	The Echoes	1sp	Poor	Aaron human male, 35 NE	8	None	None
Inn	The Curious Giant	1sp	Poor	Pobsickle gnome male, 164 NE	6	None	None
Inn	The Crafty Dwarf Inn	5sp	Modest	Julian human male, 31 NE	8	None	None
Inn	The Wise Wolf Inn	1sp	Poor	Reagan human female, 18 4 <sup>th</sup> level bard CN	9	None	None
Inn	The Old Bear Inn	8sp	Comfortable	Malen hill dwarf male, 148 LG	9	None	None

# Taverns and Inns Table Part 8

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The Golden Harpy	1sp	Poor	Rydon human male, 25 3 <sup>rd</sup> level wizard CG	6	None	None
Inn	The Red Drum Inn	5sp	Modest	Kensington human male, 38 CN	12	None	None
Inn	Three Hounds Inn	8sp	Comfortable	Jabs halfling male, 87 3 <sup>rd</sup> level fighter LG	12	None	None
Inn	The Blind Bear Inn	8sp	Comfortable	Jen human female, 37 LN	10	None	None
Inn	The Lazy Druid	2gp	Wealthy	Warren human male, 29 CN	15	None	None
Inn	The Old Lighthouse Inn	4gp	Aristocratic	Marnie human female, 56 CG	20	None	None



# Taverns and Inns Table Part 9

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The Sleeping Snake Inn	2gp	Wealthy	Derry halfling female, 28 CG	16	None	None
Inn	The Stone Turtle	1sp	Poor	Vianna half-elf female, 59 CG	6	None	None
Inn	The Blue Fox	5sp	Modest	Robb human male, 48 CN	12	None	None
Inn	The Lonely Bugbear	2gp	Wealthy	Tad human male, 27 4 <sup>th</sup> level sorcerer CN	14	None	None
Inn	The Green Wolf Inn	5sp	Modest	Hester human female, 29 LG	15	None	None
Inn	The Silent Scribe Inn	5sp	Modest	Borgin human male, 46 N	12	None	None
Inn	The Old Duck Inn	1sp	Poor	Jasper human male, 27 1 <sup>st</sup> level fighter CG	10	None	None

# Taverns and Inns Table Part 10

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The Dancing Dog Inn	1sp	Poor	Hobbs halfling male, 138 NE	12	None	None
Inn	The Funny Goblin	1sp	Poor	Kylie half-elf female, 21 CG	9	None	None
Inn	The Winding Road Inn	None	Modest	Faldir human male, 40 N	8	None	None
Inn	The Sleeping Duke Inn	8sp	Comfortable	Harben hill dwarf male, 111 4 <sup>th</sup> level fighter LG	9	None	None
Inn	The Fat Cleric	5sp	Modest	Perry halfling male, 167 CG	7	None	None
Inn	The Holy Hawk Inn	1sp	Poor	Anton human male, 25 CN	6	None	None
Inn	The Happy Giant Inn	1sp	Poor	Nella human female, 23 NE	5	None	None

# Taverns and Inns Table Part 11

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The Last Paladin Inn	7cp	Squalid	Mel human male, 53 NE	5	None	None
Inn	The Smiling Donkey Inn	1sp	Poor	Deb human female, 48 CE	5	None	None
Inn	The Laughing Mage	1sp	Poor	Burjan goblin male, 18 NE	9	None	None
Inn	The Four Crows	7cp	Squalid	Hank human male, 22 LG	5	None	None
Inn	The Red Wagon Inn	7cp	Squalid	Valentin human male, 24 5 <sup>th</sup> level warlock LE	5	None	None
Inn	The Broken Quill	1sp	Poor	Talbert human male, 25 LG	8	None	None
Inn	The Honest Dwarf	5sp	Modest	Wodford human male, 47 CN	6	None	None

# Taverns and Inns Table Part 12

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The White Horse Inn	1sp	Poor	Adam human male, 37 N	7	None	None
Inn	The Wild Gnome	5sp	Modest	Kergan human male, 44 CN	6	None	None
Inn	Three Wagons Inn	5sp	Modest	Miri human female, 35 4 <sup>th</sup> level fighter LG	10	None	None
Inn	Red Rock Inn	1sp	Poor	Thoran hill dwarf male, 244 3 <sup>rd</sup> level fighter LG	8	None	None
Inn	The Stone Fish	1sp	Poor	Maethryn human female, 24 LG	7	None	None
Inn	The Copper Horse	7cp	Squalid	Brendan human male, 31 CN	5	None	None
Inn	The Last Chimera	7cp	Squalid	Yazbar tiefling male, 19 4 <sup>th</sup> level rogue LE	4	None	None

# Taverns and Inns Table Part 13

Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Inn	The Flying Bugbear	5sp	Modest	Waelyn half-elf male, 27 4 <sup>th</sup> level wizard CN	5	None	None
Inn	Sun Wolf Inn	7cp	Squalid	Lenny human male, 60 NE	5	None	None
Inn	The Two Hats Inn	7cp	Squalid	Ennis human male, 52 N	6	None	None
Inn	The Smiling Bear Inn	5sp	Modest	Mindaen half-elf male, 28 3 <sup>rd</sup> level sorcerer CN	12	None	None
Inn	The Redwood Inn	1sp	Poor	Simon human male, 50 NE	15	None	None
Inn	The Sleeping Fox Inn	7cp	Squalid	Fibs halfling male, 93 4 <sup>th</sup> level rogue CE	9	None	None

# Tavern Menu Prices

## Food

### MEAT/SEAFOOD (one portion)

Baked Goat.....	3sp
Boar Ribs .....	4sp
Chicken .....	3sp
Cooked Beef.....	4sp
Meat Pie .....	5sp
Mutton.....	6sp
Perch .....	3sp
Pike .....	3sp
Pork Chop .....	1sp
Quail.....	5sp
Rabbit.....	1sp
Roast Grouse.....	3sp
Roast Stag .....	4sp
Salmon .....	1sp
Sausage .....	3sp
Trout.....	2sp
Turkey Pie.....	6sp
Wild Boar.....	4sp
Wild Boar Chop .....	1sp
Wild Turkey .....	4sp
Venison .....	3sp

### STEWES

Cabbage Stew.....	7cp
Rabbit Stew .....	8cp

### BREADS

Common, loaf .....	2cp
Flatbread, loaf .....	4cp
Sweetbread, loaf.....	5cp

### CHEESE

Common, one serving .....	1sp
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### FRUIT and VEGETABLES

Assorted Greens .....	3cp
Thistle Salad.....	2cp

### SOUPS

Acorn Soup .....	3cp
Bark Soup.....	2cp
Cabbage Soup .....	5cp
Cabbage Stew.....	7cp
Chicken Soup .....	6cp
Fish Soup .....	6cp
Mushroom Soup.....	5cp
Onion Soup .....	3cp
Potato Soup .....	4cp
Squash Soup.....	1sp
Turkey Soup.....	6cp

# Drinks

## MEAD

Amber Mead .....	6cp
Cliff Mead .....	9cp
Dean's Ale .....	8cp
Dragon Mead .....	6cp
Eden Mead .....	5cp
Farstad Mead.....	5cp
Forest Mead .....	5cp
Gargoyle Mead.....	1sp
Hob Mead.....	5cp
Jade Mead .....	5cp
Lynd Mead .....	4cp
Mull Mead.....	4cp
Nob Mead.....	5cp
Rain Mead .....	5sp
Robin Mead.....	7cp
Rock Mead .....	1sp
South Mead .....	4cp
Stone Mead .....	2sp
Sky Mead .....	5cp
True Hammer Mead .....	1sp
White Bear Mead .....	5cp
Wynd Mead.....	5cp

## WINE

Avon Wine .....	3sp
Boar Wine .....	6sp
Crown Wine .....	8sp
Misty Wine.....	5gp
Purple Haze .....	1gp
Silver Wine .....	5sp
Vandis Wine.....	7sp
Whispering Wine .....	15gp
Yew Wine .....	5gp

## TEA

Bark Tea .....	1cp
Ginger Tea .....	1cp
Lemon Tea .....	1cp
Mint Tea.....	1cp
Sage Tea.....	1cp

## DESSERTS

Apple Crumble.....	2sp
Apple Pie.....	2sp
Pumpkin Pie .....	1sp

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