

Buccaneer Bass



Proudly Presents

Quad D.I.V.A.S.

“Descriptive Index of Vendors And Stalls”



A Free Downloadable Netbook
Set in the **Iron Kingdoms d20 RPG- Setting (tm)**
by Privateer Press



Quad Divas

The Quad's Descriptive Index of Vendors And Stalls

A -FREE- D20 System Supplement for
Market stalls on the Quad



By the **Buccaneer Bass**
Crew and Guests :

Ideas by Buccaneer Bass Visitors as credited per stall

Additional writing and art by Steven Kees

*Editing by D Jeremy "Solabusca" Brown,
Ralph Kelleners and Steven Kees*

Legal Disclaimer

This product requires the use of the Dungeons and Dragons® Player's Handbook, 3.5 Edition, published by Wizards of the Coast®. Dungeons and Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast and are used without permission. The D20 System and the D20 System logo are

trademarks owned by Wizards of the Coast, and are used under the terms of D20 System Trademark License. Iron Kingdoms, Cygnar, Cryx, Khador, Highgate, Farrow, Thrall, Gorax, Devil Rat, ... are TM & Copyright, Privateer Press, Inc., 2004. Used with permission. Contents copyright © Buccaneer

Bass. All rights reserved. This is a free fan-written product and therefore it's strictly forbidden to reproduce and sell the contents for gain of profit. Any resemblance with actual people would be a funny coincidence indeed...

Shake before use.

The Quad Divas

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

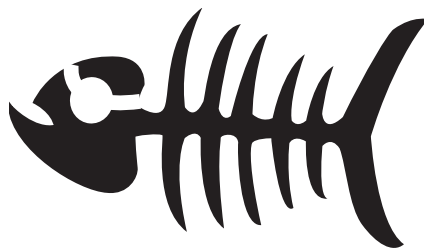


Table of Contents

Introduction	6
The Stalls	
Blackthorne's Curious Goods	7
Bork's Broken Beauties	8
Derrem's	9
D'orgunth's Cart	10
Eckhart's Snake Oil Cure All	10
Feldon's Books and Scrolls	12
Fine Fibres	13
Fletcher's	14
Forge'n Fire	14
Fred's	16
Gatts' Assortment of Wonderful Contraptions	17
Gretchin's Magic Shop	19
Hiram's Fine Tobaccos and Potables	20
Hog's Hogsfeet	21
Holer's	21
Jaryll's Boutique	22
Kalid's House of Guns and Marksmanship	24
King's Arena	25
How To Survive the Quad.....	26
Lady Lothir	28
Lover's Gem	28
Merroth's Mercy	29
Mollaw's Stall	30
Morgars Dinner plate	31
Olden's 'Ooves & 'Orsies	32
Phineas' Fish	33
Phinelleus' Fine Rats	34
Pjotr's Pelts	35
Rippen's Spice Garden (The Rip)	36
Rust Monger	38
Snody's Guns	38
The Gray circle	39
Trelawney's Travelling Barber Shop	40
Vik's	41

The Quad Divas

Wendak's Whirling Wonderwaters	43
Yevon's Leather	44
Yuri's Blades, Bonsai, and Engravings	45

"Sorry I'm late. We used to have an already fine selection from all over Cygnar and beyond, but lately, the strangest stallholders have been pouring in. I just spent 2 hours in the market square, comparing prices for cabbages and lettuces."

"Well really? And when did shoes become vegetables too?"

Gwen comes home from the Quad and runs into Maghar

Of Heroes, Money and Goods.

Guns might look znazzy, but without bullets you're not going to hit a thing. So after every adventure (or after every night of brawling in the pub) characters need to re-equip themselves. To the Quad! Although one can probably find the merchant that is interested in trading goods, there is one trade that everyone is interested in : Gold.

Currently (january '05) the best source of information about currency in the Iron Kingdoms can be found in Lock and Load p49.

The stalls we offer in here are only a crumb of the festive meal that the Quad has to offer. GM's can mix and match anything in here. (well, maybe best not to mix the powders too much)

Special Thanks

Yet another nutty roleplay project and our girlfriends and parents didn't kick us out: thank you. Thanks to the guys and gals at Privateer Press for giving us The Iron Kingdoms and Warmachine. We certainly couldn't have done this one without the help of our guests and visitors at the fabulous website www.BuccaneerBass.com. You guys made this one.

Thanks to the big guy in the sky for beer, roleplay, Salma Hayek, understanding girlfriends/wives, nutty sponsors.



Introduction



This supplement is the result of one of those ideas that starts with “what if we...” and ends with “...wouldnt that be cool?”.

The Quad.

The center of Corvis houses the famous Quad, a large market square, open day and night, where everything not too hot or heavy can be found. A myriad of stalls form a labyrinth for the squiggling mass of shoppers and tourists, all trying to get their share of the cut-price merchandise. Street-traders, hawkers and barrow-boys stroll around in between the different stands, offering even better deals from less reliable sources. And although the City Watch keeps a close eye on the trades and wares, once after dark many less-than-legal items can be seen changing hands underneath the counter, in the shadows.

The Quad Divas

“The Quad Divas” (The Quad’s Descriptive Index of Vendors And Stalls) is a fan-written supplement, developed by the Buccaneer Bass Crew and their guests. In this supplement we offer you the cool ideas of many fans out there. We asked what they thought would fit on the Quad in Corvis. So anything between spicy soup and a treechopping machine : you can find it in here.

Your players take a stroll on the quad and you are fresh out of ideas ?

Need a quick NPC or a stall with adventure possibilities?

Fear not : The Quad Divas is here!

Every entry will provide you with the name of the stall, a picture, a quote, a description of the stallkeeper and his stall, his specialization, info on buying and travelling habits of the merchant, Items of interest, the whereabouts of a shop (if there is one) and the name of the contributor.

Feel like making a contribution yourself? Visit our website and fill in the form! Or just visit our site where we share our love for the world’s coolest fantasy setting.
So rush to www.buccaneerbass.com.

If the GM wishes, the stalls can be used in any low technology setting. However, “The Quad Divas” is written specifically with the “Iron Kingdoms”-setting in mind. If you want to place it in another setting, you will need to replace deities, creatures and locations as they come up.

The NPC’s and some items are not equipped with full stats. Its left to the GM’s to fill these in as they see fit. Keep in mind we provide this supplement mainly as a “take what you can use” buffet of market ideas.

Have fun and keep the adventures (and the merchandise) coming!



The Stalls



Blackthorne's Curious Goods



"Come! Come! Let us explore the unknown and maybe find you something to take home with you..."

Merchant :

Talon Blackthorne is a half-elf. He wears a patch over his left eye; as the story goes, he is an oracle, and his former master stabbed a hot poker into his eye when Talon told him he would meet a terrible end.

Supposedly Talon killed the man for maiming him.

Blackthorne dresses in midnight blue robes and is always smoking a pipe.

The Stall :

Blackthorne's Stall is in excellent condition; the outward appearance of the stall is a large black and imperial purple tent with mystical symbols sewn into the fabrics in both silver and gold thread.

The interior has a square shaped table that most of his goods are placed on. The more expensive items are kept in locked steamer trunks in the back of his stall.

Specialization :

Blackthorne is known for being able to acquire extremely hard to find items for his clients.

Buys :

Talon is interested in any magical item of curious or unknown nature, any item of historical significance with a verifiable history to those once connected to it.

Items of Interest :

- * *Magical Spell Components*
- * *Spell Focuses*
- * *Magical Items*
- * *Hard to find items...*

Shop in Corvis :

Yes

Travels :

Talon Blackthorne travels the known realms in search of curious items.

Contributed by :

Brian-Joseph Baker

Bork's Broken Beauties



*"One Man's Junk is
Another Man's...
Err, Shiny Thing"*

The Merchant :

Borkuggazhagakendaran

Unlike most of the merchants, Bork (as he prefers to be called) is not so much of a merchant as he is a "serviceman", quickly creating amazingly complex devices for the...discerning client. He has become well known for small steam-powered toys for wealthy children, and while he denies any involvement, burglars throughout the city have been seen using strangely cobbled-together gear in their heists.

From foul-mouthed bodgers and shady, shifty-eyed men to effete nobles and their entourage, Bork is more than happy to turn a pile of scrap into a thing of wonder... for a price.

The Stall :

Filled with odd pieces of broken-down mechanika and other machinery, this stall resembles little more than a scrap yard. Little "treasures", as the Gobber owner prefers to call them, brim from every available space.

Specialization :

Mechanical Devices/Repair

Buys :

While Bork acquires most of his components himself, he is always on the lookout for more "beauties" to add to his collection.

However, he is quick to point out that broken-down

gears and suchlike are worthless, and rarely pays more than a pittance for any piece of scrap.

Items of Interest :

While Bork does not have a strict catalogue of items for sale, he can quickly create any type of bodged-together item for an individual.

His window-cutters and wall-stickers have proven very popular amongst shadier types, although he will quickly deny having ever made one.

Shop in Corvis :

While Bork does have a workshop, he sells his goods and services directly from his cart.

Travels :

Bork prefers to remain in Corvis, although he has been known to travel in search of truly beautiful scrap.

Contributed by :

Justin Roth

Derrem's



"Reading about adventures is safer than having them yourself."

The Merchant :

Derrem Hollyfield

The Stall :

The stall is a collection of several cases filled to the brim with books, scrolls and pamphlets. Behind a small counter Derrem keeps a locked chest which holds rare first editions and other peculiar books. Customers are free to browse the cases and flip through any books that might strike their interest. Derrem keeps a watchful eye, however, and trying to make off with a book will get you in trouble.

Derrem is in his mid-thirties and in quite good shape for a bookish fellow. He reads his own books whenever he gets the opportunity and can passionately speak at length regarding books, libraries and authors.

Specialization :

Books, including rare ones.

Buys :

Derrem will buy any book he finds interesting or hasn't read himself, he will pay hefty sums for rare or particularly interesting books. He has an interest in religion so any books on that subject will fetch an even higher price.

Items of Interest :

Derrem is a well-read man and as such knows a great deal about a great many things, including the obscure trivial. Consulting him before undertaking

certain expeditions might help prepare the party for unexpected surprises ahead. If Derrem himself doesn't know there's a 65% chance his store contains a book providing uncommon knowledge about a certain topic, and a 5% chance anyone investigating will uncover obscure knowledge about a subject.

In addition to being a great source of information, Derrem is also an active Thamarite believer and can help point characters of similar conviction to others of the faith in Corvis.

Derrem knows the location of two safe houses and can establish contact with a cleric of Thamar who can provide healing for certain individuals. Note that Derrem's involvement stops there and will not provide any other services unless the one asking can prove to be a high-ranking Thamarite. The cleric Derrem knows has his own agenda and prices so Derrem can't speak for him. Derrem is cautious about divulging this information however and only by asking for the right book in the right way will he pass it on in encrypted form by selling whomever asked a book. Successful deciphering of the code will lead the reader to the service asked for.

Shop in Corvis :

Derrem's Bookstore in Corvis is open throughout the day unless Derrem is on the Quad.

Travels :

No

Contributed by :

Kenshi, after an idea by Eamon.

D'orgunth's Cart



"What do you mean; it looks just like yours?"

The Merchant :

D'orgunth is a small and skinny man, 32 years of age with glasses and dark brown hair.

His colleague is a very large human by the name of Brugar. He is constantly standing in the vicinity of the cart and smokes a lot of cigars. If you would not know any better you would swear he was a Trollkin.

The Stall :

His stall (if you would call it that) is a small cart that can be pulled or pushed by one man, and reeks of cheap tobacco.

The merchandise D'orgunth sells includes mostly miscellaneous items of small size and different use, going from pocket watches and purses, to small daggers and jewels. But besides that, D'orgunth sells a lot of information to the right person and for the right price, of course...

Every once in a while D'orgunth has to move his shop due to harassment by costumers.

Specialization :

Whatever you want, D'orghunt can get for you... for the right price, of course.

Buys

D'orgunth buys all kinds of items, no questions asked. As long as the original owner didn't put his name on it ...

Items of Interest :

That dagger you just 'lost'...

Shop in Corvis :

No, although in the late hours you might find him in The Hogshead Inn

Travels :

No

Contributed by :

Guido Kreamers



Eckhart's Snake Oil Cure-All



"For only ten measly pieces of gold, my patented snake oil will cure his baldness and take the swamp leeches away!"

The Merchant :

Eckhart Bannon is a slight man with a big voice. He carries a Caspian Battleblade, but doesn't look like he knows how to use it.

His massive Trollkin bodyguard, on the other hand, looks like he knows how to use the huge axe he carries.

The Stall :

This is a four-wheel wagon with colourful clapboard signs decorating the vehicle. The proprietor stands on the wagon and shouts the virtues of his product. Periodically a crowd forms and a challenge to the powers of the Snake Oil Cure-All is given. The Snake Oil

The Quad Divas

Cure-All is used, and invariably the challenge given is met by the amazing curative powers of the Snake Oil Cure-All.

While these demonstrations may be shows, the Snake Oil Cure-All is actually effective at a number of things. It isn't perfect, but the truth is that the Snake Oil is actually helpful.

Specialization :

Selling his Caen famous Snake Oil Cure-All!

Buys :

Eckhart requires several exotic ingredients to make his Snake Oil.

The swamp slugs he can get cheap from swampies. The Tatzul Worm is another thing altogether; in general he needs 2-3 Tatzul Worm livers, kidneys and bladders to generate enough Snake Oil to last a year.

Items of Interest :

Eckhart's Snake Oil Cure-All:

10 crowns per bottle, each bottle good for 1 application.

Application #1: Hair Growth

This causes hair growth on any humanoid wherever the oil is applied. This means that those who handle the oil have to deal with hair on odd places of their bodies, such as their palms and fingers. This is actually permanent hair growth.

Application #2: Swamp Leech Repellent

When ingested with whiskey, it will keep Swamp Leeches and other vermin away for one whole hour. Replacing the whiskey with Sowles Brew can extend the duration to two whole hours.

Application #3: Fortifier

Gives +1 to Fortitude Rolls for the next 8 hours when ingested in its pure form. However, if more than 3

fortitude rolls are made before the effect ends, then the poor drinker will find himself getting -1 on all fortitude rolls.

Application #4: Wound-Fixer

Smear on an open wound, The Snake Oil will heal 1 point of damage.

Shop in Corvis :

Yes. Here one can purchase larger volumes of Eckhart's Snake Oil, as well as see the large vat where Eckhart brews his product. Several bored staff members sell the product when Eckhart is in the Quad or on the road.

Travels :

Eckhart travels by boats or on roads that go to swamp-side communities. He always brings his Trollkin bodyguard, and often travels with other wagoners.

Contributed by :

Daniel 'Eamon Voss' Greenfeld

Feldon's Books and Scrolls



"Stories, plays, lore and more in both book and scroll format!"

The Merchant :

The proprietor, Maximilian Feldon, is a small, portly and bookish middle-aged conservatively dressed man. He wears a pair of scholarly spectacles that make him look very astute. Often helping out is a small waifish looking young woman who could be attractive if she dressed to be so. This is obviously his daughter, Kij Feldon.

The Stall :

A pair of large bookshelves is placed on top of a large tarp. Draped over the bookshelves is another large tarp, keeping away sunlight, rain and the ever present Corvis soot and smog. This creates the effect of a small room, nicely enriched by the books and scrolls that are stacked neatly on the shelves. Only about half the books are actually bound, since this is a service offered elsewhere by dedicated professionals.

A pair of stools stands in the tented area and a small but elegant table is to be found in the corner. An artfully leather bound copy of the Enkeirohedron, Holy Book of Morrow rests there.

The books are invariably printed, unless they are a personal journal, and the scrolls are either handwritten or printed.

Specialization :

Non-magical books and scrolls

Buys :

Books and scrolls of any kind.

Items of Interest :

This stall tends to be filled more with fiction and apocryphal history and naturalae rather than anything of consequence. However, Feldon always carries copies of the Enkeirohedron, Holy Book of Morrow.

Journals:

Since he often sells journals, players might find a journal that has something to do with whatever quest they are on. This is not uncommon, and can be used to advance campaign plots. Journals are sold for 4-8 crowns depending on if they are bound and the value that Feldon might feel for the information.

Plays:

The plays are supplied by local talents or by the Feldons themselves.

These are usually in scroll format and sell for 1-3 crowns depending on their quality. The plays are rather popular especially for the theatre and bardic crowds.

Stories:

The stories, naturalae and histories sell for 4-8 crowns depending on the quality of their binding. These are invariably incorrect and make any decent historian shudder with the volume of inaccuracies.

The Enkeirohedron:

The Enkeirohedrons are all nicely bound and printed, and are done so by clergy and monks of the Holy Church of Morrow. They sell for 15-30 crowns depending on their age and condition.

Shop in Corvis :

Cassie Feldon, Maximilian Feldon's middle-aged and bookish wife, serves Feldon's Book Shop. Like her husband, she wears spectacles and like her daughter if she dressed right she would be attractive.

The bookshop is filled from floor to ceiling with

The Quad Divas

books and scrolls of all types.

Travels :

No

Contributed by :

Daniel 'Eamon Voss' Greenfeld



Fine Fibres



*"Emphasize your
bodyline with the most
soft and precious tissues"*

The Merchant :

Asha Gantrea is actually an Idrian and a member of a secret rebel organisation against the Menoth rule. Because of her missions she sees a big part of the realm.

The Stall :

Very exotic and colourful, this stall is truly a feast for the eye

Every surface, including the walls and ceiling, are covered with all kinds of durable tissue in every colour imaginable. Because of the high quality, the tissue is not cheap. As a result Asha's clients are to be found among the better classes. Leftovers and pieces bleached by the sun are for the less wealthy.

Specialization :

The "Fine fibres" of Asha is known for its rare silk-

tissues.

Buys :

No. Asha searches for high quality, so she has a specific and very private circle of suppliers.

Items of Interest :

Needles, fine and strong cotton for all use and in all colours.

The high quality silk tissues.

Shop in Corvis :

No

Travels :

Yes: Corvis, Caspia

Contributed by :

Evelyne "Sarah"

Fletcher's



"Arrows! I've got arrows for sale!"

The Merchant :

Franklin Fletcher

The old man is smoking a pipe filled with earthy weed while working on crafting more arrows. At his feet is a bucket filled with arrowheads of several different types.

He'll grumble about the weather, mechanika, crossbows, firearms, swords, King Leto, King Vinter, religion, young people, current musical fare, undead, the living, women, Trollkin, Ogrun, Dwarves, Elves, Khador, Cygnar, Lael, Ord, Cryx, Corvis, Caspia, Merwyn, Druids, Paladins, gun mages, noisy cannons, arthritis, Engines East, the Black River, the local swamps, giving Gobbers more rights, letting Sorcerers live, sex before and after marriage, and of course, how much better things were back in his day. (Its left to the DM's discretion to add everything he wants to this list. Grab your chance!)

The Stall :

Take a miserable looking old man and his run-down mutt and put them in a run down stall made up of a chair and box. On the box put a number of sheaves of arrows, of different sizes and types.

Specialization :

Arrows for short and long bows

Buys :

Arrowheads, arrow shafts, bird feathers

Items of Interest :

Arrows of all type of decent make.

Shop in Corvis :

No

Travels :

No

Contributed by :

Daniel 'Eamon Voss' Greenfeld



Forge'n Fire



"Have ye seen this Wrench Pistol?"

The Merchant :

Deckrin Flinteye, Relnid and Felnid

Deckrin Flinteye is a stodgy old dwarf from the "Old Country", as he likes to call Rhul. His white beard falls to his belly in 2 loose braids. When customers enter his store they can expect to find him sitting at a workbench with a mug of dwarven ale and an eye on each person that enters the store. No one is quite sure how old he is, but much of the daily work in the stall is done by his bumbling nephews Relnid and Felnid. The two are

The Quad Divas

identical and often stumble over one another to help whatever customer happens by.

The Stall :

On first glance the stall looks to be a smithy shop with a forge going at all hours of the day. In truth, Deckrin mostly sells tools used in forging and other such tasks instead of actually smithing there on the spot. When offered the right price though, he can be talked into actually crafting an item or two. The forge is kept going more because he enjoys the heat and smell then for any practical reason. The walls of the shop are stone and lined with shelving carrying curious tools.

There is a special section containing Rhulic ale casks and tobacco.

Also in the shop is a small collection of precious gems, brought back from the mountains of Rhul. These are more for show than for sale but Deckrin has been known to let a few go for the right price.

He also has a few of his own inventions mixed into the stock. If a customer has a special tool in mind there is a 70% chance that Deckrin has it in stock.

Specialization :

Tools and Rhulic items of interest.

Buys :

Deckrin will buy old tools. His appraisal of the items will depend on the function of the item and his trust in the customer. If approached with a tool he will first ask the customer where it came from (Sense Motive check DC 15) and see if they are telling him the truth. If he finds that the customer lies about anything he will lessen his interest and amount willing to pay by 15% for each lie he detects. He will also buy any Rhulic items that the customer brings in. These he will not ask questions about and make only one offer. This offer will be based on a d20 roll with a 0 added (ex. a d20 roll of 15 will result in an offer of 150 crowns)

If his offer is not accepted he will withdraw it, but the customer might find Relnid or Felnid rifling through their things in the middle of the night.

Items of Interest :

Wrench Pistol

This is a Deckrin invention. It seems to be a common wrench with hand crank handle attached to it.

Living among Cygnarans for so long Deckrin theorized that as long as something had the word Pistol in its name a Cygnaran would have to buy it. This being said, any Cygnaran who Deckrin talks to about the wrench will be interested and might (Will Save DC 12) just buy it when hearing about it. If they see it, there is a chance (Will Save DC 15) that they will buy it. If Deckrin gets them to hold it, the Cygnaran must buy it. (DM's decision, of course)

Needless to say any time a Cygnaran who hasn't bought one yet walks into the store Deckrin will start talking to them right away.

A bodger or other mechanical type who buys this item will get a +2 on his Skill Check on repairing things with it. Anyone without any mechanical know-how who buys it will have a 40% chance of breaking the wrench when using it and will have to pay a hefty fee to talk Deckrin into fixing it.

Sizer Slide

Another Deckrin invention. It looks like a protractor with several extra measuring sticks added on it and a slide rule thrown in for good measure.

A very forgetful young Cygnaran Arcane Mechanik once commissioned Deckrin to create an all-in-one measuring device for him. Deckrin realized that if the young man had only one measuring device, which he would lose often, he would be buying more than Deckrin could count. This got him to thinking that if there were one man like this, then their might be many

The Quad Divas

so he set to work and now carries a few in the shop and restocks them as they are sold.

The Sizer Slide gives a +2 on any Skill Checks when measuring anything such as distances on maps or when measuring things for crafts. There is a 20% chance that it will be lost when someone decides to use it.

Shop in Corvis :

Forge'n Fire is located on the south side of Corvis to the left of The Goat's Nanny, an animal food store.

Travels :

Deckrin travels once a year on his annual return home. During this time his nephews run the shop, into the ground if you ask Deckrin.

There is a 20% chance that a customer will arrive while Deckrin is away. If the nephews are running the shop all prices are lowered by 20% and they will buy just about anything that resembles a tool or seems Rhulic made. If the customer leaves their name with the twins as reference to an item there is a 40% chance that the customer might find a grumpy dwarf on their doorstep down the line wondering how exactly they thought they could get the item over on Deckrin Flinteye.

Contributed by :

T. Johnson

Fred's



"Fred'll keep your feet dry"

The Merchant :

Fred Commings is in his mid-to-late twenties, with black hair and tanned skin.

He has a nice smile (that he uses to get clients) and always looks snappy.

The Stall :

Simple stall with a lot of socks and stockings on display.

Behind the merchant there is a place where the female clients can try on their stockings.

Fred has a second job after closing hours. Then he is a gigolo to his female clients.

Specialization :

Fred sells all kinds of footwear except shoes.

Buys :

No

Items of Interest :

None unless you are looking for socks, stockings or happen to be a female client with money...

Shop in Corvis :

No

Travels :

Fred mainly frequents local markets in the area.

When the husbands of his clients (and I'm not talking

The Quad Divas

about the sock-buying kind) find out his whereabouts, he plans to move to another market. This has yet to happen.

Contributed by :

Carlo "the Pope"



Gatts' Assortment of Wonderful Contraptions



*"I assure you,
it's supposed to do that"*

The Merchant :

Gattsolomarakon, or Gatts, travels all over Immoren to both sell and acquire his strange mechanical contraptions. His unquenchable curiosity compels him to get to the bottom of every mechanical object he has not yet encountered. This, combined with Gatts being something of accident-prone, has seen him chased out of more than one town or city.

Gatts himself is a comical appearance with his too-large clothes and strange cap which he never takes off (the cap, not the clothes). He is either tinkering with yet another Wonderful Contraption or frantically rummaging through his belongings in search of a certain tool or part. Getting his attention might therefore be difficult.

The Stall :

The stall is little more than a canopy strapped to the side of a worn out cart. Behind a low table packed with strange-looking contraptions of which one can only guess what their intended use is, an busy little Gobber (Gatts, that is) darts around.

Specialization :

Anything mechanical, but Gatts' Incredible Glowing Orbs are well known.

Buys :

Anything mechanical that arouses Gatts' interest, but being an experienced world traveller, whatever anyone wants to offer had better be very rare.

Items of Interest :

Gatts' Incredible Glowing Orbs:

This is a small orb the size of an apple with a little button. When the button is pressed a strange noise is heard and the orb illuminates a 30 ft area for approximately 15 minutes. There is, however, a 15% chance the Orb will do nothing and a 5% chance the Orb will give their user a mild electrical shock (1d4 electric damage).

Gatts' Spring Spear:

When folded this spear is about the length of an average human's forearm. When a small button on its side is pressed a spring mechanism triggers, unfolding it to a full-sized long spear.

Gatt's Fabulous Musical Boxies:

When opened, this rather simple music box plays a tune. Although the craftsmanship of the box is undeniable, it is apparent that Gatts has little talent for other arts. The tune played by a box is more often than not a random succession of notes and isn't very musical. As a result Gatts never sells many of them.

Gatts sells these things quite cheaply since he regards them as trivial entertainment when he has nothing

The Quad Divas

better to make. He is oblivious to the fact that the tunes are in fact quite horrible from a musical point of view. Typically he has around 5 of these 'boxies' lying around in various states of assembly.

Cost: 1 Crown

Gatt's Automated Tree Chopper:

Even Gatts himself is quite wary of this invention (that should say a lot), which is in fact little more than a steam powered circular saw. The problem with the Tree Chopper is that the furnace must be worn by whoever operates the saw, meaning that only the strongest and bravest will ever attempt it.

The saw is mounted on a long stick around which the steam pipe is wound. A small lever on the side of the stick regulates the steam pressure and thus the turning speed of the saw. The furnace is strapped on the back of the wearer and weighs approx 100 kg.

The Automated Tree Chopper was never much of a success as labour steamjacks could perform the same task without risk of human life. It did have its moment in the sun when Gatts travelled to Khador a few years ago: in rough areas where inaccessible to steamjacks the Tree Chopper seemed the ideal solution. At least until several "incidents" (as Gatts describes it) took place and the little Gobber was again forced to make a hasty exit.

Due to the incredible weight of the furnace a minimum strength score of 15 is needed to even wear the Tree Chopper after which one can operate the machine for a number of turns (10 min per turn) equal to his constitution modifier before the furnace becomes too much to carry.

The Tree Chopper cannot be used as a weapon since it's simply too bulky and heavy to be effective in combat.

After every 10 minutes of work there is a 2% cumulative chance the Tree

Chopper will overheat and explode. When this is about to happen, the Chopper begins making loud noises and hissing sounds, giving the wearer and anyone in the area 2 rounds to try and get away.

Currently there is only 1 Tree Chopper, strapped somewhere on the back of Gatts' cart. If pressed Gatts will sell it but insists that he is not liable for loss of limbs or sudden explosions.

Cost: 200 crowns

Shop in Corvis :

No

Travels :

Yes, Gatts travels across the entire Iron Kingdoms (note: The Scharde Islands are not part of the IK, nor is Ios or Nyss).

Gatts is on the road most of the time so there is only a 5% chance the characters will find him in Corvis.

Contributed by :

Koen "Kenshi"

Gretchin's Magic Shop



*"You will not be sick,
with some good old
magic!"*

The Merchant :

The gobber Grot Gretchin

The Stall :

This is a mysterious looking tent in purple, black and dark red with an open front. The back part of the tent is separated from the rest by a heavy cloth which has barely visible writing on it. As a client you normally don't come in the second part (where Grot actually lives.)

Specialization :

Grot's magic items are well-known in the big world (well, that's what he says anyways) but his speciality is magic rings and scrolls (handy in combat, not expensive and easy to carry)

Buys :

No

Items of Interest :

Knowledge:

Have questions about magic? Visit Grot and for a small fee he'll give you answers!

Its left to the DM how much Grot actually knows. Keep in mind he's a genuine magic-user, be it with a great imagination.

Ring of Mending:

Makes small repairs. A broken link on a fine chain for example.

Ring of heat resistance:

Kind of self explanatory, no?

DM's choice how well it works.

Scroll of many-a-rope:

This scroll comes with a small pocket with a bit of rope hanging out.

When one reads the scroll and pulls the rope, it gets longer and longer until it reaches a length of up to 50'.

Scroll of Remembrance:

This is an odd scroll indeed. It can contain a full 75-page book although it only appears to be a smallish scroll. How? Its magic, my lad!

Shop in Corvis :

No

Travels :

No

Contributed by :

Fang

Hiram's Fine Tobaccos And Potables



*"Fine Smoke,
Fine Drink,
Fine Times!"*

The Merchant :

Hiram Pennock is an older man, and looks like a farmer or woodsman gone to pot, his sagging belly usually supporting the long day pipe that seems permanently fixed between his teeth.

Surprisingly enough, Hiram is connected to a larger smuggling ring that brings in 'enhanced' herbals and small batches of swampie brandy, offering it at an undercut price in the Quad.

The Stall :

The stall is a small clapboard shed, with a bench and counter facing the public. To be frank, it looks something like a converted outhouse. The three existing walls are lined with tiers of haphazard shelves holding jars of various tobaccos. Below that are hooks from which small leather pouches of the same stuff hang. A small rack sits on the counter, containing an array of pipes of all sorts, from simple day pots to exotically carved wooden masterpieces.

A chest sits at the back of the stall, propped open by a bottle, which contains an assortment of strong alcohol.

Specialization :

Tobacco products and smuggled potables.

Buys :

Yes, exotic smoke-gear, tobaccos, and related

paraphernalia

Items of Interest :

Witches' Smokeweed:

Hiram regularly manages to get his hands on batches of witches' smokeweed, something that Swampie wise men pull on to focus their thoughts before creating fetishes. (+2 Circumstance bonus to Concentration checks).

5 Crowns per bag (10 doses per bag)

Cursed Pipe:

One of the exquisitely carved pipes he offers for sale is actually a cursed item, powerful enough in its own right (with the right kind of tobacco, it can create an effect similar to a Fog Cloud spell), but its bearer will also attract the attention of certain wandering spirits and haunts, at the DM's discretion. Hiram himself is unaware of the properties of the pipe.

30 crowns

Shop in Corvis :

No

Travels :

No

Contributed by :

D Jeremy "solabusca" Brown

Hog's Hogsfeet



"Getcher pickled pig feets right here!"

The Merchant :

Hoggannaggorrakonak the Gobber

The Stall :

This stall is made up of two barrels stacked on end, at human waist level, spanned by several planks of wood. Over these planks is a colourful cloth stained with the juice of the merchandise.

Above the table is a cunning painted sign that has a crude image of a happy pig with waving wooden legs. Behind the table are several more barrels, shelves with jars containing pickled pigs feet, and a crate for the gobber proprietor and his kin to stand on.

Specialization :

Pickled pigs feet, in singles, jars and barrels

Buys :

Pigs and cigars.

Items of Interest :

Pickled pigs feet last a long time. They are, however, an acquired taste. These snacks might make an interesting alternative to the usual rations carried by travellers, soldiers and adventurers.

Shop in Corvis :

No

Travels :

No

Contributed by :

Daniel 'Eamon Voss' Greenfeld



Holer's



"Whether to cut your carrots or decapitate your enemy, I have just the thing."

The Merchant :

Holer Ironarm is quite a sight, the part time adventurer, part time blacksmith stands over 2 meters tall and is easily spotted even on crowded days, more so because of his grizzled appearance.

The left side of his body appears to be mauled by some gruesome beast. He bears a large scar on the left side of his head, leaving him blind in one eye and his entire left arm is replaced by a metal prosthetic which he claims makes him even stronger.

The Stall :

The stall consists of a small canvas to provide shade on hot days behind a long table. One side of the table displays various knives, sickles and household tools. The other side holds weapons such as daggers, maces etc.

Behind the table, to the side of the canvas, a large rack holds the larger weaponry such as spears and swords.

One can easily say if Holer is doing business; using

The Quad Divas

his tremendous vocal powers he praises his wares, drowning out nearby human merchants and being heard as far as two blocks away.

Specialization :

Holer is known from appearance as well as for his expertly crafted weapons

Buys :

No

Items of Interest :

Great Cleaver

Holer's weapon of choice is an enormous sword almost as tall as himself.

The weapon has a blunt tip and as such is useless for stabbing. It is however ideally suited for slashing attacks. A STR score of at least 15 is needed to wield the weapon.

Razor Claws

A wearable version of a weapon Holer incorporated into his prosthetic arm.

Razor Claws strap to one's hand and wrist and feature two long, narrow blades.

The wearer can wield other weapons when wearing the Razor Claw and if he chooses may make an unarmed attack with them causing 1d6 damage on a hit.

In addition to these items Holer also sells common weaponry and whatever weapons he finds on his adventures. There is a 20% chance Holer doesn't have a particular common weapon since he travels light and doesn't have a shop in Corvis.

There is a 3% chance Holer has any particular exotic weapon for sale, usually belonging to a former adversary of him.

Shop in Corvis :

No

Travels :

Holer is an active adventurer and as such goes wherever his sense for adventure, or the gold of others, takes him.

Contributed by :

Koen "Kenshi"



Faryll's boutique



"Whatever your line of work, it pays to look your best."

The Merchant :

Jaryll Geydan is clothed in the finest of garments; he wears a more or less plain set of trousers and shirt and a splendid robe in vivid colours. He, himself, is flamboyant, both in praising his wares and selling them, often making grand gestures and repeatedly complimenting customers and passers-by on their looks, especially how good they look in his garments.

The Stall :

The stall is built of solid wood with a thick canvas providing shelter from rain and sun alike. Displayed are various items of clothing as well as some cloth samples for customers who want custom made clothing or other apparel.

In addition to clothes, Jaryll also sells items like pouches and shoulder bags for the more fashionable traveller.

The Quad Divas

Behind the counter Jaryll has the larger garments on display such as robes, cloaks and dresses. Also behind the counter is a small sewing table where Jaryll makes quick alterations to clothing if desired by the customer.

Specialization :

Jaryll is known for fine clothing and among less reputable adventurers for “other” services.

Buys :

Jaryll will buy especially fine cloth, such as high quality silk and linen.

Items of Interest :

Cloak of Many Things:

Most commonly a cloak but it can also be a robe, a jacket or just about anything. Jaryll has become quite adept with needle and thread and can give various clothing extra, hidden pockets.

The pockets are invisible to the untrained eye and everything in them is especially hard to detect. Although no larger items can fit inside, items like small sums of money, papers or even small daggers and knives are completely invisible when put in these pockets.

Advice:

Jaryll is also very up-to-date about customs of dress, and as such can help anyone who needs to dress in a specific way. If anyone employs Jaryll's help in disguising themselves as someone from another region, country or members of a specific group, they gain a +2 competence bonus on their disguise check. This bonus is purely cosmetic, since looking like someone and acting like someone are two different things entirely.

Padded clothing:

Jaryll enjoys fine garments, but he also enjoys safety: thus he developed a technique of padding clothing to

provide some protection while still feeling like regular clothing. The padded clothing is always a custom job and only grants small AC benefits but might come in handy for certain professions or situations where armour isn't in regular use. Padded clothing gives a +1 AC and doesn't impose a spell casting failure penalty. It weighs as much as regular clothing of the same type and doesn't stack with any other items of armour (notable exception is the Greatcoat and other such items).

Shop in Corvis :

Jaryll's Fabulous Boutique is located in the upper part of Corvis where he sees to the needs of noble lords and ladies.

Travels :

Jaryll will visit his out of town suppliers once a year to maintain a good relationship with them. On such occasions he travels with ample protection.

Jaryll will also travel about in search of new suppliers. Although he doesn't actually “search” for them since he has people who do that for him, here too he travels with ample protections.

Besides the aforementioned times, Jaryll rarely leaves Corvis although he is thinking about the possibility of opening a shop in Caspia.

Contributed by :

Koen “Kenshi”

Kalid's House of Guns and Marksmanship



*"No, they're not loaded,
and no I will not load
one for you."*

The Merchant :

Kalid Darkmorrow, gunsmith and sometimes adventurer.

Kalid is a gunsmith and mage from Corvis, a man born and bred here. He has developed a touch of the wanderlust since the Longest Night fiasco and has taken the opportunity to see the country, hopping from one trading caravan to the next.

Kalid is a man in his late twenties or early thirties, always wearing a black great coat over dusty trousers and tan tunic, a quartet of magelocks hidden about his person.

The Stall :

A small "hole in the wall" booth, out of the way of others.

A tall human, Kalid, stands behind the counter with an oilcloth over the table and a series of fine weapons laid over it.

Specialization :

Pistols and rifles.

Buys :

Buys pistols at half price and long rifles at quarter price, most of the time.

Items of Interest :

Magelock Pistols:

A pair of high quality Magelock military pistols, sold as a pair for 2000 crowns.

A Mechanika Small Pistol:

Kalid sells this pistol for 1000 crowns. It has the shocking property. Currently loaded with a small accumulator.

An assortment of masterwork pistols and rifles, all hand-crafted.

Shop in Corvis :

Kalid's shop is located in the Engineers Quarter, near the guild house. Don't ask how he got permission to work there. The shop goes by the same name as his booth. A woman runs the day-to-day affairs and Kalid is barely seen in the shop save for special requests by customers. Her name is Sasha Ivanov and she is from Khador.

Travels :

Yes, Kalid spends most his time travelling and has an arrangement with several taverns to set up a booth and sell his wares. There is a 10% change he will be somewhere near your party if they are in any Cygnaran city.

Contributed by :

Jesse

King's Arena



*"Come on brave
adventurer,
test your strength..."*

The Merchant :

Timotheus King and "Bubba".

When Timotheus King smiles at you, your stomach turns. His mouth is full of ill-kept gold teeth, and the patch that covers his empty socket doesn't make it any better. He is bad news, and you can smell it.

Bubba is the "associate" of Timotheus King. Bubba is a huge ogrun with a tiny brain. His hobby is brawling. Timotheus King saw money in this and hired Bubba for his 'hobby'.

The Stall :

Badly shaven with musty clothes, King rides around the country with his huge cart-wagon. The 2nd wagon is in fact a cage.

In this cage adventurers can, for a small fee, test their strength against Bubba.

If you manage to beat Bubba you get a reward equal to 100 golden coins. So far no-one has collected the prize.

King's Arena always attracts a lot of people who want to see a fight...

Specialization :

King (well, in fact, Bubba) is known for dealing out a can of whoop-ass...

Buys :

No. Timotheus King just asks a small fee when you compete against Bubba. 5 crowns or materials (swords, guns, etc...)

Items of Interest :

A nice big bag of coins and honour
or:

Bruises, broken bones, loss of teeth and no honour.

If the price is right, Timotheus King will have some stuff for you, let's say a Magelock Pistol or a Cygnaran Battle Blade. Just don't ask where he got those.

Shop in Corvis :

No

Travels :

Timotheus King is always on the road, travelling from one marketplace to the other. He is somewhat fond of Corvis- there's always a few stupid adventurers willing to take the chance on the prize...

Contributed by :

Tim Derkoningen



How to survive the Quad



Before you go to the Quad.

Surviving the Quad starts even before you go there. First have a meal. Try not to go to the market on an empty stomach, you'll return home with enough to feed the whole Cygnaran army. Next, try to make a list of things you need.

How to haggle.

You don't want to come across as some yokel, right? To fit in with the Corvis people you'll have to haggle! Why, it is even an insult to some merchants not to haggle! Here's a quick "how to":

- 1) Find a 'haggle friendly' environment. Stalls with few clients make a better choice than those with lots of clients. Stalls with extremely smart merchants are a poor choice. Really muscled and weapon-heavy vendors are best left to athletes.
- 2) Select the item you want and determine the maximum price you want to pay.
- 3) Start offering 40 to 50 % lower than your maximum price. Act as if the item doesn't really interest you.
- 4) Don't overact
- 5) Respond to counteroffers from the merchant by sighing and increasing your offer in small increments until you reach your maximum price.

'Cause you don't want to buy things you can use, you want to buy things you need! A list will help you to resist those "spur of the moment" and "look how cool" purchases that leave you broke faster than a junker at scrap sale.

Full stomach and list ready?
So now we can go to the Quad!

To and Fro.

Going on foot is still the best way to visit the Quad: you are close to the goods and the vendors. Keep in mind that you can't carry loads of products when you are on foot.

This can be a good thing.

On horseback you might have a good view over the heads of all the market-goers, but keep an eye on your luggage. The Quad is mostly rather crowded so a horse might be a burden when you want to take a closer look at merchandise.

Lady Penelope had the habit of bringing a steamjack to carry her groceries. This gives you free hands and room to walk; most people tend to give way when a steamjack approaches.

It does have the disadvantage that you tend to buy more and that prices go up slightly when merchants see you have a steamjack.

Palanquins or other devices are generally a poor choice of transport.

Boats tend to be a fast way off the Quad, but be wary of dark boatmen that seem eager to take your goods on board.

At the Quad.

First time on the quad? It's best to find a point of reference. The Quad is so huge that people (and items) tend to get lost there. Towers, exceptionally high masts and buildings make good reference points. Don't walk

The Quad Divas

around with “You are Here” maps though; they tend to attract the wrong kind of attention.

Everything can be bought on the Quad, but you don't want to buy everything. Although good gear makes a better adventurer, too much gear makes a mule. Remember your list!

The wrong kind of attention.

Pickpockets, con artists and all sorts of devious gits roam the Quad.

Keep your purse somewhere handy but not in plain sight. These pickpockets are really crafty in their shady trade.

When some young bloke walks into you with a “S'cuze me, Gouvnr”, it's best to grab hold of his arm. Do the grabbing by the arm, not by the collar; chances are you'll unwillingly trade a full purse for an old coat when the scoundrel makes off.

Wearing your purse underneath your shirt is a good tip for female adventurers. It keeps your money safe and makes most merchants like you even more when you are about to pay them.

There is a particular nasty scheme run by con artists these days. Adventurers are addressed on the Quad concerning some job.

“The merchant” that makes the contact looks rich and asks some general information about the adventurers. How numerous are they and where can he contact them.

An errant boy (who is in on the con) then comes by the address to make an appointment. This way he can scout the place. The adventurers are invited to a meeting and asked to show up in full numbers so that the merchant can see what he is about to pay for.

This meeting will take place in a pub far away from where the adventurers are staying.

While the victims go to the meeting, the con artists will steal anything they can find at their place.

Obviously the merchant will not show up in the pub and he'll change his looks for the next victims.

Sometimes he will show up and pay drinks while explaining some fake job. This way he will buy time for his partners.

Taking a break.

With all the shopping and walking around, you are bound to be a tad tired now.

A tired customer is a customer that buys faster, so it's best to take a break while on the Quad.

There are a myriad of pubs near the Quad so finding a place will not pose a problem.

A personal favorite of mine is The Buccaneer Bass inn. If you do drop by there, give my regards to the charming innkeeper Gwen.

She will also be able to give you any kind of tip you could possibly need for shopping.

Good huntings on the Quad!

How to recognize some telltale signs of a dodgy merchant upon meeting one.

- 1) Shifty eyes. Small squinted eyes that first check your purse and survey the street nervously.
- 2) Preference for a fast exit. The stall is set up in such a way as to make a speedy exit. Sometimes a deal is made and you see the vendor wait for the customer to disappear in the crowd before hastily doing the same in the opposite direction: don't buy there.
- 3) Maniacal laughter after making a deal. Truly shady merchants are so greedy they can't help bursting out in laughter after making a dodgy deal. Hearing a low “Bwa-ha-ha” or high pitched “Meh-heh-heh” is a reason for not buying there.
- 4) If the merchant doesn't seem to know what he is selling then that might just be the case: he is selling things that are not his.
- 5) Merchants that ask strange questions. For example: “You are not a guard, are you?” or “Lovely weather innit? Do you live alone and where do you live?”

The Quad Divas

Lady Lothir



"All things reveal themselves if you know where to look."

The Merchant :

Lady Rowenda Lothir

The Stall :

The stall is a small tent just enough to hold two persons; inside it is bursting with all kinds of trinkets, decorations and generally useless but pretty looking junk that add to the atmosphere of the tent. In the middle there are two small stools and a small table, one stool for Lady Lothir and one for the customer.

Rockcrusher, Lady Lothir's black and white cat, can be found in the most peculiar places and has a knack for turning up at the wrong place at the wrong time, usually scaring the customer.

Specialization :

Fortune telling, scrying, palm reading, tarot and all such practises.

Buys :

No

Items of Interest :

Most of what Lady Lothir does is con the gullible out-of-towners and country folk, something which she is very good at.

Despite this, Lady Lothir actually does have the gift of foresight, sadly she has little control over it and she has what she calls "flashes" in which she sees random events

in the future. These flashes are usually but not always triggered by touching someone or something but can happen completely at random.

There is a 10% chance that Lady Lothir can tell a player something useful about his or her future.

Lady Lothir also sells charms, pendants, incense and all kinds of potions curing all kinds of ailments or warding off evils of all kinds. The actual usefulness and effects of these are left to the individual DM's discretion.

Shop in Corvis :

No

Travels :

Lady Lothir has family somewhere in Cygnar and goes to visit them once a year; other than that she is prone to go wandering if she is bored or if she had a flash about something and wants to go see for herself.

Contributed by :

Koen "Kenshi"



Lover's Gem



"Make yourself precious!"

The Merchant :

Jonus Marpessa is a middle-aged goldsmith from the

south (Sul near Caspia, to be precise)

Jonus and his wife Asha Gantrea travel the roads in a wagon. She sells cloth in a stall next to him at the markets they visit. (See the stall Fine Fibres)

The Stall :

Attached to their gipsy-like wagon is Jonus' stall. He sells jewellery and produces fine gold and silver wire for his wife to make filigree on her cloth.

Jonus is a gem cutter in his free time, and prefers to sell to an "honest man". He has a dislike for the haughty nobility, and he charges them 25 to 30% more.

Specialization :

Gemstones, precious jewellery and filigree.

Buys :

No

Items of Interest :

Jewel ornamented daggers, Ornamented sword hilts.

The Lover's Gem :

For couples in love Jonus has a special treat. These rings are enchanted and as such enhance the bond between lovers. When wearing the rings one can "feel" the presence of the other over a certain distance. Even mood swings might be noticed.

Jonus is known to cut a deal with young couples on the price.

Shop in Corvis :

No

Travels :

Jonus and his wife travel between Corvis and Caspia

Contributed by :

Kurt "Puk"

Merroth's Mercy



"Come right in and let us fix your problems!"

The Merchant :

Reck Konlan

The Stall :

A very spartan stall, nothing fancy, nothing bright, nothing elaborate, with a small tent located right behind it, where the customers can get converted... er, wait for their shoes.

A shoe-repairman sits in the front and fixes shoes. They sell and repair shoes and some small leatherwear at the stall. Customers are asked by Konlan to come in the back part for a free cup of thee while they wait. (Even if they don't do business here they are welcome). Konlan talks to the customers in the back and tries to find out what troubles them or bugs them. The friendly Konlan might offer to buy them a drink after closing time.

Actually, Konlan is a Menite follower that tries to start up an underground cult in Corvis. Whenever a non-human visits the shop, they are just about to dose or the item or service required is just out of stock.

Specialization :

Army boots and redemption (your own or other people's).

Obviously Konlan does the converting and redemption without you knowing it.

The Quad Divas

Buys :

Yes, heretics, although he doesn't really buy them but acquires them by their own means.

Items of Interest :

"Help" against non-Menoth religions or against non-humans.

Shop :

No

Travelling :

Any part where of the world where Menoth is needed...

Contributed by :

Tarcandor



Mollaw's Stall



"You look like the kind of person I'm interested in selling to. And I guarantee you'll be interested in buying from me..."

The Merchant :

Mollaw is a thin bogrin with dark lines tattooed over his face (and the rest of him) obscuring his features. He is dressed only in a dark cloak.

The Stall :

The stall is a varnished wooden barrow covered with a black tarpaulin. No signs adorn it, nor does Mollaw regularly hawk his wares by shouting.

Most customers come to him, and they know what they need.

Specialization :

Items of questionable repute, such as poisons, drugs and concealable weaponry.

Buys :

Anything that strikes him as particularly wicked.

Items of Interest :

Concealable daggers, poisons, some potions (often negative) and cursed items...

Monkey's paw:

This wizened paw is daubed with ochre and hangs on the end of a piece of leather cord. Worn around the wearer's neck, it provides a +1 bonus to saves and to actions taken with evil intent.

Death Dagger:

A tiny dagger, only three inches long, with a two inch oily green blade, which will infect a victim with a virulent disease if they fail a fortitude save (DC 25).

Although the name of the dagger suggests a rather strong effect, the consequences of its use for the victim are not per se deadly but can be extremely dangerous.

Shop in Corvois :

No

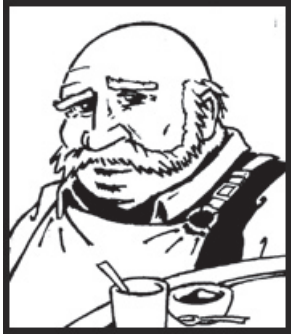
Travels :

Mollaw tours around the Iron Kingdoms looking for goods. It's rumoured his travels even take him to the Scharde Isles, but he denies it...

Contributed by :

Skaramanga

Morgar's Dinner plate



"Extra spiced?"

The Merchant :

Morgar Gornd

The Stall :

Morgar his stall is an open tent of 10 by 10 meter with a wooden floor, and in fact serves as an outdoor eating-house. There is room for 20-30 people to eat, and 3 servants bring food and drinks. Morgar himself sits by the counter making all sorts of strange dishes; most of the meals are heavily spiced, but they all have a nice taste to them. It may look odd, but it is delicious - if you can handle the spices

Usually a small band can be found playing at Morgar's. They are called "Watse's Playmates" and tell stories of a brave Rhulic warrior and his human companion who fought the forces of evil of their time.

Specialization :

Hogshead pie

Buys :

Spices.

Items of Interest :

Spices.

Morgar loves all kind of spices and loves testing them on his favoured customers (some of the more daring and rich merchants in his quarter of the market)

Just a few of the more known meals on his menu include:

Frizzle Fries:

Very small cut potatoes and apples fried in pigs fat. Usually served with a piece of pork or fish.
15 farthings

Hogshead Pie:

Pig brains marinated in beer, spiced with pepper and onions, baked in the oven. Traditionally served in a pig skull. There is a variant using boar brains as main meat.

2 shields

Rabbit Brij:

This is a stew of rabbit (and/or cat) with lots of cheese. Looks very strange and messy.
12 farthings

Puffies:

Sort of potato supplement consisting out of all sorts of cooked and puffed corn or rice.
2 farthings/ extra order

Shop in Corvis :

No, but his brother Gorak owns "The Horny Rabbit". You can't miss it, the place has a sign depicting a rabbit with horns like a goat. Morgar sometimes helps out in the kitchen.

Travels :

No

Contributed by :

Guido Kreemers

Olden's 'Ooves & 'Orsies



“‘Ooves or ‘orsies?
‘Ow can ‘Olden ‘elp you?”

The Merchant :

Greg Olden is a 280-pound giant of a farmer. His smile reveals a few yellow-coloured, rotten teeth and his breath will repel even the most hard-headed mosquitoes.

Known for his tobacco-chewing habit, Greg can easily be tracked by the puddles of spit-n-tobacco mix that he leaves in his wake. At the venerable age of 67, he has become quite adept at spitting tobacco. He'll demonstrate this eagerly by aiming his spittle an inch to the left or right of a customer's shoe. 90% of the time he'll pull this off; the other 10%... well, must be the arthritis in his left arm.

Greg is always wearing blue overalls and smells as if he has just returned from a manure disposal job.

He also has a problem pronouncing the 'h' and insists that a horse be called 'orsie. This has led to some discussion among other merchants as to his actual last name being either Holden or Olden as Greg pronounces it.

Greg always fails to be impressed by youngsters as he's convinced that men and women of his generation are of far superior build and quality than the current spoiled and weak-willed young brats. Greg will always have stories about outdoing younger customers (even if they're 60 years old) and will constantly pester his potential clients.

“Ow long does it take you to milk 10 cows? ... Hah, pitiful, I can do that in...”

“Ow long does it take you to plough an acre of land? ... Pheh, simply ridiculous, I easily beat that with...”

The stall :

Greg Olden doesn't really own a stall. He rides into town with 4 or 5 horses tied to an open cart filled with hay. In the back of the cart is a big wooden crate in which he stores some horseshoes and other items of interest. When on the market, he just unloads the crate and uses it as a seat. The horses he sells are of average quality and can be used as riding horses. Don't expect to get your warhorse here.

Items of Interest :

Cone of Clairvoyance:

This small glass cone has nothing to do with clairvoyance. Greg changed the name to Cone of Clairvoyance after a customer suggested that he'd sell a lot more of them with that name. And he did.

Greg actually has no clue whatsoever about clairvoyance but it sure sounds nice. He started getting suspicious when several of his customers (wandering adventurers and mages) came asking for the level of clairvoyance the object would offer and passwords to activate it. Greg didn't change the name but assures customers when they buy one that “it's just for looking”.

When looking into the narrow end of the cone, it will serve as a pair of binoculars. When holding it very close to an item, it will serve as a magnifying lens.

Greg uses it to appraise items, evaluate his blacksmithing work and look for fleas on his horses and relatives.

Horseshoe of Heaving:

This horseshoe emits some kind of magnetic force and can be used to pick up a maximum of 20 pounds

of metal items per horseshoe. Multiple horseshoes can be used on a single metal item (for example an 80 pound weighing metal chest could be picked up using 4 horseshoes).

It can also be used to draw metal parts closer to the wielder at a maximum distance of about 7 feet. The only drawback is that the power of the horseshoe cannot be turned off.

One can also attempt to pull a metal object from a fixed position or from someone's hand. This will require a contested Strength roll in which the horseshoe is considered to have Str 10. If both rolls succeed, the highest roll wins. If both rolls fail, nothing happens. If both rolls come up equal, the object is considered to be in between two forces (one being the horseshoe's magnetic force, the other being the force of whatever is holding the object).

If someone tries to use the object while it's in between two forces, he/she will suffer a -2 penalty on whatever skill check is required. (Example: you're trying to wrestle a lockpick or pistol from someone's grip using the horseshoe. A contested strength check comes up equal so the lockpick/pistol is in between two forces. If whoever is holding the lockpick/pistol tries to use it this round, that person will suffer a -2 penalty on his/her lockpicking or shooting roll.)

Travels :

No

Shop in Corvis :

Greg doesn't own a shop. Customers who are in need of some blacksmithing work should visit him on his farm outside of town.

Contributed by :

Buccaneer Ralph

Phineas' Fish



"Fresh fish, crabs, oysters, and exotic sea-fare"

The Merchant :

Phineas Markovini

The Stall :

Phineas' stall has an expansive counter, where a modest selection of fresh and salt-water fish and aquatic foods is on sale. Occasionally the odd looking morsel is put out for sale, but typically you can buy hull-grinder steaks, swamp-gator eggs, flying-fish fins, etc. any day of the week.

Before it is brought to the Quad for sale, produce is stored in the backroom of Phineas' shop (see below).

Phineas often has to call on Bork, from Bork's Broken Beauties, to get the cooling system in his main shop fixed, but he keeps a watchful and suspicious eye on Bork when he is working inside the shop, because...

Selling fish is not the only work that Phineas does. He is also an information broker, fence, and courier for items coming into and out of the Scharde Islands via the Five Fingers. He was initially recruited by Mazek Craslovini, of the Five Fingers crime family of the same name, but has taken on many more customers since setting up in Corvis.

The hawking cries that Phineas calls out are actually signals to his 'customers' as to what illegal or banned goods have come into his shop recently. For example - "Five Fingers Fish-sticks" is code for pirated gold and gems that are being fenced from a client in Five

The Quad Divas

Fingers, while "Dragonfish bones" discreetly tells the listener that he has received some kind of message/information from sources in Cryx, etc.

If Phineas is familiar with the client, he will simply slip the covert item(s) in question into the produce that they bought and wrap it all up in a cloth or used news-flyer. Otherwise he will invite the customer back to his shop in order to discuss business and 'see the latest catches'

Specialization :

"Five-Fingers Fish-sticks"

Buys :

Phineas is often down at the docks, buying produce from the river, or exotic swamp delicacies. He also might buy exotic aquatic animals that people can deliver to him - if he thinks they can be cooked and eaten (even if only by Trolls!)

Items of Interest :

Hull-grinder fillets
Dragonfish bones
Swamp-gator eggs
Frve-Fingers fish-sticks
Ordic swimming-oysters
Flying-fish fins

Shop in Corvis :

After the Skorne invaded the northwest area of Corvis, a lot of cheap land came on the market, and Phineas snatched up one of these blocks to set up a permanent place of business.

Not surprisingly, he called the place "Phineas' Fish Shop"

The shop is chilled by the use of a deaver steam-driven heat exchanger. It's not very powerful, and at most can reduce the temperature by 15 degrees, and is prone to breakdown on very hot days, at

which time the smell of fish coming from the room is overpowering.

Travels :

No

Contributed by :

Patrick jf Taylor



Phinelleus' Fine Rats



*"Baked, Fried,
Boiled Rats!
Rat Crisps 'n Beer!"*

The Merchant :

Phinelleus "Finn" Wickers is a ratcatcher. He is an exceptional ratcatcher, truth be told, and a man who appreciates the needs of a hungry public looking for a quick bite while doing their shopping.

It was only natural that he thought to combine the two.

The Stall:

Phinelleus can be found wandering the Quad, pushing a small cart in front of him, and a small barrel hanging on his back, hawking spiced rat-kebabs, weak beer and bags of fried rat-tails and ears. He usually circles the Quad three times a day and spends a few hours every night plying his trade as a master rat-catcher, sometimes providing training

to a few neighbourhood urchins interested in taking up the trade and augmenting his supply.

Phinelleus also makes extra coin supplying live rats to some of the more shady pubs that sponsor ridding events.

Specialization :

Rats. What more do you want?

Buys :

Fresh rats. Live ones, too.

Items of Interest :

Information:

Wickers' true value is as a source of information. While he might not make that much hawking rat-kebabs, he picks up fairly good coin as a rumourmonger. You catch wind of a lot of things when you spend the day circling the Quad.

Phinelleus also has a fairly good knowledge of the Corvis Undercity, where the best, juiciest, fattest rats are to be found.

Shop in Corvis :

No

Travels :

No

Contributed by :

D Jeremy "solabusca" Brown

Pjotr's Pelts



*"Eh! You not real man!
You not worthy of pelt of
real Khadoran Grizzly!
My grandfather kill this
bear with hands!
Go away!"*

The Merchant :

Pjotr Vladovich Nestov

This huge and hulking bear of a Kossite sets up shop in Corvis once a year, usually in early autumn. Corvis is as far south as he is willing to travel with his wagon full of the best and most beautiful pelts and hides Khadoran wildlife has to offer.

The Stall :

He usually sets up his stall in a (more or less) quiet corner of the Quad, where the constantly grumpy merchant/hunter mostly just sits around all day, sweating in what he believes to be the tropical climate of Cygnar, insulting his male customers and leering at the female ones. Yet it is mostly the rich, high-society ladies that visit his stall for the pricey but incredibly beautiful pelts.

Pjotr sells skins, pelts and hides of various animals from all over northern Immoren. Most of them are, in fact, so rare in Cygnar that he is able to demand prices no sane merchant would even dream of. On his travels south, Pjotr usually saves his best items for the Corvis Quad, which he quickly sells out to the rich and famous who are dying to get something new to wear for the winter season.

Specialization :

Pelts, Hides, Leather

Buys :

No

Items of Interest :

Some extremely thick boar hides in various shades of brown, which can be crafted into superior leather armour.

Some very soft and smooth deer leather which can be crafted into well-fitting shoes or gloves.

One incredibly thick and huge, black Grizzly hide which *was* actually killed by Pjotr's grandfather, himself a very capable hunter and trapper, a couple years ago. So far, Pjotr has rejected every attempt to buy the hide, no matter at what price. He is waiting for the right person to pass this priceless result of expert Khadoran craftsmanship onto.

Shop in Corvis :

No

Travels :

All the way from northern Khador down to Corvis and back, stopping in all major cities along the way for at least a couple of days.

Contributed by :

Iskander

Rippen's Spice Garden (The Rip)



*"Spice up your life!
Buy now!"*

The Merchant :

Titus Rippen, Vendor of Spices and Other Interesting Herbs, vaguely resembles something of an oversized hamster. He is a very social and friendly man, and is always well-dressed and perfumed. Titus has an excellent reputation, well-known for taking the time for a friendly chat or a word of advice for all his customers.

The Stall :

This stall made of wooden beams and colourful cloth is typically the place where all sorts of kitchen personnel buy a dash of spice or a vial of oil. Besides offering a wide variety of herbs, potions, spices and oils, this is also a good place to catch up on the latest gossip. (Considering the fact that a lot of the servants of the 'important' houses are found passing time here.)

Rippen also offers tea and tobacco.

Specialization :

Between the exotic looking vials and dried herbs that hang in strains, one might find the odd spice or potion that has some "special potent workings, sir" (or so Titus reassures us.)

So the "Spice up your life" refers to the spices, the gossip and ... umm, well some special vials.

Buys :

The adventurer that asks Titus if he wants to buy

The Quad Divas

something will find that Titus isn't very rich (or so he would have you to believe).

He'll be very friendly if the offered goods seem useful for him, but "his clothing, his jewels are only for show", "the things he had to buy yesterday were very expensive" and so on. Would the adventurers like to have some tobacco instead?

Items of Interest :

Fabulous Fatburners:

This is the stuff young noblewomen crave in their quest to be 'the prettiest of the party'. Of course none will admit its use as it's secretly bought by their servants. This small metal phial consists of 10 pink-coloured tablets. The tablets have been made from herbs, which stimulate the burning of fat, and thus provide more energy. They lower the appetite and burn fat cells, which make them popular as a weight-loss supplement.

Joyful Tears Potion:

The potion gets its name from the joyful tears lovers young and old weep after a night with the imbiber of this potion.

This potent blend of traditional herbs acts as a strong aphrodisiac, stimulating erotic feelings. The active ingredients will intensify the act of love and stimulate the blood flow to certain parts of your body, so that every touch will be felt more intensely.

Mental Mirroring Mix:

From ogrun barbarians in the far reaches of Khador comes one of the most potent catalysts for expanded awareness yet discovered.

Ayasca, as a hallucinogenic substance, does not refer to one single plant, but to a mixture of two very different species. As such, Ayasca is a psychedelic concoction which varies in potency according to the skill of its maker.

Ayasca is famous for the visions it generates: users experience what they see as real. Furthermore, it induces and expands the hypnagogic or twilight state and at the same time keeps the individual awake and conscious.

Moonwing Dust:

Moon Dust is collected after it falls from the wings of the beautiful Moonwing Moth (MN 128). Rippen managed to get his hands on a batch (2 doses) of Moon dust. Pay up 150 crowns and it's yours.

All of these items can easily be found in detail (including game-technical detail, mind you) under "Our material" / "Equipment" at the Buccaneer Bass site.

Shop in Corvis :

Rippen's Big Spice Garden, located in a small street near the Church of Morrow.

Travels :

No

Contributed by:

Steven Kees (who's thanking Ralph for his helping hand with the items of interest)

Rust Monger



"Iron Filings by the pound or by the sliver!"

The Merchant :
Havargus the Trollkin

The Stall :
A large table and wooden crates, full of rusting or pitted metal plates and casting slag, are jumbled about in no apparent order.

The empty, grinning head of an old steamjack lies tilted against the side of a chair which sits an enormous Trollkin called Havargus, the rust monger. From time to time Havargus will stand up and brush off the rust and iron filings that have accumulated on his leather apron and sing a hilarious and ribald song at the top of his voice much to the crowd's amusement.

Specialization :
Iron ore, slag, and rust

Buys :
Will buy scrap iron and left over slag from iron casting.

Items of Interest :

WarFack Cortex
Broken, but who knows, might come in handy...

Large odd looking spanner

Broken metal sundial

From Cyriss, but that's for the clients to know on their own.

Strange plates of armour
From Skorne, but Havargus isn't sure about it

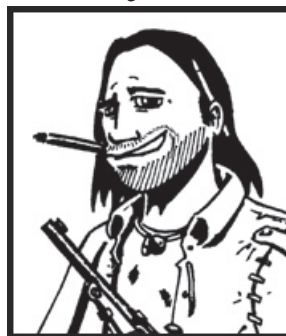
Shop in Corvis :
Yes, although its not much more then a small yard and shed.

Travels :
No

Contributed by :
Grant Chapman



Snoody's Guns



*"Roight!
Getcher pistols and
muskets on da cheap!"*

The Merchant :
Snoody Holbracher

The Stall :
What you have here is a single table, covered with a blue tablecloth, nestled between three near permanent stalls. On the table is a set of tools being used by the proprietor: a small, greasy looking sort of man working on a half-assembled pistol. Behind him, working on their own pistols, are a pair of grungy looking Gobbers. Next to them is a closed chest upon which leans a military carbine and a blunderbuss.

The Quad Divas

The carbine and the blunderbuss are not for sale. They are used by Snoody and his staff if the clientele gets... enthusiastic. The other merchants nearby are aware of the rather trigger-happy nature of Snoody's Gobber tinkers, but are okay with it because they also shoot at anyone they label a thief.

Inside the chest are a number of firearms. The majority are small pistols, sometimes even the odd Rynnish holdout weapon. Sometimes there is also a military pistol in there, and rarely a novel multi-shot weapon.

Sometimes they have a second chest containing pin-fire weapons. Snoody and his Gobber staffers consider these real treasures, so those appreciating old school mechanika might get a better buy off these antiques.

Specialization :

Buying and selling cheap guns or refurbishing older guns

Buys :

Guns at 10% of the original cost, regardless of the current quality of the weapon.

Items of Interest :

Snoody sells his firearms cheap. You can get major discounts from Snoody, usually buying weapons at half-price, but all of the weapons he sells are of at least shoddy workmanship.

Snoody never guarantees his work and doesn't give refunds. If it blows up in your face, that isn't his problem. If you try and make it his problem, his Gobbers are mighty handy with carbine and blunderbuss.

The exceptions are old-style pin-fire weapons. These are lovingly restored and sold at nothing less than full

price. This stall reverses the old trade, and Snoody sometimes grumbles about this modern stuff.

Shop in Corvis :

No

Travels :

No

Contributed by :

Daniel 'Eamon Voss' Greenfeld



The Gray Circle



*"If he doesn't love you,
we force him to love you"*

The Merchant :

Crysanía Galanodel Nailo

The proprietor and occasional vendor is Crysanía, an Iossian witch of great beauty with pale skin, green eyes and long, straight black hair that falls below her waist

The Stall :

The stall is a small tent, divided into two parts: in the rear is storage space and a small alchemical furnace, while the front is open to the public.

Bundles of herbs hang from the roof of the tent, and a few shelves, covered with books, phials and bottles, rest against the tent walls. Crysanía has a

table and two chairs at the front of the shop, where she will occasionally practice a crystal-reading for one of her customers.

Specialization :

Magic perfumes, potions, magic objects, all sorts of herbs and divination

Buys :

Normally rare herbs and potions, old books and rumours and info of all type

Items of Interest :

All sorts of aphrodisiacs and love potions, unguents and dusts, and old books about the arcane arts

Shop in Corvis :

A shop of the same name is located in the noble district.

Travels :

No

Contributed by :

Ana Peiro and Jose Soler



Trelawney's Travelling Barber

Shop



*"Best cut's here.
In price and hair!"*

The Merchant :

Ahab Trelawney is a rather tall man with a reddish face and a greased moustache (of which he is rather proud). He's a brave and good-hearted man but not the fastest ship in the harbour, if you know what I mean. As nice a person as he might be - he is hopeless at keeping secrets. Luckily he is rather good at his job as barber.

His twin nieces might look exactly the same (which, by the way, is very good-looking), but differ in personality: Kaleen is smart, witty and has a very acute memory. Lyanna...well...she's still sweet and good-looking.

The Stall :

2 parts make up the travelling Barber Shop. The colourful tent that is built against the cart has 2 surprisingly comfortable seats in it. Some mirrors, a collection of small bottles and washing opportunities complete the scene. The red and white tent poles show the somewhat unwisely chosen sign with pincers and scissors.

The painted cart (Trelawney's Travelling Barber Shop! Best Cut's here, in price and hair) itself harbours the second part of the stall. It is here that Ahab relieves people of various small complains (toothaches and such).

The first part of it has one seat in it and a lot of cloth covers the walls. Countless bags and pockets in this cloth harbour Ahab's tools. (and the cloth serves to dampen the sound as well). The second part of the cart is where the living and sleeping compartments are, but clients never come there.

Specialization :

Kaleen and Lyanna truly are fantastic hairdressers. Their skills and looks make them equally popular with both sexes. If asked, they are also happy to advise when it comes to clothing, jewellery, perfumes and style in general.

The Quad Divas

Ahab Trelawney his specialization is more in the field of the small complaints that tend to make the daily life a misery. He pulls teeth (almost always the right ones), helps with warts, ulcers, lice and the like.

Buys :

The Trelawney clan packs everything they need. Although when encountered after a long travel they might run short on some luxury products like perfume and soap.

Items of Interest :

Not really items, but some things can be found at Trelawney's:

A good haircut and nice shave:

Fairly cheap and truly well done.

A disguise:

When talking to Kaleen (the smart one) one might drop a hint that one is sought after and one might want to keep it so. She can take a hint and for a little extra does her best to transform the customer as much as she can. This includes a different hairdo and colour, alterations in clothing and some crafty use of make-up.

Gossip:

Ahab is terrible in keeping secrets, so there is always a small chance that a client picks up an interesting gossip here.

The "So, how about that weather hey? I heard you are about to become a grandfather?" sort of conversation has set the Trelawney Cart on its hasty way out of more then one small town.

Relief from small pains:

Its left to the DM's discretion how well Ahab can help. Keep in mind that he is not a quack though. He uses alcohol and some herbs to take away the pain while he works his magic. As a guideline the chances that he can help are somewhere between 75 and 95%

depending on the complaint.

Shop in Corvois :

No, although Kaleen is trying to convince her uncle to open up a shop (and lose that moustache)

Travels :

All over the Cygnaran land stopping at many small villages.

From time to time he halts in a big city to replenish his goods.

Contributed by :

Steven Kees



Vik's



*"Hunting isn't a job,
it's a way of life"*

The Merchant

Viktor Belker

Viktor stands out even in the rougher parts of a city. Those who have seen him before have no trouble recognizing him for he is always accompanied by his trusted hat and rifle, which he calls Boomstick.

Whenever possible Viktor will set up shop next to Holer's stall. They are friends of sorts, or as close to a friend as Viktor has, and if the two meet up it's likely they'll be found together in a bar later that evening

The Quad Divas

drowning themselves in the local brew.

Viktor, Vik for short, makes a living hunting all kinds of animals and monsters.

He spends most of his time outdoors, tracking some critter or chasing after the next kill. He doesn't care much for bathing or other comforts, saying all he needs is his hat, his Boomstick and a cigarillo every now and then to him keep going.

Vik dislikes cities, and city folk, and can only be found near (let alone in) a city when he is either recovering from grievous wounds, or when he needs his trusted rifle fixed. His dislike of city folk makes him a little gruff when dealing with customers and he usually doesn't sell much, which really isn't a concern for him since he's just there to pass some time until either he or his rifle are fixed.

The Stall :

The stall is actually an overturned wooden box, which displays various strange looking pendants and tokens.

The stall's owner can usually be found somewhere in a shadowy corner behind the box, usually unshaven and unwashed

Specialization :

Tokens and decorative items.

Although some tokens Vik sells, have seemingly magical attributes, Vik himself is anything but magical. The tokens Vik uses are quite simple constructs and they only work because Vik believes they do. (They're more like a good luck charm than a Bonegrinder Token).

Buys :

Vik is always willing to listen to tales of rare monsters or beasts, if the initial catch is good enough to catch his attention he will pay for any information on the monster.

Items of Interest :

Various tokens.

Although Vik only makes these as a hobby they can be quite potent.

True Shot :

A small pouch containing two Sagu eyes. Although the content is a bit grizzly it will allow the wearer to see further and clearer than normal, granting him a +1 on all ranged attack rolls.

Shifting Pendant :

A small patch of cured leathery skin stretched out over a small bone circle. The skin is from a frog found only in particular marshes that has the unique (albeit limited) ability to adapt its skin colour to its surroundings.

This token grants the user a +2 on hide checks in the wild (so not in cities).

Vik usually has about three special tokens for sale (although usually not on display), but as said above, to even see them means Vik must take a particular liking to you.

Shop in Corvis :

No

Travels :

Vik is usually pursuing some monster, somewhere in the wild, sometimes accompanied by Holer.

Contributed by:

Koen "Kenshi"

Wendak's Whirling Wonderwaters



*"Now missy you can't
hold it against me,
I said it would help
'almost' all of the time"*

The Merchant :

Yorhyn Wendak is a quack of the worst kind, claiming his potions have all kinds of mysterious qualities just to make a sale.

The Stall :

Yorhyn sells his wares from the back of his cart. It's basically a normal wagon pulled by a mule in which Yorhyn lives (the cart, not the mule).

When working the marketplaces he opens the back of the cart and speaks to the crowd on the improvised balcony of his cart, shouting the praises of his goods to the heavens.

Specialization :

Potions (real or not), exotic drinks (the alcoholic kind)

Yorhyn has a wide variety of potions and drinks but mostly they do nothing. Some get you drunk, some make you sick, most make you mad - when you realise you have been fooled, that is.

Buys :

No

Items of Interest :

Love potion:

Actually a very strong liquor straight out of Khador.

The combination of getting the user drunk and a strong believe it will work makes it successful about 60% of the time. If the buyer gets the one he loves to drink it too the odds become even more favourable.

Healing Potion:

The recipe for this herb-based potion was picked up somewhere during his travels. Yorhyn actually keeps it on his list of products because it's very cheap to make and it's usually sold at a high profit.

Shop in Corvis :

No

Travels :

Being a quack, Yorhyn sells his potions by any means possible, often boasting that his goods have wondrous qualities even though they are mostly water or some kind of liquor at best. He's learned that people see through his sham potions fairly quickly, so he rarely stays in town more than a couple of days. He's been around most of the major towns of Cygnar and Khador, though in many places only once.

Contributed by :

Maarten Cornil

Yevon's Leather



*"If you can skin it,
I can tan it!"*

The Merchant :

Yevon Carsoff (owner), Ryell Carsoff (son)

Yevon and his son Ryell are actually of Khadoran heritage. When speaking with Yevon, an astute listener can pick up a mild Khadoran accent. His son, though, was raised in Cygnar and knows little of why they left. The truth is that Yevon was accused of his late wife's murder and was forced to flee.

Yevon isn't his real name, but he has long ago given up his real name. He is innocent of the crime and has since made a better life for himself and his son here in Cygnar. They live in a small house just outside of the city, where they are able to tan the skins without the smell bothering anyone.

The Stall :

The shop is a simple wooden stall with a leather covering.

There are always a several skilfully-crafted leather items hanging from the front of the stall, such as gloves, backpacks, etc. A simple sign indicates that tanning can be done as well, but it may take up to a week to get done.

Specialization :

Tanning Animal Hides

Buys :

Yevon is interested in purchasing animal skins, but he is not a rich man. He makes a weekly profit of about 5 crowns. He has a normal monthly allowance of 30 crowns for materials. He usually has about 40 on hand at any one time, but is unable to go above that for any skin.

Items of Interest :

Leather gloves, boots, backpacks and blankets are available here.

Other leather goods can also be commissioned if one is willing to pay the price of materials. Also, tanning animal skins so they'll keep is a specialty of Yevon's.

Shop in Corvois :

No. Yevon does not own a shop although he is working to get one.

Travels :

No

Contributed by :

Alex Perez

Yuri's Blades, Bonsai, and Engravings.



The Merchant :

Yuritokgemmanhon, Yuri for short.

The Stall :

A rather long, beat-up wooden table set low to the floor. All over it are the tools of this little gobber's trade. Engraving tools, blades and two to three bonsai plants decorate the table.

Yuri is an odd little gobber, having found religion in the arms of Morrow, but how he figured that a part of Morrow lives in Bonsai trees is anyone's guess.

Yuri sells blades, any kind of blade, daggers, knives, long swords, short swords, battle glaive, and what not. All of which is made by the diminutive gobber at his shop elsewhere in the city.

Specialization :

Blades

Buys :

Yuri will buy bladed weapons at 20% their full value, no matter the condition.

If the weapon has an engraving (not one of his own) he will buy it at 50% no matter what the engraving is. If the seller returns to the stall some time later, he will find that same weapon on sale for triple normal price with a minor enchantment upon it. (Usually a +1 or something to make it glow, no game terms, just pretty looking).

Items of Interest :

Assortments of blades (Getting a theme here?) and a set of bonsai plants. If you talk to the Gobber about the plants and show real interest, he will tend to give discounts.

Of special note is a pitted and worn blade that lies lengthwise at the top of the table. Rhulic runes cover both sides of the blade, and run along the sharpened edges as well.

It is for sale, but why anyone would want to buy this battle-worn sword is anyone's guess. If asked about the weapon Yuri will simply say, "Its the only blade that has ever been returned to me more than once. And never by the man who bought it."

Shop in Corvis :

Situated on Armourer's street at the back of a dead-end alley, you have to knock on the wooden planks of the dead end to get in.

Travels :

No

Contributed by :

Jesse