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# URBAN DRESSING: TRADERS & CRAFTSMEN

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Liberge

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the market stalls in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Traders & Craftsmen* is an invaluable addition to any GM's armoury!



## CREDITS

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Thank you for purchasing *Urban Dressing: Traders & Craftsmen*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Urban Dressing: Traders & Craftsmen* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he's continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with [StufferShack.com](http://StufferShack.com), the [RPG Circus Podcast](http://RPG Circus Podcast), [The Gamer Assembly](http://The Gamer Assembly) and [Kobold Press](http://Kobold Press).

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## FOREWORD

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Given the first instalment of *Urban Dressing* presented loads of great details for the market stalls in your town and cities, it seemed logical to tackle the subject of more permanent shops in the second instalment.

While Brian and myself were discussing this project, we were mindful to not simple re-hash the same or very similar material Brian created for *Urban Dressing: Market Stalls*. I'm quite confident that we dodged that particular pit fall and that *Urban Dressing: Traders and Craftsmen* is a great compliment to the first *Urban Dressing*. Obviously, I hope you agree!

We got lots of great topics in mind for upcoming *Urban Dressings* including sages, temples, alleyways and more, but I'd love to find out what topics you'd like Brian to cover. You can let me know by using the email address below or posting on Raging Swan's Facebook page. I'd be particularly interested to know if you'd like upcoming instalments to remain largely system neutral or if you'd like to see more stat blocks and other game mechanics in upcoming entries in the line.

In any event, I hope you find this instalment of *Urban Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## A: CHARACTERISTICS & APPEARANCE

Every shop or workshop should have a distinctive appearance. Use this table to generate interesting characteristics and features of the shops and workshops in your town or city. Some features may be inappropriate based on your set up or what the PCs have encountered. Ignore such results and simply re-roll.

D%	
1	A loft, where the craftsman labors, overlooks the sales floor.
2	A stone building with a blue-green moss growing on the north wall.
3	This stone workshop is reminiscent of a miniature castle with slits for windows and a small portcullis.
4	A stone gargoyle, hopefully just a statue, overlooks each corner of this shop.
5	Green logs make up the walls of this shop, which smells vaguely of mint.
6	A finely wrought fountain sits in the corner of this shop, adorned with small angels.
7	A brick shop with a large mural painted on an outer wall depicting a young warrior fighting a dragon.
8	This stone shop was once a dwarven still and still smells of whiskey.
9	The walls of this shop are formed of well-polished marble.
10	The interior walls of this shop have been plastered smooth and painted pale blue.
11	The east wall of this shop is brand new, composed of a different wood from the rest.
12	A young girl sits in the corner of this shop playing a simple lute.
13	This shop of dark blue slate has a stale taste in the air.
14	The goods in this workshop are not labelled or organized in any clear manner.
15	This shop is favoured by local fishermen and smells of fish even when empty of patrons.
16	A small stone shop with a thatched roof.
17	A small stone shop with a leaky slate roof.
18	This large wooden building has a store in front, workshop in the back and residences on top.
19	This former manor home has been converted into an indoor marketplace, with different vendors selling from each room.
20	The base of this shop is of fieldstone, finished with pine.
21	A clay building with a dirty wood floor.
22	A fine wooden shop with a slanted copper roof.
23	This shop has fishing nets hanging from the rafters, filled with supplies and extra stock.
24	A stuffed elephant head is displayed on the wall above the hearth.

25	A fieldstone building with a blue wood shingle roof.
26	Large brass hooks line the walls of this workshop displaying extra merchandise.
27	A very homey one-room shop, with an old red rug, large fireplace and small desk in the corner.
28	This shop has a number of chairs and tables in an adjoining room, and serves refreshments as a side business.
29	A small wooden shop that smells of fresh baked bread.
30	A large stone shop with a coat of arms displayed on one wall.
31	This workshop features a spiral staircase that leads to a second floor residence.
32	The walls of this shop have been tiled and accented with false gems.
33	A small gold-plated monkey statue sits by the entrance on a stand of cherry wood.
34	A boar's tusk serves as a door handle and wolf and bear hides cover the floor.
35	A trap door behind the main counter leads to a separate storeroom where the highest quality goods are sold in private.
36	A wooden shop, painted red with a roof of tin.
37	A shop made of salvaged materials with portholes instead of windows.
38	This large shop at first appears to have a labyrinthine layout but it has been carefully arranged to make customers view as many items as possible before reaching the exit.
39	Two large men stand outside this workshop as a deterrent to troublemakers.
40	The flag of the local lord waves from the rooftop of this modest stone shop.
41	A large family tree is displayed on one wall of this shop.
42	The far end of a display table in this shop is dyed red with blood and boasts several deep cuts.
43	A grey slate shop with a simple flat roof.
44	This large stone shop has one window that cannot stay closed. It continuously bangs in even the slightest breeze.
45	A stone shop with windows of green glass.
46	A simple wooden shop with stars painted on the ceiling.
47	A stone shop with the silhouette of a red goblin painted on its door.
48	A stone shop with ivy growing heavily on one side.
49	A brick shop with a slanted tin roof.
50	This shop looks like it was built in ages past, with a sharply different design than the newer buildings around it.
51	A stone shop with windows of dyed wax paper.

52	A stone shop featuring a warm hearth in the center of the room.
53	A large wooden hall features different shops, each with their own area.
54	A two-storey wooden building with a shop on each floor.
55	A second floor shop allows access via a wooden ladder. The first floor is boarded up.
56	The wood of this shop is tinted red and smells of cherries.
57	The walls of this shop are made of whole trunks, uncut except at the corners.
58	This stone shop features an eerie echo.
59	A private shop is accessed only from the back room of a tavern, through a door marked with a black star.
60	A shack made of salvage sells its wares at the end of an alley just off the main marketplace.
61	A simple wooden building has three different doors for Large, Medium and Small patrons.
62	Over the entrance of this shop hang two curtains of fine mail in place of a door.
63	The walls of this shop are hung with the skins of animals, many of which are found only in foreign lands.
64	The front room of this shop is completely bare except for six doors. All six doors lead into a densely packed workshop.
65	The outer walls of this shop have hundreds of notes crammed into the crevices, each a prayer to a departed loved one.
66	The rug set in the middle of this store depicts an ancient battle between dwarves and creatures of shadow.
67	While a roof can be seen from the outside, the shop's ceiling has mural of the night sky upon it.
68	The outside of this shop is rundown; appearing to be abandoned, while the inside appears brand new.
69	A wooden shop whose walls have grown a thick layer of moss.
70	A wooden shop with the ceiling and upper shelves thick with spider webs.
71	A building of brick decorated with oil paintings of great military leaders.
72	An old chapel converted to a shop within.
73	The entrance to this shop features a steel cage with a locked door that serves as a secure antechamber.
74	This shop is accessed through a cellar door around the side of another shop.
75	A bright purple shop of wood with orange curtains in the windows.
76	The front of this shop is made of magically hardened glass crafted by a forgotten wizard.

77	A stone shop has a discount section in its basement.
78	A small stone tower with a shop on its first floor.
79	A large stone tower with a different shop on each floor.
80	A wooden shop with no doors providing a step stool so people can get in through the windows.
81	A wooden shop with its walls lined completely with shelves.
82	A stone shop featuring well-crafted glass display cases.
83	The arctic timbers of this shop's walls keep the sales floor chillier than outside.
84	Copper pipes line one wall of this shop making haunting music when the wind blows.
85	A large bear skin rug greets patrons.
86	Two suits of armour flank the shop's entrance.
87	This great stone room has everburning torches flickering in wall sconces.
88	A cooking fire is set in the back wall filling the shop with the smell of stew.
89	This stone building was once a guard post and features arrow slits in the walls.
90	This wooden shop has a religious symbol painted in gold on the front door.
91	This stone shop has a front door of iron featuring seven different locks.
92	This brick walled shop has a spiral staircase set in the middle leading to a second floor of goods.
93	A small storefront contains only samples with all goods stored in a back room behind a curtain of hide.
94	The insides of this shop are terribly cramped; the aisles count as difficult terrain.
95	This small stone shop has a thatched roof and smells of wet dog.
96	The air in this shop is stale leaving a foul taste in customers' mouth.
97	The walls of this shop are pink and feature paintings of famous young bards.
98	One wall of this shop features a mirror lined in silver that shows a perfect reflection of the scene three seconds ago.
99	The outside of this shop features a huge painted sign reading "You don't want to shop here!"
100	This large wooden building features three floors, fully staffed, with a sales counter on each and a tavern in the back. Your first drink is free with any purchase (limit 1/day).

## B: SELLING

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Traders and craftsmen sell an incredible variety of things. Use this table to determine what a randomly visited shop is selling.

D%	
1	Apothecary
2	Tailor
3	Grocer
4	Fletcher
5	Scribe
6	Blacksmith
7	Livery
8	Dyer
9	Tanner
10	Metalsmith
11	Cooper
12	Armourer
13	Weaponsmith
14	Candlestick maker
15	Soap maker
16	Cobbler
17	Seamstress
18	Butcher
19	Baker
20	Rope maker
21	Book binder
22	Hostel
23	Money lender
24	Tutor
25	Slaver
26	Herbalist
27	Arms trader
28	Oracle
29	Hireling's guild
30	Gem cutter
31	Appraiser
32	Storage
33	Alchemist
34	Astrologer
35	Story teller
36	Gladiatorial trainer
37	Houndsman
38	Midwife
39	Shaman
40	Tinker
41	Artificer
42	Poet
43	Locksmith
44	Courier
45	Brewer
46	Money collector
47	Mercenary services
48	Jeweller
49	Leatherworker

50	Tattoo artist
51	Stonecarver
52	Carpenter
53	Vinter
54	Thatcher
55	Weaver
56	Wheelmaker
57	Silversmith
58	Shipwright
59	Map maker
60	Potter
61	Playwright
62	Glass blower
63	Hatter
64	Haberdasher
65	Milliner
66	Porter
67	Barrister
68	Embroiderer
69	Architect
70	Barber
71	Coppersmith
72	Fence
73	Basketweaver
74	Whore
75	Cheesemaker
76	Cartwright
77	Farrier
78	Bowyer
79	Wainwright
80	Perfumemaker
81	Horse breeder
82	Mason
83	Paige
84	Scribner
85	Tax collector
86	Customs agent
87	Bricklayer
88	Painter
89	Acquisitions agent
90	Falconer
91	Tobacconist
92	Cartographer
93	Fisherman
94	Cook
95	Minstrel
96	Physician
97	Collier
98	Colporter
99	Linen-draper
100	Spicer



## C: HOOKS, COMPLICATIONS & OPPORTUNITIES

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Although the PCs may simply want to walk into a shop and buy something, occasionally fate intervenes. If you desire to add an extra level of complication to their shopping trip, use this table to determine what opportunities or complications the PCs encounter while trying to make their purchase.

### D20

1	The store, its owner and several customers are being quarantined due to reports of a plague. The doors are all boarded up and prominent signs spell out the danger in several languages. The sound of sobbing emanates from within.	11	The vendor is looking for some high priced wares to add to his inventory. He is willing to reveal the location of an old tomb in exchange for a percentage of the loot. He has an old bloodstained map given him by a previous customer in part exchange for several items that shows the location of the Cairn of Whispering Darkness.
2	A sudden fire breaks out on the bottom floor leaving several people – including the shop owner’s children – trapped on the floor above. He begs passersby for aid; those saving this family gain a friend for life.	12	The craftsman has locked himself in his backroom crying that he has been bitten by an angry patron. He refuses to come out until the customer apologises, but of the customer there is no sign. (At the GM’s discretion, the customer could be a lycanthrope and the unsuspecting craftsman is now infected).
3	The store begins to flood with sewage from the sewers below. The craftsman panics and starts to move his products to a higher shelf. An apprentice moves some of the larger items outside – at which point they are promptly stolen.	13	A ranger’s eagle companion has gotten loose in the shop. No one can find the ranger and the bird is quite angry. It refuses to leave until its master returns; the shop keeper is at his wits end.
4	The craftsman’s young nephew regales loudly about how incredible the last adventurers that came through town were – they had a pet dragon! No one seems to be listening.	14	Someone has gone through the store changing the prices listed on signage. A salesperson runs around the store frantically trying to correct the signs and stop people from making purchases.
5	The craftsman has been taken with a strange mood. He’s locked himself away in his workshop for nearly a week, taking no visitors. Lights burn at the windows all night and occasional strange sounds emanate from within.	15	A sign is posted inside the shop reading “Help Wanted. Acquisitions.”
6	Thirteen dwarves are turning the shop upside down looking for a lost key, when the PCs arrive. They take a dim view of questions or of strangers interfering in their affairs.	16	Hidden amongst the various wares is a small box with two marble dice. A note inside has one word: “Lucky.”
7	An old man stands outside predicting the moment passersby will die. He is emaciated, wild-eyed and very loud. He predicts a dire end for the party “in a place where the fair light of the sun has never reached.”	17	A spectacular-looking sword hangs on the back wall. A DC 20 Appraise reveals that the item is from an ancient, fallen kingdom making it worth 2,000 gp without enchantment. A successful Spellcraft check of the relevant DC reveals magical properties relevant to the PC’s level or greater. The item has a long and storied history and is the focus of a search by an ancient secret order.
8	The craftsman weeps over her lost love, who was taken by pirates or bandits last week. His work has not been the same quality since and customers are beginning to complain. He is thoroughly miserable.	18	A shelf full of wares has been toppled over. The vendor struggles to pick it all up while making sure no one walks off with any pocketed merchandise. He is distracted when the PCs arrive and asks them to return later.
9	Someone has snuck packets of dye in this craftsman’s last supply shipment. All his most recent wares are tainted green. He is loudly swearing vengeance against his rivals, when the PCs arrive.	19	The craftsman here cannot find his tools. He refuses to work with anything less than tools of masterwork quality and thus work has ground to a halt; he suspects thieves in the pay of his rivals to be responsible for the missing tools.
10	The local lord has levied high taxes against this particular trade, doubling the price of the goods the PCs’ seek. The tradesman apologises, but can do nothing to reduce the price.	20	The craftsman here has been tasked with building the centrepiece for the upcoming festival or other celebration but a streak of bad luck has soured his view of the holiday. The piece stands half-built in the centre of the shop.

## D: ASSOCIATED NPC

Use the charts below to portray the folk encountered in or nearby a shop or workshop.

### BASIC CHARACTERISTICS

D2	GENDER
1	Female
2	Male

D20	MALE NAME
1	Avel Ferryman
2	Nestor Longfeather
3	Darkmane Grey
4	Elric Headsplitter
5	Torg
6	Shamol Brewer
7	Ysgor
8	Danrel Grower
9	Gar the Great
10	Teeth Dinos
11	Tender Sweeney
12	Gaetir Merrygood
13	Kadal Thornbread
14	Nordstrahm
15	Heinril the Bald
16	Sweets
17	Honest Solon
18	Haf Sollis
19	One-Eyed Goodman
20	Balasi Prospect

D20	FEMALE NAME
1	Cyma Ara
2	Ellaris the Light
3	Iona May
4	Grendella
5	Goodie Laenus
6	Taris Ellbee
7	Junia Sharpe
8	Deadly Daltree
9	Agora
10	Frazelle
11	Dark Jann
12	Luta Deathknell
13	Smiling Asa
14	Caitlin Greymark
15	Cassandra Ravilla
16	Sheryl Augur
17	Restel the Yellow
18	Aelia Underbridge
19	Winter Estergrew
20	Red the Kindhearted

D20	RACES 1 (COMMON)
1-10	Human
11-13	Dwarf
14-16	Elf
17-19	Halfling
20	Roll on Races 2 (Uncommon)

D20	RACES 2 (UNCOMMON)
1	Half-Orc
2	Half-Elf
3	Gnome
4	Aasimar
5	Tiefling
6	Goblin
7	Kobold
8	Orc
9	Tengu
10	Gnoll
11	Drow
12	Minotaur
13	Centaur
14	Catfolk
15	Lizardfolk
16	Ifrit
17	Orcead
18	Ratfolk
19	Sylph
20	Undine

D20	APPEARANCE*
1	Dressed for battle with a longsword on her hip
2	Long golden locks and the latest finery
3	A large ruby rests on a chain around his neck
4	Dark wiry hair and a heavy tan
5	Leather armour and short red hair
6	A large filthy apron wrapped around a thin frame
7	A unicorn horn is tattooed on her forehead
8	Long brown hair is tied back with a red ribbon
9	Olive skin with scars along his left cheek
10	Many silver chains and piercings with minimal clothing
11	A heavy brown robe and hair cut short
12	Silk clothes in bright colors
13	Black hair in braids ending with gold beads
14	A large belly shakes when she laughs
15	A long nose and big fluffy eyebrows
16	Prominent cheekbones and dark brown eyes
17	A clear overbite
18	A large, red wart dominates his chin
19	Piercing blue eyes and a well-worn brown jacket
20	Big floppy sleeves and a bandolier across her chest

\*Descriptions can apply to NPCs of either sex

D20	MANNERISMS*
1	Dodgy eyes
2	Favours the right leg
3	Cracks her knuckles
4	Scratches his chin
5	Stares off into space
6	Yawns at inappropriate times
7	Drums her fingers
8	Sniffles
9	Laughs with a throaty chuckle
10	Rolls his eyes
11	Talks far too fast
12	Does not respect personal space
13	Loops her hair about her finger
14	Punches people's shoulders in greeting
15	Drags his feet
16	Walks with hunched shoulders
17	Talks in a nasal voice
18	Is gullible and easily astounded
19	Whispers her internal monologue
20	Seems to be constantly filled with glee

\*Mannerisms can apply to NPCs of either sex

## RUMOURS

Use this table to determine any stories circulating about the NPC in question.

D20	RUMOURS
1	Keeps a paramour
2	Has a drinking problem
3	Is in debt
4	Part of the local thieves guild
5	Worships the old gods
6	Moved after their spouse died
7	Eats stray cats
8	Distant blood relative to the local ruler
9	Poisoned a rival
10	Comes from old money
11	Former adventurer
12	Keeps a daughter in the basement
13	Killed a man with a rusty spoon
14	Has a separate backroom business
15	Skilled card player
16	Exceptionally well read
17	Converted religions to please spouse
18	Knows where the treasure is buried
19	Secretly a changeling
20	Is having an affair with (roll a new NPC)

## PURPOSE

Use this table to determine why the NPC is in the shop.

D100	PURPOSE IN THE SHOP
1-30	Craftsman
31-40	Supplier
41-60	Salesman
61-87	Patron
87-90	Thief
91	Rival checking on his competition.
92	Gang member looking for the latest "protection" payment
93	Messenger with a notice from the king or other local authority
94	Child of the craftsman's ex-lover, looking for work
95	Detective looking for clues on a smuggling case
96	Wizard's apprentice picking up a special order
97	Crook laying low from the militia outside
98	Craftsman who used to own this shop, reminiscing
99	Secret admirer of the shop owner, hiding in plain sight
100	Bard trying to piece together the history of a legendary item

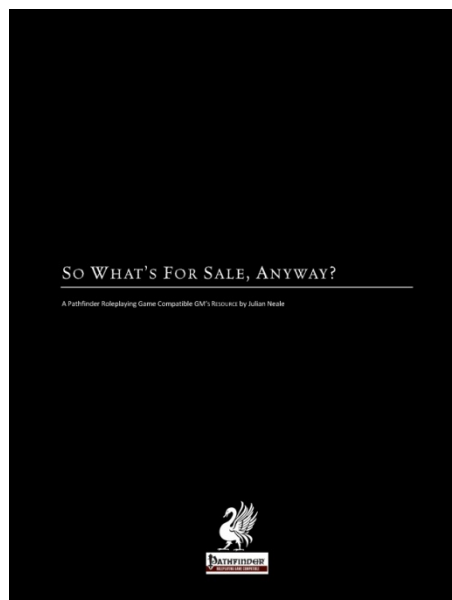


## SO WHAT'S FOR SALE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prised from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

*So What's For Sale, Anyway?* banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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