

# **WILDERLANDS OF HIGH ADVENTURE™ 100 STREET VENDORS OF THE CITY STATE™**

BY JAMES MISHLER

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

## **CASTLES & CRUSADES®**



### **ADVENTURE GAMES PUBLISHING**

# WILDERLANDS OF HIGH ADVENTURE™

100 STREET VENDORS OF THE CITY STATE™

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

## CASTLES & CRUSADES®

By James Mishler

Adventure Games Publishing PO Box 185, Iola, WI 54945

Adventure Games Publishing: [adventuregamespublishing.blogspot.com](http://adventuregamespublishing.blogspot.com)

Judges Guild: [www.judgesguild.com](http://www.judgesguild.com)

Troll Lord Games: [www.trolllord.com](http://www.trolllord.com)

Castles & Crusades: [www.castlesandcrusades.com](http://www.castlesandcrusades.com)

Ravenchilde Illustrations: [www.ravenchilde.com](http://www.ravenchilde.com)

PDF Support: [www.drivethrurpg.com](http://www.drivethrurpg.com) and [www.rpgnow.com](http://www.rpgnow.com)

For a complete listing of all Judges Guild products, classic or modern, original or licensed, reference the excellent lists at [www.aaeum.com/jg](http://www.aaeum.com/jg).

The materials herein are an alternative interpretation of the original, official Judges Guild City State Campaign setting, are derivative thereof, and are not official Judges Guild materials.

This book uses the mystical, the supernatural, drugs, racism, sexism, insanity, and perversity for settings, characters, and themes. All such elements are elements of fiction, are intended for entertainment purposes only, and do not reflect the beliefs of the writers or publishers. Any resemblance between characters and situations in this book, and persons living or dead, or historical events, is purely coincidental. Reader discretion is advised.

100 Street Vendors of the City State © 2010 by Adventure Games Publishing and Judges Guild. All Rights Reserved. Adventure Games Publishing, Wilderlands of High Adventure, and respective logos are Trademarks of Adventure Games Publishing. Wilderlands of High Adventure © 2010 Adventure Games Publishing and Judges Guild. All Rights Reserved. Judges Guild and the Judges Guild logo are trademarks of Judges Guild. All characters, names, places, items, art, and text herein are copyright Adventure Games Publishing and Judges Guild.

This book is published pursuant to a License from Troll Lord Games. The rules-based content appearing in this book is derived from the Castles & Crusades Player's Handbook Copyright © 2004 Troll Lord Games. Castles & Crusades is property of and copyright 2004 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, Castle Keeper, the Castles & Crusades logo, SIEGE engine, and the SIEGE engine logo are Trademarks owned by Troll Lord Games. All Rights Reserved.



AGP06201

MSRP \$12.00

## 100 STREET VENDORS OF THE CITY STATE

While the great magnates and agents, guildmasters and master craftsmen of the Merchants Guild and Craftsmen Guilds may be the backbone of manufacturing and commerce, and the everyday proprietors and mongers, expert and journeymen craftsmen and traders the heart of business, it is the street vendors and itinerant hucksters that are the lifeblood that keeps trade alive in the City State.

From rat-on-a-stick to used slaves and jacks of ale to pieces of armor, the street vendors keep commerce flowing in the City State. If they do not have what a customer needs, odds are they know where to get it (for a price). They are also the eyes and ears of their respective guilds and groups, whether Merchants Guild or Craftsmen's Guild or simply an informal "association" of freemen and citizens performing any of the dozens of non-Guild labors.

Half the trade in the City State is done in the streets, from the back of a pushcart, mule cart, or horse wain, for it is in the streets that the people of the City State can be found and most readily separated from their coin. This booklet provides a list of 100 street vendors, from barbers and bakers to rug merchants and tinkers, for adventurers to encounter and trade with, whether hard-earned coin for goods and services or rumor for rumor.

Vendors listed in this book can also be used to add whole new standard business establishments to the City State of the Invincible Overlord or other cities or towns. Simply change the vendor from a street vendor to a standard store; in some cases you might want to add a few additional employees or otherwise adjust details. Say that you want a new tavern, for example, all you need to do is check one of the listings for Drink (Ale, Beer, or Wine) and expand the details...

**Street Vendor #30: Drink, Ale: Bjarni Brass Balls** can be expanded to the **Brass Balls Tavern**, found on Beggar's Street across from the Constables' Barracks. Bjarni is the proprietor, and his "tame" minotaur, Kargarsh, is the bartender, serving ale and beer while wearing the enchanted helm that changed him forever. Perhaps a few of Bjarni's cousins from Thunderhold help him by cooking up venison, beef, and fried mushrooms in the kitchens, while Bjarni has hired local Alryan and Tharbriana wenches to serve in the common room (and maybe in private parties in the

backrooms). The serving wenches wear horned helmets, to emulate their infamous monstrous bartender. For entertainment Bjarni hires the dancer, Adamanthia MacKenzie (**Street Vendor #28**); as he has no interest in human women, he's the only taverner she'll work for, and so she and the Thunderhold ale draw in a crowd of 70 to 120 every day, mostly of Constables, Dwarves, and Vikings.

And there you have it, a whole new establishment!

## HAGGLING WITH STREET VENDORS

In most circumstances, a Judge may wish to forgo the haggle process, as not all games revolve around complete simulation of every moment of a player character's life. But for those who enjoy even an encounter with a minor merchant in the street, haggling is very much a part of every day life!

The prices listed in this book are the **base price**; if haggling is not your thing, go ahead and simply sell the item to the player at the price. However, if haggling is to occur, the vendor's **starting price** is double the base price. The player and the Judge should then role-play out the haggling; if the final price is resolved through play, fine and well. However, if the players prefer a die-roll mechanism, bonuses and penalties accrue to the **final price** roll based on the **quality** of play (though never penalize a player if he himself is not much of a haggler in real life, even though his character has a Charisma score of 18).

Opposed Charisma or Haggle checks are then made to determine the final price. Player characters with a Merchant Caste background should be able to haggle as a class skill, as should most characters with a Craftsman Caste background.

**If the player succeeds and the vendor fails**, the final price is 5% less than the base price per point by which he succeeded, though never more than 50% off the base price.

**If the vendor succeeds and the player fails**, the final price is the starting price, less 1d10%.

**If neither the player nor the vendor succeeds**, the final price is the base price.

**If both the player character and the vendor succeed**, the end price is somewhere between the base price and starting price, based on a percentage favoring whomever succeeded by the best margin. For example, if the base price is 100 gp and the starting price 200

gp, and the vendor succeeds with a margin of 10 while the player character succeeded with a margin of 5, the final price is 10/15ths or 67% in the vendor's favor, for a total final price of 167 gp.

**01. ADVERTISER: FELWYN BELLOWS** (N male Alryan 4th level Bard; SL General 5 (Dirksman Clan); HD 5d10+5, HP 36; AC 12 (Leather Coat + Dex); Attacks: Short Sword (+3 BtH, 1d6-1 damage) or Dagger (+3/+5 BtH, 1d4-1 damage); Abilities: Haggle (Cha), Oratory (Cha), Decipher Script (Int), Exalt (Cha), Legend Lore (Cha), Fascinate; Languages: Alryan; Str 7, Dex 14\*, Con 13, Int 10\*, Wis 11, Cha 15\*; carries 2d6 cp, 2d6 sp, 1d8 gp, and wears a silver ring worth 50 gp) This lanky, ever-grinning dirty-blond dapperly-dressed fellow advertises the goods, services, and needs of his customers (including those seeking the services of mercenaries and/or hirelings). He usually operates in the Square of the Gods, the Plaza of Profuse Pleasures, the Royal Market, and South Market (he avoids the Open Market as it is too crowded). His horse-drawn canvas-covered wagon has long wooden boards on both sides covered with advertisements in Alryan. He constantly calls out the services his customers offer using a megaphone while two young assistants, **JINGAL** (CN female Alryan 1st level Bard; HD 1d10, HP 7, AC 12; 17-years old, Cha 17) and **BELLA** (N female Tharbriana 1st level Wizard; HD 1d4, HP 2, AC 12; 17-years old, Cha 16, Spells: message x2, prestidigitation x2, charm person x3) work the crowds, filling people in on details on the ads and looking for new prospects. Every hour on the hour he and the girls do a little show from the back of his cart, filled with patter, repartee, witticisms, and a little song and dance to catch the attention of crowds. He is quite loquacious and friendly, and very eager to please those he represents. Randomly determine 2d4+4 customers for whom he is advertising by simply picking them at random from the pages of the CSIO book. He knows a veritable who's who in the City State, as many have used his services. **Prices:** a simple campaign consisting of a sheet on each side of the wagon costs 1 gp per week; a full-on campaign, including hiring additional assistants and special shows, can run up to 600 gp per week! **Cash Box** contains 10d10 cp, 10d10 sp, 5d10 gp, and a 7% chance of 1d4 gems each worth 50 to 250 gp. The wagon also contains his lute and Jingal's pan pipes, placards advertising goods and services, and several changes of clothing for the various shows. **Disposition:**

1) Cheery, 2) Loquacious, 3) Helpful, 4) Endearing, 5) Chummy, or 6) Bored. *Rumor: The Litigation Tricksters Guild is hosting a special round of exams tomorrow. Rumor: The Velvet Bed or Table on the Plaza of Profuse Pleasures has a special on Red Dragon Ribs this week only! Rumor: A lion-headed man walked out of one of the mirrors for sale at the Brass Bazaar on Slave Market Plaza.*

**02. ANIMAL TRAINER: RUNTY PHARAMOND** (N male Halfling 1st level Druid; SL General 4; HD 1d8-1, HP 1; AC 14 (Laminar Leather + Dex); Attacks: Club (+0 BtH, 1d6+1 damage); Abilities: Fearless, Hide (Dex), Move Silently (Dex), Duskvision, Resistant, Nature Lore (Wis), Sylvan Touch; Spells: create water, first aid x2, animal friendship; Languages: Alryan, Druidic, Halfling, Faerie, Sylvan; Str 11, Dex 13\*, Con 8, Int 12, Wis 12\*, Cha 10; carries 2d6 cp, 2d6 sp, and 1d4 gp) This tiny (2'8") halfling with curly brown hair and plain, simple clothes has a troupe of small, mostly harmless creatures as pets, which he has trained to entertain crowds. He is usually found in the South Market by the Gate of the Gods. His wagon is a halfling-sized pushcart covered with perches, hammocks, and door-less cages for his pets. He is a friendly if shy fellow, who lets his pets speak for him; he was a foundling, raised by the faeries and sylvan folk in the Dearthwood, and is nervous around "normal" folk. He has a red squirrel, a raccoon, a turtle, five hedgehogs, two possums, a skunk, a cat, a spider monkey, a large sassy white cockatoo, an extraordinarily talented black and white beagle, and a dozen songbirds. With his Sylvan Touch ability he can actually speak with his animal friends, all of whom are quite loyal. They perform all sorts of funny and acrobatic tricks; they also perform a small "Tea Party" show every hour and can often be seen dancing while he plays a small fiddle. **Prices:** he lives off donations and fees charged for talking with melancholy pets (5 gp per session) and putting on private shows for noble children (5 gp per SL). He would never consider selling his friends! He might be convinced to guide an honorable party into the Fey and Sylvan-haunted lands of the northwestern Dearthwood. **Cash Box** contains 10d10 cp, 5d10 sp, and 1d20 gp. **Disposition:** 1) Morose, 2) Happy, 3) Friendly, 4) Hungry, 5) Distant, or 6) Sad. *Rumor: Crazyman, the bartender at the Sea Rover Tavern on Water-Rat Road, was given an old treasure map by a dying pirate.*

**03. APOTHECARY: GORGEOUS GRAINNE** (NG

female Altanian 4th level Psychic; SL General 5 (Great Tree Clan); HD 4d6, HP 16; AC 10 (Leather Coat - Dex); Attacks: Dagger (+1 BtH, 1d4 damage); Abilities: Apothecary (Int), Haggle (Dex), Detect Psychic Power, Empathy, ESP (Clairaudience, Clairvoyance), Psychic Blast, Psychic Shield; Languages: Altanian, Alryan, Roglo; Str 11, Dex 8, Con 11, Int 13\*, Wis 12\*, Cha 16\*; she carries 2d6 cp, 2d6 sp, and 1d8 gp, and wears a silk shawl worth 10 gp) This stunning 5'8" tall Altanian with long flowing raven tresses, one green and one blue eye, and scarlet red skin wears a simple knee-length green and blue quartered tunic and white leather belt; she sells herbs, poultices, special draughts, nostrums, tonics, and other minor needful things for household medicinal and cleaning purposes. She is usually found on Caravan Street or Wailing Street, or elsewhere in the Common Quarter. She sleeps in her wagon in Twilight Village on the grounds of the Mystic Passage Saloon, which is owned by a distant cousin of the Great Tree Clan. Her wagon is a Tharbeo gypsy-style wagon drawn by two white horses; she sells from the back of the wagon. She is beautiful and wistful, having lost her lover, an Altanian swordsman, to the depths of the Dungeons of the Dragon Lords beneath the Palisade Ruins. **Prices:** (list is just a sample of dozens of concoctions) Chaelo Tea Leaves (Nerve-soothing 90%) 1 sp, Hangover Tonic (Purgative, 95%) 2 sp, Wine Spices (Stomach-soothing 75%) 5 sp, Dragon Tea Leaves (Dream-weaving 85%) 1 gp, Altanian Chiles (Love-inspiring 50%) 2 gp, Roglo River-Weed (Healing, 1d3 points overnight, 53%) 5 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 5d20 gp, a 7% chance of 1d4 gems worth 5 to 20 gp each, and a tarot deck worth 12 gp. **Disposition:** 1) Wistful, 2) Wrathful, 3) Radiant, 4) Gorgeous, 5) Helpful, or 6) Tender. *Rumor:* One of Anhar the Abnormal's trained bears has wandered away from the Bonny Black Bear Inn on the large alley south of Caravan Street; he offers a 100 gp reward for the bear's safe return!

**04. ARMOR-BY-THE-PIECE: ONE-ARMED WARLAK** (NE male Black Hand Orc 5th level Fighter; SL General 4; HD 5d10, HP 29; AC 14 (Coat of Plates - Dex); Attacks: magical Broad Sword +1 (+10 BtH, 2d4+5 damage); Abilities: Evaluate Armor (Int), Darkvision 60', Light Sensitivity, Weapon Specialization (Broad Sword), Combat Dominance; Languages: Orcish, Alryan, Elvish; Str 18\*, Dex 6, Con 12\*, Int 11, Wis 8, Cha 8\*; carries 2d6 cp, 2d6 sp, and 1d4 gp and

wears a silver chain (10 gp) from which depends a silver unholy symbol of Kolrak Mar (25 gp)) Dressed always in a heavy, thick black cloak with cowl, many never realize they are dealing with an orc until it is time to cross his black, gnarled claw with coin. Warlak sells leather, mail, scale, and plate armor by the piece; as he does not actually make or repair armor, he falls outside the purview of the Armorers Guild. He usually operates in the Thieves Quarter, and is often found at the South Market or outside the Prancing Ki-Rin. He sells to down-on-their-luck fighters; he also feeds any information they may provide about their future adventures to a band of bandits, who give him a percent of the take, including all scrounged armor pieces! His cart is a simple two-wheel cart pulled by a flea-bitten mule. He lost his left arm "during an adventure," or so he says, which is true in a way, as he was defending his home from wandering adventurers! He is a spy for the Black Hand Tribe of orcs who reside in the caverns beneath the Dearthwood. **Prices** (all used, dinged, dented, and often bloodstained): buckle 1d6 sp, leather gauntlet 5 sp, bits of mail 1d6 gp, laminar greave 1 gp, leather codpiece 1 gp, leather hood 2 gp, mail gauntlet 3 gp, plate visor or bevor 3 gp, mail aventail 4 gp, plate codpiece 5 gp, plate gauntlet 5 gp, mail coif 8 gp, mail loincloth 10 gp, plate rerebrace or vambrace 10 gp, plate greave or cuisse 12 gp, scale skirt 10 gp, mail treads 25 gp, steel breastplate 150 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 5d10 gp, and a 12% chance of 1d3 gems worth 10 to 100 gp each. **Disposition:** 1) Grim, 2) Grumpy, 3) Amorous, 4) Wrathful, 5) Gassy, or 6) Spiteful. *Rumor:* Shantra of Altania, the owner of the She-Devil tavern, is looking for adventurers to plunder the depths of the Glory Hole Dwarven Mine, just north of the City State.

**05. ARMOR REPAIR-WHILE-YOU-WAIT: DUBBER DAMIAN** (CG male Alryan 2nd level Fighter; SL Guild (Armorers) 4; HD 2d10, HP 14; AC 12 (Leather Coat); Attacks: Warhammer (+6 BtH, 1d8+4 damage); Abilities: Armorer (Str), Weapon Specialization (Warhammer); Languages: Alryan; Str 18\*, Dex 14\*, Con 12, Int 12, Wis 10, Cha 13\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, wears an iron holy symbol of Thor (5 gp) on a leather thong on his neck) Standing 6'2" with rippling muscles, bronzed skin, pearl-white teeth, blue eyes, and short, curly brown hair, Damian looks more like a knight than a simple journeyman armorer who polishes and repairs mail and plate armors in the streets.

Damian is usually found at the Royal Market; he has many customers in the nearby noble and knight's clubs. His wagon is a simple two-wheeled handcart, piled high with anvil, brazier, coal, tongs, hammer, and bottles of polish and other tools; he has many female gawkers when he pushes it with his bulging muscles. He went adventuring once upon a time, after his apprenticeship, seeking to make his fortune; the other members of his party abandoned him to bandits, who ransomed him through his old master, Karovan the Old Marshal. He still owes his old master for the ransom as well as for setting him up with the repair cart and tools. **Prices:** polish armor 1 gp and 1 minute per AC bonus, repairs cost 1 gp to 100 gp, depending on what needs be done; he can only accomplish minor repairs and fix dents and dings, and will direct those who need more work to his master. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and a 43% chance of 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Bitter, 2) Helpful, 3) Hungry, 4) Bored, 5) Amorous, or 6) Jolly. *Rumor:* One of the three Ventriloquist Brothers, halflings who work with Gavcard the Poet on End Gate Road, has disappeared into the sewers of the City State.

**06. ARTIST, MINIATURIST: BITTER BOTHEUS** (LE male Common Viridian 4th level Monk; SL General 4; HD 4d12, HP 9; AC 14 or 12 (Monk + or - Dex); Attacks: Open Hand (+1 BtH, 1d6-2 damage); Abilities: Art Appreciation (Wis), Art Lore (Int), Artist [Paint] (Dex), Fast Movement, Hand to Hand Combat, Iron Body +1, Stun Attack, Deflect Missiles, Iron Fists, Slow Fall; Languages: Common Viridian, Alryan; Str 5, Dex 14 or 4, Con 5\*, Int 11\*, Wis 8\*, Cha 8; carries 2d6 cp, 2d6 sp, and 1d4 gp) This tall, lanky ascetic aesthete with light green skin and short, dark blonde hair wears loose-fitting white robes cinched with a green silk belt. Botheus paints small portraits, specializing in cameos to be included in a small locket. He is a fast painter, but produces quality work. He can usually be found in the Plaza of Profuse Pleasures or the Park of Obscene Statues, more rarely elsewhere in the Noble Quarter such as the Royal Market at Grand Gate. His small two-wheeled cart is pulled by a jenny; the cart includes an awning under which the artist and subject sit. He is a very bitter and angry young man; he had a promising career as an art instructor at the School of Ancient Knowledge, until they discovered that he was selling secrets and rare textbooks to other schools. His punishment was to fight against every master at

the school; they broke his legs in numerous places, and otherwise beat him within an inch of his life, but left his hands untouched (Dex 4 for any leg-based actions). He never recovered from the beating, and no other school will accept him, thus he is reduced to painting in the streets. He and Scultor, the Miniaturist on Festival Street, often get into shouting matches when they meet in the plaza; Scultor's apprentices have paid urchins to pelt Botheus with rotten eggs and vegetables. **Prices:** 30 gp for a locket portrait or a small (5" x 7") portrait, each takes 1d3 hours, during which the subject must sit for him. He also has 12+1d12 cameo lockets on hand, ranging in price from 20 to 120 gp, plus paints and canvas for a dozen of each type of painting. **Cash Box** contains 2d20 cp, 10d10 sp, 20d10 gp, and a 37% chance of 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Smarmy, 2) Bitter, 3) Aloof, 4) Diabolical, 5) Bitter, or 6) Morose. *Rumor:* An angry demon has appeared in the Scholar's Inn on the Street of Maelstroms; he seeks a particular houri – one whose description matches that of one known to the players.

**07. ASTROLOGER: NARESH NIMBALKAR** (N male Telanghan Gnome 5th level Wizard; SL General 4; HD 5d4, HP 16; AC 11 (Dex); Attacks: Dagger (+1/+2 BtH, 1d4 damage); Abilities: Astrology (Int), Natural Born Merchant (Cha), Darkvision 60', Enhanced Hearing; Spell-like Abilities: dancing lights, ghost sound, prestidigitation; Spells: arcane mark, detect magic x2, message x2, charm person x2, comprehend languages, read magic, unseen servant, detect thoughts x2, rope trick, suggestion; Languages: Gnomish (Telanghan dialect), Telanghan, Karakhan, Alryan, Gnomish (Roglaran dialect); Str 11, Dex 13, Con 11, Int 17\*, Wis 14\*, Cha 14\*; he carries 2d6 cp, 2d6 sp, and 1d4 gp, and carries a wand of illusion with 29 charges) This unusual gnome stands 4 feet tall, is quite thin, with long black hair, a neatly shaven chin, long mustaches, and deep brown eyes; he wears silken robes with stars, moons, and suns. He uses arcane tomes, strange devices, eldritch lore, and his wand to provide customers with spectacularly entertaining readings of their future. He seeks a sailor with one eye, one hand, and one leg to take him home. Readings are done in the darkened wagon itself; he has a table at which sits a small crystal ball which, when he says mysterious words over it, lights up and projects the stars and constellations on the walls and ceiling. He can usually be found in the Fish Market, where he hopes to find his promised sea

captain. His wagon is an old and battered Tharbeo gypsy wain; he is served by two young Tharbeo sisters, **BRANWYN** and **HALFWYN** (16 years of age with *Cha* 14 and a hidden dagger, and 12 years of age with a sad expression), whom he rescued from an ogre. He is an old and kindly gnome, far from home; he was captured by slavers far to the East, and escaped when their ship foundered on the Altanian shore. He has slowly made his way north, to the City State, where he eventually hopes to find an honest ship captain who is heading toward the Kingdom of Karak. **Prices:** A reading costs 5 gp per SL, though he has been known to trade in kind with lower-Caste and Class customers; the reading has a 1d6% chance of accuracy per point of success on his Astrology roll; reading is vague, if flashy. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and has a 13% chance of having 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Lonely, 2) Pensive, 3) Worried, 4) Jolly, 5) Joyful, or 6) Helpful. *Rumor: Sigtun, the Master of the Monks on Regal Street, has disappeared in the dungeons far below the School of Ancient Knowledge.*

**08. BARBER: SEAMUS SHAKEHANDS** (NE male Tharbriana 9th level Assassin; SL General 5 (Red Rogue Clan, but really Guild (Assassins) 6); HD 9d6, HP 31; AC 14 (Leather Coat); Attacks: Straight Razor (+3 BtH, 1d3 damage); Abilities: Barber (Dex), Rumor Monger (Cha), Case Target (Wis), Climb (Dex), Death Attack, Disguise (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Poisons (Int), Traps (Int); Languages: Tharbriana, Alryan (strong brogue, actually faked); Str 9, Dex 18\*, Con 7, Int 12\*, Wis 12, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, and wears a ring with a large stone, which is really a fake hiding a secret compartment with Type V poison) This tall, thin, pale-skinned fellow has a shock of loud red hair, large flaming-red beard and mustache, and wears a neat white smock and apron that is sometimes spattered with blood. Seamus cuts hair, trims and shaves beards, trims nails, lances boils, removes warts, bleeds away illnesses, and performs other basic hygienic actions for a modest fee. He can be found all over the City State. He is known as “Shakehands” due to his friendliness; he is renowned for his absolutely steady hands and very close and thorough shave. He is actually a leading member of the Black Lotus, and is on the streets to keep tabs on the moods of the masses. He chatters incessantly, passing on gossip and rumors at a blue streak, though always leaving openings for his customers to speak their own mind... “And what do

ye think, eh, me fine lad?” His wagon is drawn by two black geldings and has the traditional barber poles at each of the four corners; services are provided in the bed of the wagon, wherein sits a large, comfortable chair surrounded by his equipment, water basin, bleeding bucket, and etc. He is extremely friendly, always calling out to former customers and asking after their families and fortunes. **Prices:** trim beard or hair 2 cp, wax mustache 3 cp, full shave and a haircut 2 sp, trim nails 5 cp, lance boil or remove wart 5 sp, bleeding 1 gp/hp (has 1% chance of curing illness per 1 hp damage). **Cash Box** contains 10d10 cp, 10d10 sp, 5d10 gp, pp, and gems. **Disposition:** 1) Jolly, 2) Friendly, 3) Curious, 4) Garrulous, 5) Busy, or 6) Helpful. *Rumor: The White Lotus attempted to kill Chief Magistrate Talingar of the Royal Court; thye say one of his guardsmen was a member of the rebel organization.*

**09. BARBER: PHLEET THE NEAT** (CE male “Alryan” Type I Demon; SL General 4; HD 8d8, HP 34; AC 18 (Natural); Attacks: Straight Razor (+8 BtH, 1d3+3 damage) or Two Claws (+8 BtH, 1d4 damage) and Two Talons (+8 BtH, 1d6 damage) and Bite (+8 BtH, 1d8 damage); Abilities: Barber (Dex), Darkness 5' radius, Deepvision 240', Immunities (Natural Cold, Natural Fire, Poisons), Polymorph Self, Resistances (Magical Cold, Magical Fire, Lightning), SR 10; Spell-like Abilities: Charm Person 3/day, Detect Invisible, ESP, Telekinesis 200#; Languages: Demonic, Alryan, Telepathy; Str 18\*, Dex 18\*, Con 18\*, Int 12, Wis 12, Cha 12; carries 2d6 cp, 2d6 sp, and 1d4 gp, and wears a burnished gold unholy symbol of Harmakhis (100 gp) on a blackened silver chain (10 gp)) This being usually appears to be a tall, rail-thin Alryan with pale pinkish skin, dull black hair, deep black eyes that shimmer in shadows, long spindly fingers with sharp nails, and a wide, beak-like mouth with long teeth with prominent fangs; in his natural form he resembles a bastardization between a vulture, a hyena, and a man. Actually a demon exiled from the Demon Empire, Phleet has had most of his powers suppressed through demonic punishments, and has been sent to the City State as a spy to earn his pardon. He acts as an itinerant barber. He can be found anywhere in the City State, but prefers to operate in the Thieves Quarter, where his less innocuous activities, i.e., feeding, will be less likely to be noticed. His large black windowless Tharbeo gypsy-style wagon is drawn by a large black ox, which is actually a polymorphed **NIGHTMARE**; the single barber pole outside the

back door of the wagon drips real blood, as he wraps the bloody rags from bleedings around the pole. He is gruff but workmanlike; when he chooses a victim to further “question” or find for feeding upon, he switches out to a “fresh” razor, which invariably nicks the customer, the blood from which is used to track down the victim. Among the more watchful folk of the Thieves Quarter he has earned the nickname “Nicker Neat,” and there is a 17% chance that one of these is watching out for a new victim, and will warn them that they might be in danger. **Prices:** trim beard or hair 1 cp, wax mustache 2 cp, full shave and a haircut 1 sp, trim nails 3 cp, lance boil or remove wart 3 sp, bleeding 5 sp/hp (has 5% chance per hp damage of suffering Demonic Possession attack by Lesser Demon within 1d3 days); **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, 1d4 gems each worth 10 to 100 gp, and a 5% chance of one random magic item. **Disposition:** 1) Aloof, 2) Demoniactal, 3) Petty, 4) Angry, 5) Hungry, or 6) Businesslike. *Rumor: Beleroptar, proprietor of the Boar’s Head Tavern on the Street of Maelstroms, is seeking vampire hunters for hire.*

**10. BASKETS: GUNILA BRIGHT-EYES** (CN female Alryan 2nd level Cleric of Modron; SL General 5 (Great Blue Bass Clan); HD 2d8-2, HP 4; AC 12 (Padded Armor + Dex); Attacks: Staff (+2 BtH, 1d6+1 damage); Abilities: Weave Baskets (Dex), Haggle (Cha), Command River Animals, Turn Undead, Spells; Spells: create water x2, endure elements x2, bless water, remove fear, sanctuary; Languages: Alryan, Roglo; Str 13, Dex 13\*, Con 6, Int 13, Wis 16\*, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, and wears a silver holy symbol of Modron (25 gp) on a leather thong on her neck) This elderly yet spry Alryan woman with tanned skin, sun-bleached brown hair, and bright water-blue eyes wears a simple dirty-grey shift with a belt made of river vines. She is usually found in the Fish Market at End Gate or elsewhere in the Seafront Quarter. She pushes a small three-wheeled hand cart piled high with wicker baskets made of river reeds; her baskets are of high quality, and she takes great pride in her work. She is a friend of the Roglo River Folk, and a member of the Great Blue Bass Clan; her late husband was a Roglo river-man, and she has two sons who still trade on the river with their families. **Prices:** small baskets 1 cp, medium 2 cp, large 3 cp; those lined with white or blue cloth cost double, while blessed baskets that will float on rivers cost the same in gp. **Cash Basket** contains 5d10 cp, 2d10 sp, and has a 34% chance of 1d6 gp. **Disposition:** 1)

Saucy, 2) Amorous, 3) Generous, 4) Rude, 5) Grim, or 6) Beneficial. *Rumor: Bountiful Normiena, a dancing girl at the Pig & Whistle on Old South Road, seeks adventurers to recover a great treasure she claims to know of through a treasure map gifted her by a patron.*

**11. BONE CARVINGS: SHREWD BOCTOR** (N male Alryan 5th level Bard; SL Guild (Carvers) 4; HD 5d10, HP 26; AC 13 (Leather Coat + Dex); Attacks: Carving Knife (+4 BtH, 1d3 damage); Abilities: Carve Bone (Dex), Haggle (Cha), Decipher Script (Int), Exalt (Cha), Legend Lore (Cha), Fascinate; Languages: Alryan; Str 11, Dex 16\*, Con 12, Int 8\*, Wis 8, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, and wears a half-dozen unblessed carven bone holy and unholy symbols on chains around his neck (each worth 1d6 gp)) This handsome young Alryan with strawberry blonde hair, light blue eyes, and pale skin wears a fine scarlet shirt and blue pantaloons under his thick leather work coat. Boctor, known sarcastically as “The Shrewd” for he is anything but, sells bone carvings of holy symbols and deific icons at the Square of the Gods; he is rarely encountered elsewhere in the Noble Quarter. He has a Tharbeo gypsy-style wagon drawn by two donkeys in which he travels and carries his stock, but sells from a table set up under an awning on the side of the wagon, where he also carves new symbols and icons when not dealing with customers. He is slow of wit and always claims to make a shrewd deal, even when it otherwise seems obvious that he hasn’t made much on a deal if anything. However, as he is a devout polytheist, he is happy to serve the gods by making sure that their followers get their symbols and icons at a decent price, usually while relating obscure tales of various faiths. **Prices:** small symbol 1d6 gp, large symbol 2d6+6 gp, 2” to 4” icon 3d6+12 gp, 5” to 8” icon 4d6+24 gp, 9” to 12” icon 8d6+48 gp; none are properly blessed, which he emphasizes is the responsibility of the buyer. There is an 87% chance that a symbol or icon of any deity or pantheon with a major temple in the City State is available; 13% for any other major deity or pantheon, 2% for minor deities. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and 1d3 gems worth 10 to 100 gp. **Disposition:** 1) Cheery, 2) Ominous, 3) Reverent, 4) Helpful, 5) Glum, or 6) Chummy. *Rumor: The Hell-Bridge Temple is seeking a strange prophet who claims to know the whereabouts of the infamous Other Eye of Morg; the description of the prophet resembles a clerical member of the party or a cleric the party members know.*



## **12. BOOKSELLER: GLIMFLASHY GROPLAG**

(NE male Gnome 3rd level Illusionist; SL Merchant 4; HD 3d4-3, HP 8; AC 11 (Dex); Attacks: Dagger (+1/+2 BtH, 1d4 damage); Abilities: Darkvision 30', Hagggle (Cha), Literature (Int), Disguise (Charisma), Sharp Senses +1, Spells; Spells: influence, message, mending, prestidigitation, charm person, daze, read magic, detect magic, eyes of fire; Languages: Gnomish (Lyophiath dialect), Alryan, Common Viridian, Elvish, Orichalan; Str 12, Dex 15\*, Con 8, Int 18\*, Wis 12, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, and has a 34% chance of carrying 1d4 gems worth 5 to 50 gp each; he also wields a wand of major image with 47 charges)

This gnome (a race of mixed elvish, gnome, and human lineage) looks like a tall, ugly human with vaguely bestial features, including claw-like hands, sharp teeth, black tongue and lips, and feral eyes; his hair is fur-like, sandy colored with streaks of black, while his skin is a sickly sallow green. He wears fine silk clothing cut in Viridian styles, including a large green turban with a fine green opal (50 gp). He is usually found in the Noble Quarter, either in the Royal Market or in the Plaza of Profuse Pleasures. His wagon, drawn by two geldings enchanted to a lime green color, is also green and built from fine woods from the West. It is lined on all inside walls with shelves of books of all kinds and subjects. An exile from the Falling Empire, he seeks the wealth and connections to rise in social status in the City State. He is no friend of the Green Emperor, and happily tells all he knows about the City of Spices (for a price). **Prices:** at any time he has 100 to 300 books, in various states and on various subjects, ranging in price from 20 to 800 gp; his collections focus on history and magic, and there is a 36% chance he has a book on any specific subject in those areas; otherwise there is an 9% chance he has a book on any other area. **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 x 1d6 gp, and 1d4 gems worth 50 to 250 gp each; it is trapped with a poisoned needle with strong Type II poison (-2 penalty to saving throw). **Disposition:** 1) Angry, 2) Disturbed, 3) Unpleasant, 4) Greedy, 5) Grumpy, or 6) Wistful. *Rumor: Fakir Mukang, the wizard who lives in the Pleasure Dome on Beggar's Street, seeks a cleric to exorcize a demon that haunts his dreams.*

## **13. CANDLES & TORCHES: MILMOCHANDLER**

(N male Bulwark Shire Halfling 4th level Rogue; SL General 4; HD 4d6+4, HP 13; AC 13 (Leather Coat + Dex); Attacks: Dagger (+0/+3 BtH, 1d4-1 damage); Abilities: Hagggle (Cha), Fearless, Darkvision, Resistant, Back Attack, Climb (Dex), Decipher Script (Int), Hide

(Dex +2), Listen (Wis), Move Silently (Dex +2), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Halfling, Alryan, Thieves Cant; Str 7, Dex 16\*, Con 13, Int 10, Wis 14\*, Cha 11\*; carries 2d6 cp, 2d6 sp, and 1d4 gp) This roly-poly halfling with curly black hair, large hairy feet, green eyes, and an impish grin wears homespun woollens of plain, dark gray under his leather coat; bandoleers filled with candles cross over each shoulder. He sells candles made by Congmar the Heathen and torches made by Rakstor the Rat, both on Wailing Street south of the Caravan Street crossing. He generally operates in the Thieves Quarter, servicing regular customers door-to-door and selling candles to passersby in between stops, and is sometimes found in the South Market. He uses his route to check out new residents and find opportunities to return later in the night for some second-storey work, though he never steals from his regulars. His small two-wheeled cart is drawn by a donkey and guarded continually by his cousin, **FARDO WARDER** (N male Bulwark Shire Halfling 1st level Fighter; HD 1d10+1, HP 10; AC 15 (Mail Shirt + Dex); Attacks: Short Sword (+3 BtH, 1d6+2 damage), carries 2d6 each of cp and sp). **Prices:** resin torches 2 cp, "blessed" torches that burn specific colors 2 sp, tallow candle 2 cp, beeswax candle 2 sp, scented beeswax candles 5 sp, half-price for regulars who pre-order in bulk. **Cash Box** contains 8d10 cp, 5d10 sp, and a 46% chance of 2d10 gp. **Disposition:** 1) Jolly, 2) Thoughtful, 3) Helpful, 4) Bored, 5) Conniving, or 6) Hungry. *Rumor: Count Perigen, the undertaker at the Funeral Parlor on Caravan Street, seeks mourners for the funeral of a friendless robber-baron; he's paying one gold crown for a single day's work! [Actually, he's seeking new victims to amplify his zombie workforce.]*

## **14. CANDLES, UNHOLY: JENSINE THE SIRINE**

(LE female Alryan/Roglo 1st level Cleric of Harmakhis; SL Clerical Hierarchy (Harmakhis) 4; HD 1d8, HP 6; AC 13 (Scale Mail - Dex); Attacks: Dagger (+0/-1 BtH, 1d4 damage); Abilities: Hagggle (Cha), Sing (Cha), Swim (Str), Control Demons and Undead, Spells; Spells: detect magic, first aid, cure light wounds, cause fear; Languages: Roglo, Alryan; Str 12\*, Dex 6, Con 11, Int 8, Wis 14\*, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, and wears a blackened silver unholy symbol of Harmakhis (25 gp) on a blackened silver chain (10 gp), plus she wears a pair of silver earrings in the shape of sharks (50 gp for the pair)) This waifish yet hauntingly beautiful young Alryan woman has long black hair, creamy pale skin with purplish highlights,

glittering purple eyes, and wears long black robes with a purple hood and silver-plated skullcap. She sells unholy candles in the Square of the Gods, on Brazier Street in front of the Hell-Bridge Temple, and in the Temple District in general. She sells candles made by her lover, Remy the Mariner, the chandler on By-Water Road. She sings unholy hymns of Harmakhis to get the attention of passersby. Her two-wheeled cart is drawn by two half-orc slaves, the twin brothers **FERKH** and **GURKH** (*LE, HD 1d8, HP 5, 3, AC 14*); they have been extensively tattooed with unholy scripture of Harmakhis, are dressed in Ghinorian-style clothing, are absolutely loyal to their mistress, and are True Believers in Harmakhis. **Prices:** black orc-fat tallow candles 1 gp, black human-fat tallow candles 2 gp, black human-fat tallow scented with black lotus 10 gp, black candle that emits hallucinogenic gas 40 gp (as Type II poison), black human-fat tallow unholy candle (acts as unholy water) 50 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and has a 32% chance of having 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Erotic, 2) Raging, 3) Aloof, 4) Mirthful, 5) Excited, 6) Wrathful. *Rumor: Tasso Garnet, the Twilight Road courtesan rumored to be the Overlord's favorite, has apparently fallen out of favor and is hiring guards to protect her from her enemies.*

**15. CARPETS: MAKHAEON PHELOUZIS** (*NE male High Viridian 3rd level Fighter; SL Merchants Guild 5; HD 3d10, HP 24; AC 17 (magical Scale Mail +3); Attacks: Long Sword (+5 BtH, 1d8+2 damage); Abilities: Weapon Specialization (Long Sword); Languages: High Viridian, Alryan; Str 14\*, Dex 10, Con 12, Int 11\*, Wis 9, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus 1d4 gems worth 10 to 100 gp, and wears a gold unholy symbol of Tama Hama (100 gp) on a gold chain (20 gp)*) This tall, muscular High Viridian has deep greenish-blue skin, pale golden hair, deep green eyes, and a perpetual sneer; he wears silk finery under his glittering emerald green scale mail, which he proudly notes was won by his great-grandfather at the Awesome Battle of Potegah. Self-exiled from the Falling Empire due to many enemies, he sought to take up his family business, carpet making, when he arrived in the City State, but was rejected by the Carpet Makers Guild; so instead he bribed a member of the Merchants Guild to let him join, and now he imports Viridian and Antillian carpets and sells them in the streets. He has three wagons, each large and wide, built for long-range travel; as he trusts no one, he goes

to Lakenheath himself to pick up carpets ordered from abroad. Each is drawn by four horses; he has a driver (1st level Fighters) and two guards (2nd level Fighters) for each wagon, and his personal wagon is also home to his slave concubine, **PHILONOË VASILIOU** (*LE female High Viridian 1st level Assassin, 18 years old, Dex 17, Cha 17; the kidnapped and much-abused daughter of his worst enemy, she has been administered a potent love philter and now adores Makhaeon no matter what he does to her*). He always travels outside the City State with a caravan, never alone. He usually sells his wares in the Royal Market, Plaza of Profuse Pleasures, or Slave Market Plaza, though he can be found anywhere in the Noble Quarter, as he has several regular customers and is not at all above selling to passers-by. **Prices:** 5d6 sp per square foot, depending on quality and complexity; he has carpets in size from 2' x 3' to 10' x 40'. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x 1d6 gp, and 1d4 gems each worth 50 to 250 gp. **Disposition:** 1) Haughty, 2) Lusty, 3) Perverse, 4) Moody, 5) Greedy, or 6) Wistful. *Rumor: The trolls of the Howling Hills have been attacking the hamlets around Gaehill of late, using group tactics foreign to trollish warfare.*

**16. CHARCOAL & FIREWOOD: THULURGH BLACKHANDS** (*CE male Ogre; SL General 4; HD 4d8+8, HP 30; AC 16 (Hide + Furs); Attacks: Fist (+7 BtH, 1d10 damage) or Two-Handed Axe (+7 BtH, 1d12+3 damage); Abilities: Make Charcoal (Int), Intimidate (Str), Darkvision 60', Twilight Vision; Languages: Ogrish, Alryan; Str 18\*, Dex 10, Con 17\*, Int 10, Wis 9, Cha 8; carries only his cash sack, as below, plus wears a necklace made from bear claws and man knuckles (10 gp)*) This barrel-chested ogre stands nine feet tall, with long straggly black hair, deep furrowed red eyes, a large potato nose, and large tusks on either side of his wide, tooth-filled maw. He wears black rags and furs, all thoroughly covered in charcoal dust. He sells charcoal and wood throughout the Thieves Quarter and into the Common Quarter, can often be found at the South Market, and is the main bone black dealer for the Sorcerers Supply House on Regal Street. If Bloody Noriena the Slave Dealer (#86, below) isn't also at South Market, he will found at Slave Market Plaza near the end of the day. He's quite lazy, and finds it easier to make and sell charcoal than to raid and pillage, especially when meat can be bought so cheaply from Bloody Noriena or at the Slave Market Plaza. He pushes a massive wheelbarrow piled high with split wood and bags of charcoal, and

carries almost as much wood and a bag of bone black in a rig upon his back; late in the day there is a 17% chance that his back rig instead holds a newly-bought slave, a weeping old man, shrieking crone woman, or terrified toddler, destined for his larder (triple the chance on Friday). He is always careful to keep the bill of sale lest he be accused of kidnapping (he's evil, but not stupid). He lives four miles east in the Dearthwood, where he gathers and cuts the wood and makes charcoal; his large, stinking hut contains his hoard, buried beneath a pile of bones: 919 cp, 1,242 sp, 7 gp, a bone scroll case with an ancient scroll detailing the Last Battle of the Dragon Lord of the North (worth 60 gp to a sage), a small silver locket with gem flakes (250 gp), and a rotted leather belt with a gold-plated buckle (50 gp). **Prices:** firewood 2 cp per bunch, charcoal 5 cp per pound, bone black 5 sp per pound. **Cash Box:** he keeps his daily take in a small sack at his belt, usually 5d10 cp, 5d10 sp, and 1d12 gp. **Disposition:** 1) Placid, 2) Grim, 3) Hungry, 4) Angry, 5) Gassy, or 6) Mirthful. *Rumor: Me cousins Mib and Kurg down at the Sword-Rat Resthouse on the Street of Shadows, they sez that a gang of gargoyles is robbing people in the Thieves Quarter and nesting high on the roof of the Temple of the Gargoyle... least, that's what they sez, they does.*

**17. CLOTHING, BOOTS & BITS: KARNASH KNUCKLER** (NE male Half-Orc (Alryan/Wild Orc of the Purple Claw) 5th level Rogue; SL General 4; HD 5d6-5, HP 15; AC 12 (Martial Prowess + Dex); Attacks: Short Sword (+1 BtH, 1d6-1 damage); Abilities: Darkvision 60', Enhanced Sense of Smell, Martial Prowess, Resistant to Disease, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Orcish, Goblin, Thieves Cant; Str 8, Dex 14\*, Con 8, Int 13\*, Wis 8, Cha 9; carries 2d6 cp, 2d6 sp, and 1d4 gp, and has a 14% chance of an additional 1d4x1d10 gp) This short, hunchbacked, gnarled creature has a mannish-looking face save for his sharp, fanged teeth; his skin is a mottled greenish-yellow and warty, his pate is bald and wrinkled, his ears are curled and pointed with an inordinate amount of hair therein, and his hands appear to be gnarled claws with stumpy fingers (an appearance that belies a high level of manual dexterity). Karnash sells used boots, leather shoes, and unidentifiable and often worn, torn, or bloodied bits of leather; it is a rare occasion to find two boots that match. He is usually found at the South Market near the Gate of the Gods. His cart is

little more than a two-wheeled rickety hand-cart piled high with boots and bits and often (44% chance) with 1d4 largish rats hidden among the wares. He considers these creatures his only friends; he does not know it, but these rats spy for the rat civilization hidden in the sewers of the City State. Karnash is a freelance pickpocket, though is careful to only target outlanders or the destitute, unprotected and uncared for by the Thieves Guild. He does not haggle; when a customer pulls out an item, he quotes a random price, take it or leave it. **Prices:** odd bit of leather 1d6 cp, odd shoe 2d4 cp, odd soft boot 2d4+4 cp, leather belt 5d6 cp, odd heavy boot or leather glove 1d4 sp. **Cash Box** contains 5d10 cp, 5d10 sp, a hunk of rotting cheese for the rats, and a 28% chance of 1d10 x 1d10 gp. **Disposition:** 1) Greedy, 2) Mean, 3) Lonely, 4) Hungry, 5) Bored, or 6) Chatty. *Rumor: A dwarf thane from Thunderhold went into the Thieves Quarter the other night, seeking his brother's assassin, and has not been seen since.*

**18. CLOTHING, CLOAKS & TUNICS: JUPE MURROUGH** (N male Tharbriana 1st level Fighter; SL Guild (Tailors) 4; HD 1d10-1, HP 2; AC 11 (Dex); Attacks: Short Sword (+2 BtH, 1d6+1 damage); Abilities: Tailor (Dex), Haggle (Cha), Weapon Specialization (Short Sword); Languages: Tharbriana, Alryan; Str 9\*, Dex 13\*, Con 6, Int 10, Wis 11, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d4 gp) Descended from "Black Hair" Tharbriana, Jupe has ghostly pale white skin, raven-black hair, deep brownish-amber eyes, and is of medium height with a thin build and fine hands and fingers, as fits a tailor; he is dressed in foppish Alryan style clothing in blues and whites with a tall blue fez topped by a wheel of thread, a large needle, and a clutch of pink feathers. Jupe is usually found in the Merchant Quarter, either in front of the Merchants Guild or in the Open Market. Jupe had dreams of being a captain in the Overlord's Army when he was young, but a childhood illness stripped him of his vitality, and so he was apprenticed to a tailor. He still has a special preference for men in armor, and offers them discounts of up to 50%. His wagon, drawn by two smartly-dressed goblin slaves **GLICKT** and **SNICKT** (LE, HD 1d6, HP 6, 4, AC 15), has roll-up sides that display twirling racks of capes, cloaks, shirts, tunics, vests, and other such upper-body wear. He can also repair said items, usually while the customer waits and still wears the item. **Prices:** cape 12 sp, cloak 8 sp, cowl 2 sp, doublet 2d4 gp, frock 7 sp, gown 1d6 gp, robe 1d6 gp, smock 6 sp, tunic 5 sp, vest 3 sp. **Cash Box**

contains 10d10 cp, 10d10 sp, and 1d30 gp. **Disposition:** 1) Busy, 2) Flustered, 3) Bored, 4) Dreaming, 5) Tired, or 6) Weak. *Rumor:* Rheu Dather, the proprietor of the Exotic Food Shop on the Street of Crafts, seeks a new supplier of hippogriff eggs; he says he knows where they can be found, he just needs someone to go and get them...

### **19. CLOTHING, BELTS & BALDRICS, COLLARS & CHAINS: DHURN IM GRODH**

(CN male Kazadurul (Gaehill) Dwarf 2nd level Barbarian; SL General 4; HD 2d12+4, HP 20; AC 13 (Laminar Leather - Dex); Attacks: Hand Axe (+1/+0 BtH, 1d6 damage); Abilities: Haggle (Cha), Animosity (Elves), Deepvision 60', Determine Depth and Direction, Enmity (Trolls/Trow), Defensive Expertise (Trolls/Trow), Resistant to Arcane Magic, Resistant to Fear, Resistant to Poisons, Stonecraft (Wis), Combat Sense, Deerstalker, Intimidate, Primeval Instincts; Languages: Dwarvish, Alryan, Troll; Str 10, Dex 6, Con 17\*, Int 13, Wis 14\*, Cha 7; carries 2d6 cp, 2d6 sp, and 1d4 gp, and wears a silver unholy symbol of Tama Hama (25 gp) on an iron chain (1 gp)) Standing 4'5" with a stocky build, bronzed skin, sun-bleached brown hair, large bushy mustaches, and mad green eyes, this dwarf makes quite a sight as he walks through the streets wearing a cap, greaves, elbow-length gauntlets, and codpiece on a thong, all of silver skull-studded black laminar leather, plus sandals, a dozen body piercings (many connected by chains), and naught else. He usually operates in the Slave Market Plaza and Plaza of Profuse Pleasures. His merchandise is carried upon a palanquin by two muscular female Chaelo slaves, **LUSZA** and **YELENA** (N, HD 1d6, HP 2 each, Cha 13 each) who wear essentially the same gear as he; he stands upon the palanquin shouting about his merchandise until someone asks him to stop so they can buy something. All his merchandise is of high quality. He sends anyone inquiring about his armor to the Barbarian Shop on Silver Street. **Prices:** belts and collars common leather 1 gp, buckskin 2 gp, bearskin 3 gp, red fox 8 gp, leopard or panther 10 gp, lion 12 gp, sharkskin 20 gp, alligator 30 gp; baldrics and cuffs are half above prices each; chains are 1 sp per foot for 1/8" chain, 2 sp/ft for 1/4" chain; bronze or iron buckle or clasp 1 sp, silver buckle or clasp 1 gp, 2 sp/gp for bronze/silver studding, 3 sp/gp for spikes. **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 gp, and has a 7% chance of holding 1d3 gems each worth 5 to 50 gp. **Disposition:** 1) Amorous, 2) Angry, 3) Confused, 4) Hungry, 5) Lusty, or 6) Weird. *Rumor:* Mukang, my main man who

owns the Pleasure Dome on Beggar's Street, is looking to buy some new harem girls, preferably fiery redheaded Tharbriana and saucy blonde Skandik wenches.

### **20. CLOTHING, EXOTIC: HISMETI KADISH**

(LE female Gishmesh 3rd level Monk; SL Merchants Guild 4; HD 3d12+3, HP 27; AC 13 (Monk + Dex); Attacks: Open Hand (+3 BtH, 1d6+1 damage); Abilities: Haggle (Cha), Listen (Wis), Observe (Int), Fast Movement, HtH Combat, Iron Body +1, Stun Attack, Deflect Missiles, Iron Fists; Languages: Gishmesh, Alryan, Karzulun; Str 13, Dex 15\*, Con 15\*, Int 10, Wis 10, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus wears a small gold unholy symbol of Adorak Tau (50 gp) on an iron chain (1 gp)) This exotic, 5'2" tall, lean and muscular woman has golden skin, long black hair worn in beaded braids, and almond-shaped amber eyes; she wears a classic "girl genie" outfit in oranges and reds, complete with bangles and bells, golden waist chain (100 gp), a veil with beaded headscarf, and pointy slippers. Hismeti sells clothing imported from Tarantis and points East; she is usually found in the Plaza of Profuse Pleasures or the Royal Market, though can be encountered anywhere in the Noble Quarter. Her wagon is designed to look like a Karakhan yurt with many colorful pennons and flags, and is drawn by a big, unpleasant dromedary camel named **BALOOSH**. A stair leads into the wagon, where all deals are made while sitting on silken pillows and smoking a hookah filled with fine Karzulun pipeweed; the stair is guarded by two Karzulun warriors, **ALI** and **HASAN** (LE, 1st level Barbarians; HD 1d12+1, HP 11, 7; AC 13 (Hide); Attacks: Great Scimitar (BtH +1, 1d10+1 damage)). Hismeti apologizes for forgoing the traditional coffee ceremony, claiming that her inability as a foreigner to buy a place of business keeps her from observing all the niceties. She does enjoy holding a 10 to 30 minute discussion before all trade, focusing on current events, rumor, and innuendo. She is, of course, a spy, serving several masters, selling information she gains to both the Taran King and the Temple of Adorak Tau. **Prices:** all clothes are of fine silk... loincloth 1 gp, turban wrap or sash or scarf 1 to 12 gp, pair of stockings 2 to 5 gp, pair of gloves or slippers 10 to 40 gp, cape or hose or shirt or vest 10 to 60 gp, robe 20 to 80 gp, gown 15 to 150 gp, grand ensemble 250 to 250 gp; she also sells a special type of silken thieves shoes for 100 gp (give a +2 bonus to Move Silently). She also imports bracelets, cuffs, armbands, headbands, and waist chains in the

Tarantine style, prices range from 20 to 120 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x 1d4 gp, and 1d3 gems worth 10 to 100 gp each. **Disposition:** 1) Ardent, 2) Haughty, 3) Demanding, 4) Wheeling-Dealing, 5) Erotic, or 6) Wrathful. *Rumor: Llangwellan the Blue, the Overlord's Magist and Lord of the Wizard's Keep, recently dismissed his Captain of the Amazons, Alarin Half-Elven, for some sort of indiscretion.*

**21. CLOTHING, FURS: THORGRIM THE UNCLEAN** (N male Markka 3rd level Barbarian; SL General 4; HD 3d12+6, HP 25; AC 13 (Furs); Attacks: Morningstar (+3 BtH, 2d4+1 damage) or Long Bow (+2 BtH, 1d6 damage, 100 ft. range); Abilities: Furrier (Int), Haggle (Cha), Combat Sense, Deerstalker, Intimidate, Primeval Instincts; Languages: Valonar, Alryan, Lenapashim; Str 14, Dex 11, Con 17\*, Int 12, Wis 11\*, Cha 11\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus wears a silver necklace (10 gp) from which depend a dozen small arrows (holy symbols of Scodem) each worth 10 gp) Thorgrim is tall and muscular, blonde, and hazel-eyed, with a quick grin or scowl. He usually wears furs of fine white fox with buckskin breeches and tall, soft boots; he always has his morningstar, long bow, and a quiver of 20 arrows at his side, and looks uncomfortable in the streets of the city. He gained the nickname "The Unclean" while in Lenap, where he ate pork, which is considered an unclean animal; he has since found the nickname amusing and kept it, though he keeps himself quite clean otherwise. He is found only at the South Market near the Gate of the Gods. He has no wagon; all his goods are on the back of two mules. He catches the animals himself, skins and treats the pelt, then has young Markka women of his clan make the actual item of clothing. He usually is happy to unload his goods on Brogart Raskat, the proprietor of the Barbarian Shop on Silver Street, who then doubles the price to unsuspecting yokels, but when the gnomes fail to meet him in a timely fashion, he's happy to sell to whomever. **Prices:** buckskin vest 40 gp, black bearskin vest or cape 60 gp, muskrat vest or cape 100 gp, seal vest or cape 120 gp, beaver vest or cape 200 gp, grizzly bear vest or cape 250 gp, red fox vest or cape 300 gp, white fox vest or cape 400 gp. **Cash Box** contains 5d10 cp, 10d10 sp, 10d10 x 1d4 gp, and 1d4 gems worth 25 to 250 gp. **Disposition:** 1) Grumpy, 2) Impatient, 3) Beneficial, 4) Outraged, 5) Bored, or 6) Suspicious. *Rumor: Bands of Skandik raiders are moving north and west across the Hills of Torn and the Archlin Ridge, threatening the hamlets around Ashenshaft.*

**22. CLOTHING, GLOVES: NIMMO HALF-ELVEN** (CN male Human-Lineage Half-Elf (Tharbrian/Half-Elf (Alryan/Adderwood High Elf)) 7th level Rogue; SL Guild (Tailors) 6; HD 7d6, HP 15; AC 13 (Leather Coat + Dex); Attacks: magical Dagger +2 (+2/+6 BtH, 1d4+2 damage); Abilities: Make Gloves (Dex), Haggle (Cha), Empathy (+2 Cha checks), Spot Hidden Doors, Attribute Check Modification (+2 Cha checks), Spell Resistance +2, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex +2), Open Locks (Dex), Pick Pocket (Dex), Traps (Int, +2 Find), Sneak Attack; Languages: Tharbrian, Elvish, Alryan (oddly accented), Thieves Cant; Str 11, Dex 16\*, Con 11, Int 10, Wis 13\*, Cha 11; carries 2d6 cp, 2d6 sp, and 2d6 gp, and wears a silver holy symbol of Cormo, God of Thieves (25 gp) on a silver chain (10 gp)) Nimmo, son of a bard from Limerick and a wanton half-elf wench of Adderwood, is of middling height and fairly lean, with dark brown hair, pale skin, freckles, elven ears and an impish grin. He was an adventuring rogue for several years, until he was nearly killed by a contact poison. Thereafter he sought out quality gloves, but was unable to find a true master glove maker; he then set about to become one, and so has set up shop traveling the Roglaras selling quality gloves (and doing a bit of thievery when sales are slack). When he is in the City State he sets up his wagon in the South Market near the Gate of the Gods, to better serve his former "brothers" in the Thieves Guild. His wagon is a Tharbeo gypsy wain, drawn by two chestnut geldings, and well maintained by his Tharbeo wife **RHAWN** (CG female Tharbeo, 1st level Rogue, Dex 15, Cha 15) and their two young sons **GWAWL** and **MAWR** (9 and 7 years old). **Prices:** mouse or moleskin 5 sp, mink 1 gp, white fox winter gloves 5 gp, giant lynx winter gloves 10 gp, "Sharper Specials" 25 gp (+5 to save vs contact poison, no penalty to abilities), "Spiderskin Gloves" 50 gp (+2 to Climb checks, a natural 1 on a Climb check means the gloves have been ruined). **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and has a 35% chance of containing 1d4 gems worth 10 to 100 gp. **Disposition:** 1) Sly, 2) Bored, 3) Conniving, 4) Busy, 5) Suspicious, or 6) Helpful. *Rumor: Bedestyr, Master of the School of Bards at Limerick, is considering retirement; he has called a great conclave and competition of the bards of the school to determine if there is a worthy successor at this time.*

**23. CLOTHING, HATS: MADELIENA HATTER** (LG female Alryan 2nd level Fighter; SL Guild (Hat

Makers) 4; HD 2d10+2, HP 8; AC 10 (No Armor); Attacks: Short Sword (+4 BtH, 1d6+2 damage); Abilities: Hat Making (Dex), Hagglng (Cha), Weapon Specialization (Short Sword); Languages: Alryan, Tharbriana; Str 14\*, Dex 12\*, Con 13, Int 14, Wis 8, Cha 11\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, and wears earrings of chipmunk feet that she claims are enchanted to protect herself from the "little monsters") Madeliena is a young Alryan woman of median height and build, with short dark hair in a pixie cut, merry and mad blue eyes, and very pale skin, often with painful-looking chemical burns. She has gone quite mad due to the fumes used in making the hats; fortunately, she's a friendly nut, though sometimes she speaks in Squirrel, warns customers of the impending Chipmunk Rebellion, or believes she is selling large mushroom caps. She sells hats of all kinds; she makes most of them, or is jobbing them for her friends in the business. She is usually found in the Open Market or on Silk-Merchant Street in the Merchant Quarter. Her cart is a small two-wheeled pushcart covered with tall poles with many hooks covered with all kinds of hats. **Prices:** basic cap 2 sp, beret 3 sp, simple hat 4 sp, wide-brimmed hat 6 sp, bowler 7 sp, felt hat 8 sp, fez 1 gp, fedora 15 sp, silk hat 2 gp, top hat 5 gp, beaver fur hat 20 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 3d20 gp, and has a 22% chance of 1d3 gems worth 5 to 50 gp each. **Disposition:** 1) Pleasant, 2) Nutty, 3) Merry, 4) Babbling, 5) Helpful, or 6) Pensive. *Rumor:* The Temple of Rash'l is trying to make a comeback through the White Lotus by recruiting disgruntled chipmunks from the Chipmunk Liberation Front and ghouls from the sewers of the City State.

#### 24. CLOTHING, HOSE & PANTALOONS:

**LANDO GUIDA** (LE male Antillian 1st level Assassin; SL Merchant 4; HD 1d6-1, HP 4; AC 12 (Leather Coat + Dex); Attacks: Short Sword (+1 BtH, 1d6+1 damage); Abilities: Bluff (Cha), Haggle (Cha), Rumor Monger (Cha), Case Target (Wis), Climb (Dex), Death Attack, Disguise (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Poisons (Int), Traps (Int); Languages: Antillian, Alryan (strongly accented), Elvish; Str 13, Dex 15\*, Con 8, Int 14\*, Wis 14, Cha 12\*; carries 2d6 cp, 2d6 sp, and 1d4 gp) Lando is a typical Antillian, standing 5'5" tall, with clear olive skin, curly black hair, and dark brown eyes; his fine straight teeth are invariably set in a grin, though his eyes offset the grin with a diabolical glint. He sells imported hose and pantaloons from Antillia, fabricated in the slave villas of his cousins. He is usually

found in the Plaza of Profuse Pleasures or the Slave Market Plaza, or elsewhere in the Noble Quarter. He is a spy for his family's House and the Doge of Antil, but really could care less about politics, and simply enjoys the wealth his import business brings him. He does, however, like to gossip, and shares "important" gossip at a stiff price (10 to 100 gp). His goods are in a large two-wheeled cart pushed by an ogre, **IL GARGANTO** (CE, HD 4d8, HP 22), who is dressed in giant-size Antillian finery, while he himself is carted around on a palanquin by two strong Amazon mercenary guards masquerading as slaves wearing chainmail bikinis, **THEODORA AND ZENOBIA** (LG, 2nd level Fighters, HD 2d10, HP 17, 14, AC 17; they have broad swords and shields hidden beneath the palanquin, Cha 16 each). **Prices:** linen or wool hose pair 4 sp, linen or wool pantaloons 1 gp, silk hose pair 2 gp, silk pantaloons 5 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and a 24% chance of 1d3 gems worth 10 to 100 gp each. **Disposition:** 1) Greedy, 2) Lusty, 3) Hungry, 4) Bored, 5) Interested, or 6) Diabolical. *Rumor:* A Knight of the Realm, accused of cowardice in battle, has been sent into the Dearthwood with only a sword and must return with 13 orc heads or be shot through with arrows from the wall.

25. CLOTHING, MASKS: **BUFALIN THE BRUSQUE** (N male Kazadaran (Thunderhold) Dwarf 5th level Fighter; SL Guild (Maskmakers) 5; HD 5d10+5, HP 29; AC 14 (Mail Shirt); Attacks: Battle Axe (+7 BtH, 1d8+2 damage); Abilities: Armorer (Mask Making) (Str), Animosity (Elves), Deepvision 120', Determine Depth and Direction, Enmity (Elves), Defensive Expertise (Ogres/Giants), Resistant to Arcane Magic, Resistant to Fear, Resistant to Poisons, Stonecraft (Wis), Weapon Specialization (Battle Axe), Combat Dominance; Languages: Dwarvish, Alryan (thickly accented); Str 14\*, Dex 10, Con 13, Int 8, Wis 7, Cha 12\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, and wears a gold holy symbol of Goibhnie (100 gp) on a gold chain (20 gp)) Bufalin is a tall, thin dwarf, with deeply tanned skin, fiery red hair, and sparkling blue eyes; his face is usually hidden behind one of his fierce metal masks, an ornate gold-plated dragon mask being his favorite. His brother, Rufalin, is an armorer in Thunderhold. His forge is in his home outside the City State, but he sells only in the City State, usually on Silver Street outside the Mercenary Guild and Barbarian Shop; he is rarely found elsewhere, save when summoned by a rich patron or, at times, having a meal in the Werelord

Tavern. He often complains about being stuck in the “pansy Maskmakers guild, when he should by rights be considered an Armorer.” His wagon is a sturdy four-wheeler pulled by two mules and watched over by two young cousins, **FILI** and **FALI** (*N 1st level Fighters, HD 1d10+1, HP 8, 6, AC 15, armed with battle axes*). His masks, when properly attached, convert open-faced helmets into full helmets, adding +1 AC to the helm AC and grant a +1 bonus against gases and like saving throws. Bufalin sells the masks right off the wagon, or can affix them to a helm for free if given the helm and one day. **Prices:** simple half-mask 2 gp, simple full mask 4 gp, fancy half mask 10 gp, fancy full mask 20 gp, ornate half mask 50 gp, ornate full mask 100 gp, silver filigree x5, gold filigree or silver plated x10, gold plated x20. **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 x 1d6 gp, and 1d4 gems worth 25 to 250 gp each. **Disposition:** 1) Grumpy, 2) Greedy, 3) Curt, 4) Busy, 5) Distracted, or 6) Greedy. *Rumor: Hetalan, the Governor-Regent of Byrny, is at loggerheads with young Cormac, the heir to the Ducal Throne who comes of age next year.*

**26. CLOTHING, PANTS & TREWS: SHANDOR GHREE** (*CN male Roglo 2nd level Wizard; SL General 5 (Great Blue Bass Clan); HD 2d4, HP 4; AC 11 (Dex); Attacks: Dagger (+0/+1 BtH, 1d4 damage); Abilities: Haggle (Cha), Sail (Int), Swim (Dex), Spells; Spells: endure elements, mage hand, mending x2, read magic, unseen servant x2; Languages: Roglo, Alryan, Altanian; Str 10, Dex 15\*, Con 10, Int 14\*, Wis 7, Cha 11\*; carries 2d6 cp, 2d6 sp, and 1d4 gp*) Shandor Ghree is a typical Roglo river-man, 6’2” with a thin light build, swarthy purple skin, milky gray eyes, and long black hair worn in a tail; he wears a plain white shirt with bright blue pants and a dark blue cape. Shandor usually does not sell such trifling things, as he is a respected member of his Roglo clan, but the Wise Woman of the clan predicted that he would find a great treasure when he sold an honorable man a pair of breeches he did not need, and so he labors as a common huckster. He usually operates in Slave Market Plaza and the Fish Market in the Seafront Quarter. His wagon is actually a small boat converted to land use with four wheels and drawn by an ox; his young son, **HACLAV** (*9-years old*) watches the wagon and swats at flies with a switch while his father deals with customers. The clothing is used, though in fairly decent shape, as it is stolen rather than salvaged from the dead (usually). **Prices:** breeches 1d8 gp, leggings 1d6 sp, loincloth 1d4 sp, skirt 1d4 sp, suspenders 1d6 sp, trousers 1d6

sp. **Cash Box** contains 10d10 cp, 10d10 sp, and 2d20 gp. **Disposition:** 1) Impatient, 2) Busy, 3) Tired, 4) Cunning, 5) Helpful, or 6) Bored. *Rumor: Maelstron, the River Serpent in service to the Invincible Overlord, has not been seen for several weeks, and it is thought that it may have met an untimely death.*

**27. CLOTHING, SHOES: COBBLER CRAIGH** (*NG male 9-HD Godling, apparently Alryan; SL Guild (Boot & Shoemakers) 6; HD 9d12, HP 89; AC 20 (Natural + Leather Coat + Dex); Attacks: twice per round he attacks with his magical +1 Returning Hammer (+11 BtH, 2d4+2 damage, 20 ft. range); Abilities: Immortal, Regenerate 1 hp/round, SR 3, Make Shoes (Dex +4), Enchant Shoes, Haggle (Cha); Languages: Alryan, Telepathy; Str 14, Dex 20\*, Con 10, Int 16\*, Wis 15\*, Cha 18\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, wears a stone holy symbol of Dacron*) Craigh stands 6’2” and broad of chest, with fine muscle tone and figure, long brown hair and mustaches, deep glittering blue eyes and a friendly smile. He is one of a great number of the bastard sons of Dacron, God of Craftsmen; his father often visits promising expert craftsmen to give them a few pointers, and it is not unusual for the craftsman’s sister or daughter to take a shine to the handsome, burly stranger. For most of his life Craigh seemed nothing more than a mere mortal, if a highly talented one, until he went on his own after his apprenticeship. He met his father, who explained to him his origin and nature. Craigh has the potential to be a true deity, but for now is satisfied with being the best cobbler in the City State. He can be found all over the City State and even beyond, though he likes working with and selling to the common folk, so he is most often in the Common Quarter, usually at the South Market. His wagon is a humble, plain Tharbeo gypsy-style wagon drawn by a pair of white horses (really pegasi under glamour) with a pair of shoes hanging above the rear door; all business is done inside, where he sits behind a workbench piled high with shoes, tools, and the material to make shoes. He is assisted by two short and sassy halflings, **PADRAIG** and **SEAMUS** (actually brownies, each a consummate cobbler on his own). He and his assistants both enjoy a good bowl of pipeweed. **Prices:** he sells his goods at a rate commensurate with the ability of the customer to pay; he often gives shoes to needy children of goodly sort. When he encounters a potential hero who needs a little boost, or a villain who needs to be cut down to size, he slips him a pair of enchanted or

cursed shoes. **Cash Box** contains 10d10 cp, 10d10 sp, and 10d10 gp. **Disposition:** 1) Busy, 2) Interested, 3) Jolly, 4) Hungry, 5) Working Merrily, 6) Concerned. *Rumor: Angerfew, the proprietor of the Wine Shop at the corner of Caravan Street and the Street of Maelstroms, is looking to hire adventurers to go to the Valley of the Ancients to acquire some of the famous and rare Navel Valley Wine.*

## **28. DANCER: ADAMANTHIA MACKENZIE**

(CN female Amazon/Tharbriana 5th level Rogue; SL General 5 (Iron Fist Clan); HD 5d6, HP 26; AC 20 (Torc & Rings + Dex + Battle Dancer); Attacks: Staff (+2 BtH, 1d6 damage) or Dagger (+2/+4 BtH, 1d4 damage); Abilities: Dance (Dex +3), Haggle (Cha), Battle Dancer, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Amazon, Tharbriana, Alryan (lilting brogue), Thieves Cant; Str 12\*, Dex 16\*, Con 11, Int 11, Wis 9, Cha 18\*; she carries no personal coin, as she has no place to stash it (ahem), but the torc and rings she wears during performances are made of gold and worth 1,200 gp) Adamantia combines the best and most beautiful aspects of her parentage, with raven black tresses (though often temporarily dyed unusual colors), smooth pale skin (that would tan perfectly, should she let it), mischievous blue almond-shaped eyes, and at 5'8" has an heroically if athletically-proportioned figure such as bards and kings dream of and lust after. Save for her tresses and eyebrows, she is absolutely hairless, due to regular applications of arcane prestidigitation. She refuses to dance in any of the taverns or inns of the City State, as she's found almost every proprietor to be a grab-hand pig. So she dances in the streets, usually in the Plaza of Profuse Pleasures. She is protected by two well-paid 8' tall young trollop bodyguards, **ZHEENA** and **GHABREEL** (CN female Trolls, HD 6d8, HP 38, 27; AC 17 (Hide + Torc & Rings), they are armed with BIG two-handed iron-shod clubs (2d6+3 damage), often used to push overly-passionate audience members off the stage; Cha 17 and 18, respectively); the trollops also pull her small wagon, which folds out to a waist-high stage complete with dancing pole and torches for night dances. **Prices:** Usually she works for tips, but on occasion she'll do a special dance, such as the Dance of Seven Veils, the Flaming Dagger Dance, or the Apples and Oranges Dance for 10 to 60 gp (she has a chest built into her stage wagon filled with needful things). She also does private appearances

for 50 to 200 gp, depending on the number of dances and attendees; presence of her bodyguards is non-negotiable, and she is highly insulted by any demands to sell more than just dances. Truth be told, she is still a virgin; various cults and brothels would fall over each other trying to kidnap her if they found this out. She waits for True Love to strike... **Cash Box** contains 10d10 cp, 10d10 sp, 10d10x1d6 gp, and 1d4 gems each worth 10 to 1,000 gp. **Disposition:** 1) Cheery, 2) Ardent, 3) Angry, 4) Tender, 5) Gossipy, or 6) Insulted. *Rumor: Glubb Neebling, the Perfumer on Twilight Road, is willing to pay 100 gp per petal of the legendary Pink Lotus, said to grow only in the Shimmersink Marsh on the Ebony Coast. Rumor: Karstak Kyr, the proprietor of the Tanglebones Tavern, is looking for new dancers after his dancer, Peerless Pulchiena, ran off with a two-headed troll. Rumor: Jugs Karizna, one of the dancers off the Plaza of Profuse Pleasures, seeks a wizard who is able to preserve her professional assets from the ravages of time.*

## **29. DENTIST: PHARACELLUS THE PHYSIKER**

(CN male City Halfling 1st level Fighter; SL General 4; HD 1d10, HP 5; AC 12 (Leather Apron + Dex); Attacks: "Bleeding Knife" is a nicked, dull short sword (+2 BtH, 1d6+1 damage + damage x 10% chance of infection); Abilities: Pull Tooth (Dex), Bleed (Dex), Heal (Wis), Weapon Specialization (Short Sword); Languages: Alryan, Halfling; Str 14\*, Dex 14, Con 10, Int 8, Wis 7, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus he has 1d20 gp sewn into the lining of his blood-spattered leather apron) Philo the Fool, as his acquaintances know him, likes to consider himself a bit of a physician, as he spent some time in the School of Ancient Knowledge (he was a chamber-pot boy). Before he was fired he grabbed some important-looking documents, which he used to have his cousin forge the impressive-looking "degrees" that hang on his wagon wall. He generally is found only in the Thieves Quarter, pulling teeth with a wrench while standing on a stool; teeth are thrown in a cracked chamber pot, where the wrench also often resides. His wagon, pulled by a half-starved nag, is old and decrepit, with holes in and mold growing on the ceiling, floor, and walls (11% chance of infection even from just walking in the door). A big sign in poor handwriting says "Satisfakshun Guarantee: If You Ain't Happy, Don't Come Back." **Prices:** pull tooth 3 cp (33% chance of infection), "painless" tooth surgery 5 sp (he hits you on the head with a big mallet, dealing 1d4 points of subdual damage, then pulls the tooth), bleeding 1 gp (1d6+1 damage, no chance of curing sickness, 66%



chance of bad infection), “healing potion” 5 gp (made from Mermist Swamp Water and mashed frogs eggs, 1% chance cures illness, 99% chance of typhoid fever). **Cash Box** contains 10d10 cp, 10d10 sp, 1d30 gp, and 1d6 gold teeth that he “liberated” from previous customers. **Disposition:** 1) Serious, 2) Bored, 3) Twitchy, 4) Hungry, 5) Drunk, or 6) Experimental. *Rumor: A man ran screaming out of the sewers the other day and was dragged back in by a skeletal hand; I saw glowing eyes down in the sewer behind him, I swear! This was at the corner of the Street of Shadows and Cutpurse Row, in front of the Cup & Dragon.*

**30. DRINK, ALE: BJARNI BRASS BALLS** (CG male Kazadaran (Thunderhold) Dwarf 3rd level Bard; SL General 5 (Golden Axe Clan); HD 3d10, HP 28; AC 15 (magical +1 Mail Shirt); Attacks: magical +1 Warhammer (+3 BtH, 1d8+1 damage); Abilities: Haggle (Cha), Animosity (Elves), Deepvision 120', Determine Depth and Direction, Enmity (Elves), Defensive Expertise (Ogres/Giants), Resistant to Arcane Magic, Resistant to Fear, Resistant to Poisons, Stonecraft (Wis), Decipher Script (Int), Exalt (Cha), Legend Lore (Cha); Languages: Dwarvish, Aryan: Language; Str 10, Dex 10, Con 10, Int 12\*, Wis 9, Cha 17\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus wears a silver holy symbol of Rosmerta (25 gp) on a leather thong and wears a silver-chased hunting horn (worth 100 gp) on a lanyard around his neck) This dwarven bard stands 4'2" and is broad like a barrel, with long golden-red hair and beard worn in braids Valonar style and cheery green eyes. He wears his shimmering golden magical mail shirt, blue trows, and a winged helm; he gets the attention of passersby by blowing on his horn. He sells ale in leather jacks directly from large barrels in the Common Quarter, usually on Caravan Street and south Regal Street to the South Market. He enjoys regaling customers while they drink, telling them of his adventures in Sunstone Caverns and how all the other members of his party died when they encountered packs of ravaging blood-thirsty ghouls. He loves to hear other stories of adventure, and will break out in extemporaneous couplets after hearing a rousing tale (the first song is free; it costs 10 to 60 gp for the words written down). He does not have a wagon; instead, the ale is carried in two large barrels tied to the back of his tame minotaur, **KARGARSH** (LG, HD 7d8, HP 23, AC 14); converted to the ways of peace and love by misadventure with a magical helm, Kargarsh is sought by his elder brother, Bragrash the Ghoul-Lord of Sunstone Caverns near Thunderhold.

Kargarsh holds bunches of wildflowers and gives them to pretty girls. **Prices:** jack of common ale 1 sp, jack of Emerald Green Ale (imported from Thunderhold) 5 sp. **Cash Box** contains 10d10 cp, 10d10 sp, and 5d10 gp. **Disposition:** 1) Boisterous, 2) Ballsy, 3) Full of Song, 4) Merry, 5) Drunk, or 6) Melancholy. *Rumor: Thinway Abun, the keeper of the North Gate, has lost one of his dwarven servants in the Dungeons of the Dragon Lords beneath the Palisade Ruins, and is hiring adventurers to return him or his body to the City State.*

**31. DRINK, ALE: MALVIN MALSTER** (N male City Gnome 3rd level Fighter; SL General 4; HD 3d10+3, HP 11; AC 13 (Mail Shirt - Dex); Attacks: Short Sword (+6 BtH, 1d6+3 damage); Abilities: Brew Ale (Int), Haggle (Cha), Animal Empathy, Combat Expertise (Goblins/Kobolds), Darkvision 60 ft., Enhanced Hearing, Weapon Specialization (Short Sword); Spell-like Abilities: dancing lights, ghost sound, prestidigitation; Languages: Gnomish, Aryan, Tharbriana; Str 16\*, Dex 6, Con 15, Int 14, Wis 14, Cha 13\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus wears a silver holy symbol of Rosmerta (25 gp) on a silver chain (10 gp)) A typical city gnome, Malvin stands 3'6" tall with a lean build, shoulder-length blond hair, a goatee, twinkling green eyes, and pale pinkish skin; he wears earthy browns along with a leather fez designed to look like a leather jack of ale, complete with foam head. He is all business, though he considers telling bad and bawdy jokes and puns and laughing at his own jests to be part of “keeping the customers happy.” He usually sells his ale on Regal Street from Caravan Street, usually north to the Square of the Gods, as well as on Silver Street. His four-wheel wagon is drawn by two donkeys; he has six barrels, three to each side, and he is assisted by his two lazy, often drunken brothers, **MOANING MOFFET** and **MOUSEY MUNGO** (N male Gnomes; HD 1d8, HP 7, 6; each has a dagger). **Prices:** jack of common ale 1 sp, jack of Treebeard Pale Ale (from Haghill) 15 cp, jack of Dunael Dark (from Greenwalls) 2 sp. **Cash Box** contains 10d10 cp, 10d10 sp, and 6d10 gp. **Disposition:** 1) Japing, 2) Busy, 3) Bored, 4) Punny, 5) Tipsy, or 6) Melancholy. *Rumor: Daxrik, the troll proprietor of the Gouge Eye Inn on Guardsman's Road, ran out of the inn the other night chasing after a dozen dirt-covered goblins and crying out for the guard to stop the thieves; no one remembers the goblins ever entering the inn!*

**32. DRINK, BEER: LOUDMOUTH LUFKIN** (CE male Aryan 4th level Cleric of Lord Skortch; SL General 4; HD 4d8, HP 21; AC 12 (Padded Armor + Dex); Attacks:

Dagger (+1/+3 BtH, 1d4-1 damage); Abilities: Arson (Wis), Disguise (Cha), Haggle (Cha), Control Demons and Undead, Spells; Spells: detect good, detect magic, putrefy food & drink x2, bane, curse water, cause light wounds, cure light wounds, darkness, hold person; Languages: Alryan, Demonic; Str 6, Dex 15\*, Con 9, Int 10, Wis 13\*, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, and a tinderbox with a burning skull etched on the cover) This hunchbacked, wall-eyed old man with long dirty white hair and scabrous skin wears stinking rags and spits when he speaks and caterwauls. Lufkin meanders the streets of the Thieves Quarter, usually making a circuit along Regal Street, Guardsman's Road, Old South Road, and Dead Broke Street, screeching out his wares as he goes, often tarrying in front of the East Wall Enclave to take time to ogle the Amazon guards of the Blue Wizard (the Amazons have not had him arrested and charged as they feel he is beneath their notice). He sells piss-poor beer from the back of his rickety, filthy two-wheel cart; the cart is drawn by two weak and weary slave boys; these always change, as they are worked until they drop and then are sold to ogres or trolls for meat. Lufkin is not at all what he appears to be; he is actually a spy for the Ashen Coven, a cult of Lord Skortch (God of Pillage, Rapine, and Thoughtless Acts) that seeks to destroy the City State, and to this end he has been assigned to watch the movements and actions of the Blue Wizard and his Amazons. As opportunity permits, he likes to use his *cause light wounds* spell on passed-out drunks for amusement, giggling as they writhe in their death throes. If need be to save his own skin he will reveal the hiding place of his stash in his flat, given to him by the Coven to pay for needful things: 212 sp, 179 gp, a *potion of cause disease*, and a *potion of cure light wounds*. **Prices:** jack of piss-poor beer 1 cp (13% chance of the Burning Trots, due to a "special" spiking of the beer by Lufkin). **Cash Box** contains 10d10 cp and 5d10 sp. **Disposition:** 1) Wheezing, 2) Hacking, 3) Coughing, 4) Rapaciously Lustful, 5) Fire-starting, or 6) Angry At The World And Everything In It. *Rumor:* Castig Sun-hiker, the slaver on End Gate Road, has just brought in a long coffle full of dwarven slaves from the Majestic Mountains.

**33. DRINK, BEER: DJANGO ROMBARO** (CN male Roglo 1st level Fighter; SL General 5 (Red rogue Clan); HD 1d10, HP 8; AC 12 (Leather Coat + Dex); Attacks: Dagger (+3/+3 BtH, 1d4+2 damage, 15 ft. range); Abilities: Haggle (Cha), Seduce (Cha), Swim (Dex), Weapon Specialization (Dagger); Languages: Roglo, Alryan; Str 15\*, Dex 13\*, Con 11, Int 10, Wis 9, Cha 17\*; carries 2d6 cp, 2d6 sp, and 1d8 gp; wears cheap but flash rings (four), bracelets (two), and an earring, each

worth 2d6 gp; plus carries a dagger on each hip in his sash and a dagger in each boot, all balanced for throwing, thus the longer range) This handsome young Roglo has pale creamy purple skin, long black hair worn in a single braid, deep purple eyes, and fine white teeth always worn in a smile; he wears traditional Roglo dress, with a white tunic, brown leggings, a big blue sash and long blue head scarf. He is usually found in the Fish Market in the Seafront Quarter and along By-Water Road, Fog Street, and Water-Rat Road. His two-wheeled cart is little more than a wheelbarrow with a single large barrel; the barrel and thus beer quality varies day to day, depending on what his gang of rogues has managed to steal lately. **Prices:** 1 cp per jack for swill to 5 cp per jack for Dwarf Beer, roll 1d6 to determine the quality and price of beer, on a 6 it is skunked swill with a 34% chance the imbiber gets the Grippe. **Cash Box** contains 10d10 cp and 5d10 sp. **Disposition:** 1) Merry, 2) Angry, 3) Greedy, 4) Amorous, 5) Cunning, or 6) Helpful. *Rumor:* A strange Wizard appeared in the Firedrake Mead Hall on Silver Street and pronounced a Vision of Doom upon the proprietor, Roarbek the Whelp.

**34. DRINK, WINE: GALENGIL MITHLAS** (CG male Adderwood High Elf 2nd level Fighter/Wizard; SL Merchant 5; HD 2d7+2, HP 8; AC 11 (Dex); Attacks: Long sword (+5 BtH, 1d8+2 damage); Abilities: Haggle (Cha), Enhanced Senses, Twilight Vision, Move Silently (Dex), Spell Resistance, Spot Hidden Doors, Weapon Training (Long Sword), Weapon Specialization (Long Sword), Spells; Spells: detect poison, mage hand x2, prestidigitation, charm person, comprehend languages, sleep, unseen servant; Languages: Elvish, Alryan, Orcish; Str 14\*, Dex 13, Con 13, Int 13\*, Wis 12, Cha 15; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus wears a silver holy symbol of Losborst (25 gp) on a silver chain (10 gp) and a silver-tipped green and gray cane with a head shaped like that of an adder (50 gp)) This elf stands 5'8" tall, with a lean build, long blond hair, blue eyes, and an ennui-ridden demeanor; he wears bright greens and dark grays, including silvery-gray embroidery of leaves and grapes upon his bright emerald-green tunic. He is invariably found outside the Bazaar at the corner of Twilight Road and By-Water Road; he is a friend of Apton the Gaudy, and the bazaar-goers are often seen walking through the aisles of the shop with goblets of fine wine. His two-wheeled cart is of fine construction and painted a bright green; it is all for show, however, as he never leaves the spot, though for legal purposes it

can be moved (and is, though only into the bazaar for safe keeping at night). The back of the wagon is filled with racks holding dozens of bottles of wine and shelf of two score fine goblets (each worth 5d6 gp). **Prices:** (per goblet) fine Darkfield Red 8 cp, Ashenshaft Blue or Luckstone White 4 sp, Anguikan Pale or Modron Rose 1 gp, Adderwood Emerald 2 gp, Sunfells Red 3 gp, Benobles Blue or Palewood Burgundy or Wildwood White 5 gp; bottles can be had for five times the price and goblets can be bought at double their value. **Cash Box** contains 5d10 cp, 10d10 sp, 10d10 gp, and there is a 30% chance of 1d4 gems each worth 5 to 50 gp. **Disposition:** 1) Merry, 2) Sardonic, 3) Wry, 4) Bored, 5) Tipsy, or 6) Helpful. *Rumor: Wild Orcs of the Purple Claw have been spotted by rangers on the Old Elf Road within sight of the Palisade Ruins... what? What? Yes, I know you young folk like to call it the "Orc Path" these days, but I remember when it was a road between here and Adderwood. Why, back in those days...*

### **35. FLOWERS: BEWITCHING BUTTERCUP**

(CG female Pixie 5th level Witch; SL General 4; HD 5d4+5, HP 18; AC 16 (Size + Dex); Attacks: Pixie Bow (+5 BtH, 1d4+1 damage or Sleep or Memory Loss); Abilities: Faerie Invisibility, MSR 10, Second Sight, Spell-like Abilities, Spells, Twilight Vision; Spell-like Abilities: confusion, detect thoughts, dispel magic 1/day, faerie lights, faerie sleep (50% chance) 1/day, know alignment, permanent illusion 1/day, polymorph self; Spells: dancing lights, ghost sound, influence, magical aura, prestidigitation, charm person x2, faerie fire, faerie glamour, sleep, cause blindness, fog cloud, speak with animals, bestow curse; Languages: Faerie, Alryan, Orcish, Elvish, Sylvan, Amazon; Str 10, Dex 20, Con 13, Int 15\*, Wis 6, Cha 17\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, and 1d6 pinches of pixie dust in her personal pixie pouch (minor bag of holding)) Buttercup stands 2' tall, appearing as a tiny elf with glittering blue and green pixie wings, grass-green hair, and twinkling blue eyes, wearing a bright yellow shift and tiny yellow boots made from buttercup petals. Once upon a time she left her home at Valanae Shee in the Dearthwood to visit her old friend, the Blue Wizard, in the City State. There she found most of the folk living in a dirty, dingy city of stone and dead trees; she decided to try to brighten their lives by bringing them beautiful wild flowers, but to her surprise, no one would accept them! When she asked the Blue Wizard what their problem was, he said that they suspected a trick, being given flowers by a faerie; so now she sells them, merely

asking for a single coin (of whatever type, as it doesn't matter to her). So now she brings bright wild flowers by the bunch into the City State. She can be found anywhere in the City State; she does not have a wagon; instead she has the service of 13 permanent *unseen servants* (the gift, it is said, of the Blue Wizard) 12 of which each hold a bunch of flowers, the 13th a sack with the coins earned. She and Valerienne Oquilnoth (#73, Perfumes & Soaps, below) are good friends and roommates, and can often be found together enjoying the festivities in the Balor's Eye on Barter Street late into the night. **Prices:** one coin to pick a flower or a bunch, but please tip with a smile! **Cash Sack** usually contains 1d100 each of cp, sp, and gp, plus if in the Noble Quarter a 34% chance of 1d4 gems each worth 5 to 50 gp. **Disposition:** 1) Merry, 2) Pouty, 3) Silly, 4) Excited, 5) Helpful, or 6) Angry. *Rumor: Slobones, the talking dog owned by Gadichan the Tailor on the Street of Crafts, has gone missing in the Deathwood while hunting. Will you help me find him?*

### **36. FOOD, BREADS & PASTRIES: EASY**

**EITHNE** (CE female Alryan/Tharbriana 5th level Cleric of Tama Hama; SL General 4; HD 5d8, HP 22; AC 10 (No Armor); Attacks: Dagger (+2/+2 BtH, 1d4 damage); Abilities: Bake (Wis), Haggle (Cha), Seduce (Cha), Control Undead, Spells; Spells: detect good, detect poison, endure elements, first aid, bless, command x2, cause fear, charm person x2, remove disease; Languages: Alryan, Tharbriana; Str 10, Dex 12\*, Con 12, Int 10, Wis 14\*, Cha 18\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus wears a silver unholy symbol of Tama Hama (25 gp) on a silver chain (10 gp)) Easy Eithne is tall and willowy, with long windblown strawberry blonde hair, green eyes, ruby lips, and flawless skin; she wears a billowy calf-length blue and white checked dress that leaves little to the imagination. She has quite a reputation as a brazen strumpet; however, as the priestess of the Secret Society of Silken Bonds, the local cult of Tama Hama, her hunger is understandably insatiable, and so she is always on the prowl for "new meat" (Cha 13+, male or female, preferably human or elf new to the City State) which, while in public, she usually slips a "super-special" pastry that acts as a *charm person* spell (not that, with her beauty, she needs it, but it makes targets more compliant). If, after several intimate encounters her inamorata does not convert, she later invites him (or her) to a picnic outside the City State; there the target is set upon by her co-religionists (3d4 cultists,

usually 1st to 3rd level Clerics, Bards, Fighters, and/or Rogues) and enslaved, often quickly sold on to other temples far from the City State (10% chance is instead “harvested” for ingredients for aphrodisiac pastries). She is usually found in the South Market at the Gate of the Gods (she has a thing for mighty-thewed Altanian warriors and Dunael rangers) or otherwise nearby in the Common and Thieves Quarters. Her two-wheel cart is piled high with breads and pastries, baked fresh every day by several of her personal worshippers. Local housewives and wenches know that she has a special extra-sweet pastry that acts as an aphrodisiac. **Prices:** loaf of common bread 2 cp, sweet pastry 5 cp, aphrodisiac extra-sweet pastry 1 gp (36% chance of working), *charm person* super-sweet pastry 50 gp (1d6 in the cart, sold only to cultists and allies, acts as a *charm person* spell on the one who eats it with the one who handed them the pastry treated as the caster ((5th level caster)). **Cash Box** contains 10d10 cp, 5d10 sp, and 1d20 gp with an 18% chance of an additional 1d6 x 50 gp in coin or gems. **Disposition:** 1) Erotic, 2) Excited, 3) Ardent, 4) Tired, 5) Angry, or 6) Jealous. *Rumor: Ragolet the Ruffian, the Guildmaster of the Slavers Guild on Wailing Street, seeks adventurers with discretion to find a certain rare herb in the Dearthwood that will restore his, hmmm... vitality, shall we say?*

**37. FOOD, DRIED MEATS: DYLANN MAKDOUGHAL** (CN male Tharbrian 5th level Barbarian; SL General 4; HD 5d12+5, HP 50; AC 13 (Mail Shirt - Dex); Attacks: Saber (+6 BtH, 1d8+2 damage); Abilities: Nomad Horsemanship (Dex), Hagggle (Cha), Combat Sense, Deerstalker, Intimidate, Primeval Instincts, Whirlwind Attack; Languages: Tharbrian, Abryan, Valonar; Str 16, Dex 7\*, Con 14\*, Int 10, Wis 13\*, Cha 14; carries 2d6 cp, 2d6 sp, and 1d4 gp, and wears a silver holy symbol of Epona (25 gp) on a leather thong) This young, grim Tharbrian warrior stands 5’4” tall, with lean musculature and build, long red hair worn in dreadlocks, bright green eyes, and tan ruddy skin; he wears his mail shirt with deerskin breeches and moccasins. Severely wounded in battle with goblins on the Plateau of Bendigroth, Dylann nearly lost his life to gangrene from a poisoned wound; instead he merely lost his left leg. Unable to keep up with his clan, Dylann left to die in the wilderness, but could not bring himself to suicide by attacking a troll or dragon on his own. Eventually he made his way to the City State, where he found a demand for the preserved meats of his

people. He is usually found on Silver Street, between the Thieves Quarter and the Merchants Quarter, where many mercenaries and adventuring types are found. He sells his wares out of a Tharbeo gypsy-style wagon, drawn by two gray geldings and decorated with black horse patterns, which is kept by his pregnant Tharbeo wife, **YGERNA** (CN 1st level Witch, HD 1d4+1, HP 5; Spells: *first aid* x2, *purify food and drink*, *message*, *calm animals*, *head fog*, *see invisibility*). He usually buys his meats from passing clans in exchange for goods from the city; they know that as a clansman, he can be trusted to give them an honest deal, which he does. He also now deals with passing Markka clans for smoked fish. The Rampant Stallion Clan of the City State has tried to recruit him on several occasions, but he feels he does not belong with a clan while he cannot properly ride a horse. **Prices:** (each equals half of a daily iron ration) smoked beef 3 sp, dried beef 4 sp, jerked beef or smoked cod 7 sp, spicy jerked beef 1 gp, smoked salmon 15 sp; **Cash Box** contains 10d10 cp, 10d10 sp, and 1d20 gp. **Disposition:** 1) Angry, 2) Merry, 3) Vengeful, 4) Grim, 5) Helpful, or 6) Wistful. *Rumor: The clans have been having trouble from orcs out of the Majestic Mountains of late; they say that a new ruler has arisen among the orcs, a sorcerer of shadows and mist called the Eye of Fire and Fear.*

**38. FOOD, FRESH FISH: FERKA FISHMONGER** (CN male Roglo 5th level Rogue; SL General 5 (Great Black Bass Clan); HD 5d6, HP 9; AC 11 (No Armor); Attacks: “Fish Knife” (+2 BtH, 1d6 damage); Abilities: Breathe Water 3/day, Fish (Cha +3), Hagggle (Cha), Swim (Dex +3), Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Roglo, Abryan (thickly accented), Thieves Cant; Str 10\*, Dex 14\*, Con 10, Int 8, Wis 9, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp) Fishy Ferk, as he is known to his friends, is a short, thin man with pale purple skin, bulging black eyes, bald scaly pate, fin-like ears, and prominently webbed hands and feet; large patches of small greenish-purple scales are readily visible across his body, as he only wears a loincloth. Every inch that is not covered in scales is covered with tattoos of fish and mermaids. He is of the Great Black Bass Clan, the most prominent fisher-folk of the western Roglaroon (though the Great Blue Bass Clan would deny that at the point of a dagger); he is one of several fishmongers of the clan, as he is more capable of interacting with the “land lubbers” than most of the

clansfolk, which tend to be ornery, xenophobic, and inbred (after long ago absorbing a bit of Merfolk blood, to be sure). He usually is found in the Seafront Quarter, in the Fish Market at End Gate or along Water-Rat Road; he supplies many of the Seafront taverns and inns with fish in the early dawn, and sells the leftovers in the street. His two-wheeled cart is pulled by two Roglo youths, **PAIKE** and **GHAAR** (CN 1st level Rogues, HD 1d6, HP 3, 2, AC 12; “fish knives”). Ferka is also the Thieves Guild’s contact with the Great Black Bass network of water-bandits and river-pirates. **Prices:** small fish or crayfish four for 1 cp, medium two for 1 cp, large 2 cp each, riverweed 1 cp per pound, river clams 1 cp each. **Cash Box** contains 10d10 cp, 5d10 sp, and has a 28% chance of 1d10 x 1d10 gp and 14% chance of 1d3 gems worth 10 to 100 gp each. **Disposition:** 1) Harried, 2) Bored, 3) Wicked, 4) Ornery, 5) Sly, or 6) Lecherous. *Rumor: An ancient temple of the Sea God has been discovered in the fens of the Mermist Swamp; it is said to be overrun by trolls and giant toads that guard the gold-plated statue at the heart of the temple.*

**39. FOOD, FRESH FISH: MAMA MAIRA** (N female Tharbriana 3rd level Witch; SL General 4; HD 3d4-6, HP 3; AC 10 (No Armor); Attacks: Club (+1 BtH, 1d4 damage); Abilities: Fish (Wis), Haggle (Cha), Spells; Spells: first aid x2, mending x2, charm person, entangle, shillelagh, magic missile, speak with animals; Languages: Tharbriana, Alryan (thick brogue); Str 13, Dex 14\*, Con 4, Int 9, Wis 13\*, Cha 13\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, wand of mage hand (9 charges) and a talisman of summon swarm (5 charges)) Mama Maira is an old Tharbriana crone, stooped and gray-haired, with wrinkled face and rheumy eyes; unfortunately, her apparent age and weakened condition (both lost Constitution and energy levels) is the result of a curse cast by an enemy sorcerer, as Maira is merely 27 years old! Originally from Modron, she has come to the City State seeking her enemy, who thinks her dead. She knows he has a taste for fresh fish, and so she sells such across the City State. She can be found anywhere on the west side, but is most often in the Noble Quarter, in the Royal Market, as that is where she figures she will most likely find some sign of him. Her two-wheeled, gaily painted cart is pulled by a charmed goblin, **SNARBLIX** (LE, HD 1d6, HP 5, who has been charmed by her for so long he is absolutely loyal). Maira is up early and buys only the best fish from the fishermen on the Seafront Quarter; she also often has fish shipped in

from afar, as her quarry enjoys rare viands. **Prices:** small fish two for 1 cp, medium fish 2 cp, large fish 5 cp, fish from Modron x3 (65% chance), fish from the Winedark Sea x10 (26% chance), rare fish x3 (7% chance). **Cash Box** contains 10d10 cp, 10d10 sp, and 1d10 x 1d6. **Disposition:** 1) Short Tempered, 2) Morbid, 3) Wistful, 4) Merry, 5) Foretelling, or 6) Wrathful. *Rumor: Anoethin, Patriarch-King of Modron, seeks adventurers to recover the Blinding Blade, a long sword once wielded by a great paladin of Mitra and lost in the Dearthwood.*

**40. FOOD, FRESH MEATS: GORRIE THE GHASTLY** (CE male Half-Orc (Alryan/Wild Orc of the Purple Claw) 2nd level Fighter; SL General 2; HD 2d10+4, HP 17; AC 10 (No Armor); Attacks: Hand Axe (+5 BtH, 1d6+3 damage); Abilities: Darkvision 60', Enhanced Sense of Smell, Martial Prowess, Resistant to Disease, Weapon Specialization (Hand Axe); Languages: Orcish, Alryan; Str 16\*, Dex 10, Con 17\*, Int 11, Wis 10, Cha 7; carries 1d6 cp) This half-orc is actually not unpleasant looking, merely being slightly hunched and mush-faced with large incisors and scraggly black hair; it is his table manners and etiquette that are ghastly. Gorrie is an indentured servant of Santotak the Alley Butcher off of Guardsman’s Road. Holvar the Cleaver, the assistant butcher, came up with the idea of selling their cuts and sausages further afield in the city, and so Gorrie goes forth every morning with a pushcart piled with meat... long pork, not that such is ever mentioned, even in poor company. It is usually represented as pork or beef. Gorrie usually pushes his two-wheeled cart through the streets and alleys of the Common Quarter, though sometimes he can be found as far west as the Seafront Quarter and the Fish Market. He’s very loyal to Santotak and really likes his job, considering it a great improvement upon scraping by on nuts and bark in the Dearthwood, where he was an outcast of his Wild Orc clan. He’s always on the lookout for potential “raw material,” especially lone drunks, old beggars, and street urchins. **Prices:** large smoked sausages five for 1 cp, spiced sausages two for 1 cp, chops 3 cp each, riblets 4 cp per handful, bacon 5 cp per rasher, brain pudding 1 sp per pot, whole ham 5 sp; each meal on such invites a 1% cumulative chance of contracting Brain Rot and attendant Madness. Use of the charcoal brazier to cook your meal on the spot costs 1 cp. **Cash Box** contains 10d10 cp and 5d10 sp. **Disposition:** 1) Bored, 2) Grumpy, 3) Nose-Pickingly Bored, 4) Hungry, 5) Gassy,

or 6) Scheming. *Rumor: I wuz down at da Prancing Ki-Rin, ya know, dat saloon off Cutpurse Row, havin myself a Goblin & Tonic and a bit of a dance under a dancin' wench, ya know, an da dancer, she done mentioned dat dere was tunnels beneath da city an dat dragons and demons lived dere wit lotsa gold and gems and stuff.*

#### **41. FOOD, FRESH MEATS: SWAYNE STIKKER**

(LG male Woodman (Alryan) 4th level Ranger; SL General 5 (Royal Boar Clan); HD 4d10, HP 15; AC 14 (Mail Shirt); Attacks: Cleaver (+4 BtH, 1d6+1 damage); Abilities: Butcher (Dex), Combat Marauder, Conceal (Dex), Delay/Neutralize Poison (Wis), Move Silently (Dex), Scale (Dex), Traps (Wis), Survival (Wis), Track (Wis); Languages: Alryan (backwoods accent), Dunael, Orcish; Str 15\*, Dex 11, Con 10, Int 13, Wis 13\*, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp) This lanky, tanned Woodman is of a long line of Alryan settlers in the Dearthwood; as with most such families, he has a touch of Dunael blood. Unfortunately, the old ways ran weak in his line, and though he took early to ranger training, he could not keep up with the other rangers, and so when he washed out of training he took to hunting and butchering wild boar and other game. He is usually found at the South Market at the Gate of the Gods or otherwise along Regal Street, between the Thieves Quarter and the Common Quarter. His small four-wheeled wagon, drawn by two shaggy forest ponies, opens on one side with a stair up to a counter, where he does all business. He has been known to hire out as a guide in the Dearthwood from time to time, but only with Good types and for no less than 10 gp per day plus a half-share in all treasure found and loot taken. **Prices:** beaver steaks or otter tongue 1 cp, whole wild hare 2 cp, whole wild chicken 3 cp, leg or ribs of wild goat 1 sp, leg or ribs of wild sheep 2 sp, ham or ribs of wild boar or venison 4 sp. **Cash Box** contains 10d10 cp, 10d10 sp, and 8d10 gp. **Disposition:** 1) Busy, 2) Helpful, 3) Thoughtful, 4) Sad, 5) Grumpy, or 6) Kind. *Rumor: Knights in black armor and capes have been seen riding the Old South Road of late; they appear out of swirling mists and attack travelers at random.*

#### **42. FOOD, FRESH VEGETABLES & GRAINS:**

**FERGO FIFOOT** (LN male Dark Shire Halfling 3rd level Fighter; SL Merchant 5; HD 3d10, HP 20; AC 10 (No Armor); Attacks: Pitchfork (+5 BtH, 1d8+2 damage); Abilities: Farm (Wis), Haggle (Cha), Fearless, Hide (Dex), Move Silently (Dex), Duskvision, Resistant, Weapon

*Specialization (Pitchfork); Languages: Halfling, Alryan; Str 14\*, Dex 11, Con 9, Int 10, Wis 15\*, Cha 12; carries 2d6 cp, 2d6 sp, and 1d8 gp) This plump, merry shire gaffer has curly graying-brown hair, brown eyes, deeply tanned skin, and large feet covered with curly brown hair; he wears simple peasant clothing in subdued reds and browns. His simple fashion and demeanor belies his wealth, as he is one of the richest halfling farmers of Darkfield Vale. He is usually found on Ox-Cart Road or in the Square of the Gods; unlike most farmers who just stop short after entering the gates, he brings his wares into the city, and thus commands a better price. His wagon is a simple, large farming wain, piled high with sacks of grains and vegetables (in winter, usually potatoes and other roots). His three youngest sons, **FARGO**, **FUNGO**, and **FILGO** (LN Dark Shire Halflings; HD 1d8, HP 8, 5, 4, AC 12; Daggers) help him and watch the wagon while he is chatting away with customers. He especially loves to chat with adventuring types, reminiscing about the days when he was an adventurer himself, Fergo Firemaster he was known then, a mighty and loyal torch-bearer. After hearing his tales for their whole lives, Fargo and Filgo want nothing to do with adventuring, though Fungo might be hired for 1 gp/day plus a half-share. Fergo has a partial map of the 1st level of the Majestic Fastness that he will sell for 1,000 gp. **Prices:** (all items in season only, of course) apples 1 sp/#, barley 1 sp/#, cabbage 1 cp/head, carrots 1 sp/#, cucumbers 5 cp/#, grapes 7 cp/#, green beans 1 sp/#, honey 5 cp/pint, lentils 1 sp/#, lettuce 2 cp/head, maize 5 cp/#, Fifoot Mead 16 sp per 2-gallon keg, oats 5 cp/#, onions 5 cp/#, peas 1 sp/#, pickles 3 sp/quart, Fifoot Pipeweed 7 sp/#, potatoes 5 cp/#, squash 5 cp/#, rye 5 cp/#, strawberries 2 sp/#, tomatoes 8 cp/#, walnuts 3 sp/#, watermelon 5 cp/#, wheat 1 sp/#. **Cash Box** contains 10d10 cp, 10d10 sp, and 4d10 gp. **Disposition:** 1) Jolly, 2) Chatty, 3) Busy, 4) Very Chatty, 5) Mellow (smoking pipeweed), or 6) Wistful. *Rumor: I hear tell the dwarves of Thunderhold are hiring adventurers, paying good gold on top of salvage rights to scout out the situation in the Majestic Fastness. If I were but 30 years younger, I'd sign up meself.**

#### **43. FOOD, FRESH VEGETABLES & PRESERVES:**

**GUSTY GRIDLEY** (LE male Alryan 7th level Rogue; SL Merchant 5; HD 7d6, HP 18; AC 12 (Leather Coat + Dex); Attacks: Dagger (+2/+3 BtH, 1d4 damage); Abilities: Haggle (Cha), Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move

*Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Goblin, Thieves Cant; Str 9, Dex 13\*, Con 11, Int 13\*, Wis 12, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d8 gp)* Once lean, handsome, and dangerous, Gridley (then Gutsy for his bravery rather than Gusty for his boasting) is today obese, red-faced and jowly from fine wine and meats, and perhaps even more dangerous. He retired some years ago from adventuring and from the Thieves Guild to manage the farm he bought in Darkfield; he found that rather than growing his own foods to sell, he made better money by buying from neighboring farms and shipping it into the city. He is usually found in the Merchants and Thieves Quarters, starting in the north early in the morning near the Open Market, and ending at South Market later in the afternoon, selling the dregs of his fresh baskets and bags at half-price. He ends the day with a meal and a drink at the Pig & Whistle (with his cart in the alley next to the Thieves Guild, stationed in such a way as to hide from view the people and things removed from and placed in a secret compartment in the bed of the wagon). His wagon is very large and tall, as the bed consists of cabinets holding pickled and preserved goods (and masking the hidden compartment). He is assisted by three "hands," **ZOUCH JENKINS, TAFFY O'JONES, and RHYS DUFFER** (*LE 1st level Rogues; HD 1d6, HP 6, 5, 5, AC 13; Pitchforks and Daggers*) who work with the men at the guild to smuggle the goods into the wagon. **Prices:** (all items in season only, of course) Darkfield Ale 6 sp per 2-gallon keg, apples 14 cp/#, barley 12 cp/#, beets 8 cp/#, cabbage 2 cp/head, carrots 16 cp/#, Darkfield Brown Cottage Cheese 6 sp/#, Darkfield Brick Cheese 8 sp/#, Mermist Green Cheese (stinky but tasty) 16 sp/#, Mermist chilies 2 gp/#, Darkfield Cider 2 sp per 2-gallon keg, crabapple jelly 6 sp/pint, cucumbers 8 cp/#, Darkfield Ditchweed 5 sp/#, elderberry jam 14 sp/pint, eggs 1 sp/dozen, grapes 12 cp/#, green beans 18 cp/#, honey 1 sp/pint, lentils 14 cp/#, lettuce 3 cp/head, maize 1 sp/#, Darkfield Mead 2 gp per 2-gallon keg, oats 1 sp/#, onions 1 sp/#, peas 18 cp/#, pickles 5 sp/quart, Darkfield Pipeweed 1 gp/#, Mermist Lotus Pipeweed 10 gp/# (mixed with the lotus of the Mermist, CL 3 Int save or lose 1d3 Int for 1d3 days; if save is successful, a wizard can memorize one extra 1st level spell that fades in 1d3 days if not used), Mermist Scarlet Pipeweed 5 gp/# (steeped in the poison of the scarlet toad, CL 2 Wis save or suffer waking nightmares for 1d3 days), potatoes 8 cp/#,

squash 8 cp/#, rye 8 cp/#, Mermist Mild Salsa 2 gp/pint, Mermist Medium Salsa 3 gp/pint, Mermist Hot Salsa 4 gp/pint, Mermist Super-Spicy Toad Salsa 10 gp/pint (made with the poison of the Mermist scarlet toad, CL 0 Con save or burning diarrhea for 1d3 days), sauerkraut 8 sp/#, strawberries 4 sp/#, strawberry jam 6 sp/pint, strawberry preserves 1 gp/pint, tomatoes 14 cp/#, walnuts 6 sp/#, watermelon 1 sp/#, wheat 18 cp/#. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and has a 32% chance of having 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Helpful, 2) Jolly, 3) Angry, 4) Cunning, 5) Aloof, or 6) Hungry. **Rumor:** *A three-headed troll was spotted just outside of Haghill last week; they say it has been carrying away cattle.*

**44. FOOD, HOT TAMALES: CROAKER CAMAXTLI** (*LG male Tlanitlan 2nd level Cleric of Vicon; SL General 5 (Feathered Serpent Clan); HD 2d8, HP 13; AC 10 (No Armor); Attacks: Club (+2 BtH, 1d6+2 damage); Abilities: Haggle (Cha), Make Tamales (Wis), Spells, Turn Undead; Spells: detect evil, endure elements, first aid, purify food and drink, bless, cure light wounds, sanctuary; Languages: Tlanitlan, Alryan, Elvish, Draconic; Str 14, Dex 9, Con 10, Int 17\*, Wis 17\*, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus wears a silver holy symbol of Vicon (25 gp) on a jaguar-skin thong*) Croaker's family immigrated from Tlan 20 years ago when he was a teen, so unlike most members of the Feathered Serpent Clan (who after long generations of assimilation, are as Alryan as the next fellow), he actually is Tlanitlan. He stands 5'2" tall with deep brown skin, shiny black hair, and deep brown eyes; he wears the traditional clothing of his people, a white kilt with a jaguar-skin belt, jaguar-skin cape, sandals, and as part of the flash of his business, a tall crown made of maize stalks complete with ears and tassels. His pushcart is decorated with Tlanitlan glyphs representing good, pleasure, tastiness, maize, and prosperity, while the umbrella above is made from colorful feathers and preserved flowers. Steam rises from the deep, food-filled metal bowls, as they are heated continually from below with a charcoal brazier. There is a 14% chance that, when he touches a customer's hand while giving food or change, he has a vision of doom about the customer. He is usually found in the Open Market in the Merchant Quarter or otherwise on the Street of Crafts. **Prices:** nachos 1 cp, mild chilies 1 cp, refried beans 1 cp, churros 2 cp, cheese sauce 2 cp, maize tamales 2 cp, medium jalapeno

chilies 3 cp, Tlanitlan rice 4 cp, cold lemon beer 4 cp, pork tamales 5 cp, hot habanera chilies 6 cp, spicy hot ale 8 cp, beef tamales 1 sp, chocolate sauce 1 sp, hot chocolate 5 sp, insanely hot quetzalzacatlenango chilies 1 gp (CL0 Con save or waking visions for 1d24 hours). **Cash Box** contains 10d10 cp, 10d10 sp, and 2d20 gp. **Disposition:** 1) Verbose, 2) Helpful, 3) Jocular, 4) Boasting, 5) Beneficial, or 6) Whimsical. *Rumor: Some cousins of mine arrived from the far south last week; they say the civil war in Tlan is heating up again, and all sides are looking for mercenaries to serve in the war.*

**45. FOOD, ICED TREATS: PALZYRIAX THE PALE** (LG male Avalonian 8th level Ice Wizard; SL Guild (Magicians) 6; HD 8d4+8, HP 24; AC 12 (Ring + Dex); Attacks: Dagger (+2/+3 BtH, 1d4 damage); Abilities: Immunity (Natural Cold), Resistance (Magic Cold), Spells, Susceptibility (Fire, Heat); Spells: chill touch x5, freezing hands x5, continual chill x2, cryotechnics, cold burst, glacial wind, fly, ice storm, wall of ice; Languages: Avalonian, Valonar, Alryan (heavily accented); Str 9, Dex 14\*, Con 13, Int 14\*, Wis 13, Cha 10\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, wears a ring of protection +1, and carries a wand of dispel magic (46 charges)) This wizard has pale blue skin that is cold to the touch, platinum blonde hair, glittering blue eyes the color of glacial ice, and deep blue lips; he wears robes of blue, white, and silver, with curled shoes topped with silver bells (10 gp). An émigré from Valon, Palzyriax sells iced refreshments in the streets, the better to get the locals to appreciate the cold, chill ways of the north. His treats being quite expensive, he operates in the Noble Quarter, usually in the Royal Market at the Grand Gate or along Twilight Road; he is never found in the Plaza of Profuse Pleasures, as he finds it too savagely decadent. His wagon, the size of a pushcart, floats using a permanent *floating disk* spell; it is made of steel, with many doors on the top and sides, and is frosty year-round. A tall, wide, blue-and-silver-striped umbrella stands from the center, to keep Palzyriax in the shade, especially in summer. Treats are scooped out and served in small silver bowls (1 gp) with a silver spoon (8 sp) that must be returned. He desires the fabled Frost Staff of Fiormizath, said to be lost in Barbarian Altanis centuries ago, and seeks like-minded adventurers to assist him on his quest; possession of the staff would make him a Master Wizard in the Magician's Guild, and as he is very socially conscious, he is desperate to find the staff. **Prices** (per serving): ice ball 1 sp, fruity

ice ball 5 sp, ice milk 1 gp, vanilla or mint ice milk 2 gp, strawberry ice milk 3 gp, chocolate ice milk 10 gp. He can also deliver such treats for special occasions in 2-gallon kegs (each holds 32 servings) for merely 25x the single serving cost. He also sells containers with *continual chill* enchantment: silver bowl 25 gp, silver stein 50 gp, silver storage keg (2 gallons) 100 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x1d3 (x2d3 in summer) gp, and a 20% chance of 1d6 gems each worth 10 to 100 gp. **Disposition:** 1) Helpful, 2) Kind, 3) Lecturing, 4) Insulted, 5) Aloof, or 6) Chillin'. *Rumor: I'm not one to spread rumors, but... they say that Stewart Morgadan, that petty little hedge wizard who works under Major-Domo Gwaul in the Silverlight Palace... yes, that nasty little fellow... well, apparently he lost his wand of cold while on a misadventure in the Dearthwood.*

**46. FOOD, KHALAV KHALASH: ZHUTROS TIBORI** (N male Orichalan (?) Normal Human; SL General 4; HD 1d8, HP 1; AC 10 (No Armor); Attacks: Khalash Stick (-1 BtH, 1d3-1 damage); Abilities: Catch Rats (Dex), Make Khalav Khalash (Int); Languages: Orichalan Dialect, Alryan (somewhat, and grossly accented); Str 7, Dex 11\*, Con 9, Int 9\*, Wis 9, Cha 11\*; carries 1d6 cp) Zhutros is of median height and broad build, with swarthy purple skin, black hair (very hirsute), and dull purple eyes; he wears cast-off lousy clothing (19% chance of getting lice if you stand too close to him), usually formerly worn by sailors. This strange fellow was found floating in the estuary by a passing merchant ship and taken on board; fortunately for him, they were not interested in taking him as a slave. They couldn't understand a word he said, so they simply dropped him off at their next port-of-call, the City State. He looks much like a Roglo or Chaelo, and such folk aver that his language is similar to theirs, but mostly indecipherable. He has no real skills, and from what little he can get across to others, it seems that he was the town drunk, wherever it was that he was from, which he claims was a small town on an island in the sea. In his months in the City State, he has mastered perhaps two score Alryan words. He still resides in the Seafront District and sells his wares in the Fish Market and along Water-Rat Road; he hasn't really explored much further into the city, however, as the locals are getting wise to the qualities of his wares, he will soon have to move on if he wants to stay in business. Nobody's bothered to kill him yet, as he has nothing of any value. He pushes around a small four-



wheeled pushcart with a tattered umbrella, calling out his wares in his gravelly voice; the pushcart has a brazier on one end where the khalav khalash cook, a dirty pot where uncooked khalav meat sits, a dirtier pot holding khalash sticks, and a keg filled with bar rag squeezings flavored with cast-off crab chitin. **Prices:** Khalav Khalash 1 cp (wharf rat on a stick, 44% chance of Grippe), jack of Itzalmirzak 1 cp (ungodly swill, 33% chance of Dysentery, 10% chance cumulative per jack of Explosive Incontinence for 1d3 days). **Cash Box** contains 1d30 cp. **Disposition:** 1) Mysterious, 2) Indecipherable, 3) Impatient, 4) Angry, 5) Bored, or 6) Silent. *Rumor: Yum yum, Khalav Khalash? Hah? Drinky drinky Itzalmirzak? Hah? Gruta na treeah poolos Itzalmirzak ii Khalav Khalash? Wahn penneeah each, hah? You buy now, yes? Yum yum!*

**47. FOOD, LIVE ANIMALS: IOMHAR ILLEFOSTER** (NE male Alryan/Tharbriana 4th level Rogue; SL General 5 (Black Rogue Clan); HD 4d6-4, HP 6; AC 12 (Leather Coat + Dex); Attacks: Staff (+1 BtH, 1d6 damage); Abilities: Haggle (Cha), Herdsman (Wis), Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Tharbrian, Thieves Cant; Str 9, Dex 14\*, Con 7, Int 11, Wis 12\*, Cha 12\*; carries 2d6 cp, 2d6 sp, and 1d8 gp) This thin, ill-favored fellow has greasy brownish hair, a pock-marked face with a scar across his chin, muddy brown eyes, and pale skin usually dingy and covered with muck; he wears a dirty gray tunic with a rope belt, dingy brown leggings, and wooden clogs. He's a shepherd on the verge of the Troll Fens, and once a week (usually Fridays) he drives sheep, goats, and whatever else he can "find" along the way, to the City State. He's usually found in the grassy area behind the Smith and Saddle Shop on By-Water Road, near the Royal Market at Grand Gate; there he sells his lot to a "cousin" who lives in the Thieves Quarter, though while waiting (1d12 hours) he happily sells to any passers-by. He assures all buyers that any odd brands they may notice are merely due to the fact that he sells for "friends" from his home hamlet and the areas in-between. His wagon is a rickety farm wain drawn by two oxen (not for sale), and usually contains swine, goat kids, chickens, rabbits, and such human prey as he's been able to grab, usually small children and young lovely maidens from the border hamlets. He's assisted by his friend, **TOMMY HALFTROW** (CE male Troll-Blooded Alryan 1st level Fighter;

HD 1d10+2, HP 10, AC 12; *Nail-Girt Club* 1d6+4; regenerates 1 hp/hour after the first hour). **Prices:** (number available) chicken or rabbit 1 cp (4d6 each), goat kid or sucking pig 1 sp (2d6 each), goat 5 sp (2d6), sheep or yearling pig 1 gp (2d6 each), pig 2 gp (75% chance 1d6), cow 5 gp (50% chance 1d3), ox or pony 10 gp (25% chance), light horse 50 gp (10% chance); baby boy 3 gp, baby girl 4 gp, boy child 5 gp, girl child 6 gp, young maiden 8 gp, pretty young maiden (Cha 13+) 10 gp (12% chance of 1d3 of each). There's an 11% chance that any one critter is diseased, and anyone who eats of the flesh will get the Grippe. **Cash Box** contains 10d10 cp, 5d10 sp, and a 24% chance of 1d100 gp. **Disposition:** 1) Fickle, 2) Restless, 3) Antagonistic, 4) Bored, 5) Hungry, or 6) Sadistic. *Rumor: Mervyn the Mauwe, the Wizard of the Twisted Tower two miles west of the City State, is taking on new apprentices.*

**48. FOOD, PASTRIES: LOVELY LILY LONGBOTTOM** (NG female City Halfling 1st level Cleric of Limtram; SL General 5 (Golden Grains Clan); HD 1d8+1, HP 5; AC 10 (No Armor); Attacks: Bread Knife (+0 BtH, 1d3 damage); Abilities: Bake (Wis), Haggle (Cha), Spells, Turn Undead; Spells: first aid, purify food and drink x2, cure light wounds, sanctuary; Languages: Halfling, Alryan; Str 10, Dex 12, Con 15, Int 11, Wis 16\*, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus wears a silver holy symbol of Limtram (25 gp) on a silver chain (10 gp)) Lovely Lily is a tall, well-formed halfling maiden, with curly golden hair, rosy cheeks, blue-green eyes, and pale cream skin; she wears a demure dress of blue and yellow with a white apron, and sandals. She is kind-hearted, somewhat naïve, and loves elves. She usually sells her pastries in the Square of the Gods and the Open Market in the Merchants Quarter. Her small two-wheeled cart is pulled by two tall, strong mastiffs, completely loyal (will defend her to the death), **SCREWJAWS** and **SHAKETAIL** (HD 2d8, HP 15, 14, AC 13; as Wolves). Ralibarn the Wise, the Patriarch of Odin, has a special fondness for Lily's orange cake; he would be most wroth if anything untoward happened to her! **Prices:** sticky bun 3 cp, cinnamon or honey bun 5 cp, apple fritter 8 cp, apple or cherry or strawberry tart 1 sp, mincemeat tart 15 cp, gingerbread slice or lemon tart 2 sp, orange cake slice 25 cp, chocolate cake slice 5 sp; add powdered sugar to any one for 1 sp. Whole cakes available at 10x cost, have 16 slices. **Cash Box** contains 10d10 cp, 10d10 sp, and 2d20. **Disposition:** 1) Sweet, 2) Playful, 3) Merry,

4) Moody, 5) Super Sweet, or 6) Sad. *Rumor: The Seven Winds, a merchant ship out of Rallu, just docked at the port loaded with goods from Tlan, Lenap, and Ghinor; I hope they have some chocolate! It's been hard to find lately...*

**49. FOOD, PASTRIES: CRUSTY CLANCY** (N male Alryan/Tharbriana 5th level Rogue; SL Guild (Sailors) 6; HD 5d6, HP 23; AC 12 (Dex); Attacks: *Belaying Pin* (+2 BtH, 1d4 damage); Abilities: *Haggle (Cha)*, *Sailor (Dex)*, *Back Attack*, *Climb (Dex)*, *Decipher Script (Int)*, *Hide (Dex)*, *Listen (Wis)*, *Move Silently (Dex)*, *Open Locks (Dex)*, *Pick Pocket (Dex)*, *Traps (Int)*, *Sneak Attack*; Languages: Alryan, Tharbriana, Skandik, Thieves Cant, Pirate Parlay; Str 10, Dex 17\*, Con 11, Int 13\*, Wis 7, Cha 12\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, a scroll case with his letters of marque and a map to a 5,000 gp treasure on an island in the Silver Sea, and a wears a sassy, semi-intelligent green parrot on his shoulder) This vendor is an old man, with graying red hair and beard, a ruddy red wrinkled face, a long carrot-like nose, and rheumy blue eyes; he wears classic pirate gear, including a big black hat with skull and crossbones. He is cantankerous, miserly, and salty in his speech and manners. An old, broken-down sailor and former part-time privateer, Clancey lost his ship to a giant squid several years ago, and since then no one will sail with him (or let him sail with them). Fortunately, he discovered an amazing recipe for fish and crab pastries in a port in Karak, and has been living on the proceeds of the sales of the pastries. He usually is found in the Royal Market at the Grand Gate or in the Noble Quarter along Twilight Road (he's got enemies in the Seafront Quarter, notably Plankton Pete, the scurviest sailor of the seven seas). His wagon is decorated like an old ship, and is in fact made from old planks of his ship, complete with portholes! He is assisted by **SCAPSKULL BOB** (CG bubbly baker and cook) and **SID THE SQUID** (LN grumpy front-man and accordion-player). Crusty Clancy sings sea shanties and dances jigs while Sid the Squid plays the accordion and Scapskull Bob bakes and cooks the orders and serves them. **Prices:** river-fish pot pie or coral crisps (fried potatoes with spicy fish dip) 1 sp, trout tart or Brezal Brew Beer 2 sp, crawfish cup or seaweed stew 3 sp, Croy Island Ale 4 sp, whitefish sandwich 5 sp, clam chowder 8 sp, Clancy's Crab Cake or shark-fin soup 1 gp, boiled crab legs 2 gp, giant crab steak 5 gp; add grated cheese or melted butter to any dish 5 cp, add a dash of pepper 1 sp. **Cash Box** (built into the wagon with triple-

thick walls and a scythe trap) usually contains 10d10 cp, 10d10 sp, and 10d10 gp. **Disposition:** 1) Greedy, 2) Angry, 3) Lecherous, 4) Bored, 5) Enraged, or 6) Very Greedy. *Rumor: Civil war be brewing in Tarantis, aye, that be what I hear, arrrr. Scuttlebut be that Greataust II was not killed years ago, but that he'd been taken by the Karakhans and now his son by a Karakhan princess has returned to take the city for himself and the Karakhan king!*

**50. FOOD, TRAIL RATIONS: LANKY LLEWELLYN** (LN male Altanian/Tharbriana 1st level Ranger; SL General 5 (Royal Boar Clan); HD 1d10, HP 1; AC 8 (Dex); Attacks: *Dagger* (+2/-2 BtH, 1d4+2 damage); Abilities: *Haggle (Cha)*, *Combat Marauder*, *Conceal (Dex)*, *Delay/Neutralize Poison (Wis)*, *Move Silently (Dex)*, *Scale (Dex)*, *Traps (Wis)*, *Survival (Wis)*, *Track (Wis)*; Languages: Altanian, Tharbriana, Alryan (thickly accented, harsh brogue); Str 17\*, Dex 5\*, Con 10, Int 6, Wis 12\*, Cha 10; carries 2d6 cp, 2d6 sp, 1d8 gp, and uses a cloth-wrapped walking cane that is actually a magical +2 broad sword) Tall and thin, this once handsome man has been terribly scarred physically and mentally by an encounter with a wraith and a lich (he used to be 7th level with Dex and Int of 14 each). His skin is pale, his hair is prematurely white, and his eyes are a pale blue; he wears old clothes that are often a bit grungy. He lives in a hovel in the Dearthwood, not far from the Redoubt of the Dead. He gathers nuts, berries, and other preserve-able foods, processes them, and sells them to adventurers and merchants. He usually sells his wares at the South Market at the Gate of the Gods, though he can also be encountered on south Regal Street and Silver Street. His wagon is a simple two-wheeled hay cart drawn by a donkey. He does not talk much, and generally does not like to haggle. Though he knows the Dearthwood well, he cannot be convinced to act as a guide unless there is the promise of some sort of fantastic restorative magic at the destination, in which case he will act as a guide merely for a half-share. **Prices:** trail rations 5 sp per pound (nuts, dried berries, fruits, and the like, really only half a ration per 1/2 pound, need dried meats for a full meal) **Cash Box** contains 10d10 cp, 10d10 sp, and 2d20 gp. **Disposition:** 1) Quiet, 2) Passive, 3) Wistful, 4) Angry, 5) Glum, or 6) Brooding. *Rumor: Trolls have been seen near the Palisade Ruins lately; they apparently have been bothering the Black Wizard, as smoke and flames were seen there the other day by passing elves.*

### 51. FORTUNE TELLER: KERENSA YTHELOK

(CE female Tharbeo 1st level Wizard; SL General 4; HD 1d4, HP 2 (6 with familiar); AC 10 (No Armor); Attacks: Dagger (+1/+0 BtH, 1d4+1 damage); Abilities: Act (Cha), Haggle (Cha), Familiar (Alzreax, a black cat), Spells; Spells: dancing lights, ghost sound, mage hand, prestidigitation, charm person x2, sleep; Languages: Tharbeo, Alryan, Goblin, Orcish; Str 13, Dex 9, Con 11, Int 16\*, Wis 10\*, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d4 gp) This “seeress” fits the classic Tharbeo type: short and light of build, pale skinned with many freckles, long red hair, and green eyes often twinkling with mischief; she wears traditional Tharbeo costume, an ankle-length blue dress with a red corset, the corset being decorated with gold stars, moons, and suns, plus a red head scarf and large hoop earrings (look to be gold, but are fakes, 1 sp each) and a large, wide ring on her right hand with a fake eye (5 gp). She usually operates in the Common and Thieves Quarters, where her mummery is more likely to work on the marks, as she has no real fortune telling abilities; she is often found at the South Market at the Gate of the Gods. Her wagon is a traditional Tharbeo gypsy-wagon, drawn by white and black geldings and painted red with stars, moons, and suns. The inside of the wagon has a round table with several chairs; a large crystal ball (glass, worth 10 gp) sits at the center; she uses her cantrips and acting to make her readings seem plausible (works on most common folk), and when that doesn’t work uses *charm person* to simply get the mark to be her friend and hand over some cash. When all else fails, or at the end of the day when a likely victim is available, she uses sleep to take them out, then she and her assistant leave town, slit the mark’s throat, and dump the body in the Dearthwood. She is assisted by her charmed lover, **GRICE SNAFFLER** (CE male Alryan 1st level Fighter; HD 1d10, HP 5; AC 14 (Studded Leather + Dex); Staff (+3 BtH, 1d6+2 damage)) who calms down angry marks with a tap of his club. **Prices:** 2 cp to 10 gp, depending on her evaluation of the wealth of the mark. **Cash Box** contains 5d10 cp, 5d10 sp, a 16% chance of 5d10 gp, and a separate 16% chance of the carried wealth of 1d4 random types (armor is sold to One-Arm Warlak (#04), weapons to Amiable Alfonse (#98) and on occasion, bodies are sold to Santotak the Alley Butcher off Guardsman’s Road). **Disposition:** 1) Sneering, 2) Cunning, 3) Angry, 4) Ardent, 5) Sly, or 6) Greedy. **Rumor:** A marid has appeared at the Caravan Crossing on the Old South Road, and demands a toll for every man, horse, and wagon that passes across the estuary.

### 52. GAMBLER: HONORABLE HO-CHANG

(LE male Half-Orc (Alryan/Naga Orc) 7th level Rogue; SL Guild (Thieves) 5; HD 7d6, HP 25; AC 12 (Dex); Attacks: Dagger (+2/+4 BtH, 1d4 damage); Abilities: Gamble (Dex), Darkvision 60’, Enhanced Sense of Smell, Martial Prowess, Resistant to Disease, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Naga Orc, Karakhan, Thieves Cant; Str 11, Dex 16\*, Con 9, Int 13, Wis 9, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, and a jade spider necklace with six remaining spider orbs (each can be thrown as per a web spell)) This half-orc looks remarkably human; his only orcish features are his red eyes, fanged teeth, and slightly clawed hands; his ears also have a bit of a sweep and point to them, and are remarkably hairy. He dresses like a Mandarin of the Kingdom of Karak, with fine silk robes and slippers of green and gold, a tall black conical hat, and a fan depicting dragons and phoenixes. He runs three games: Karakhan Craps 16% house odds, Wheel of Fortune 32% house odds, and Find the Phoenix (Three-Card-Monte) 48% house odds. He usually operates in the Common and Thieves Quarters, often in the South Market, pinching the common folk of their hard-earned pennies. He has three pushcarts, one for each game, each run by an Alryan or Tharbriana wench dressed like a Karakhan princess, **BING-BING, LING-LING,** and **PING-PING** (actually Brynna, Liadhan, and Petra, all 2nd level Thieves with Dex and Cha 15+, available for a night’s entertainment for 5 to 30 gp). Each cart bears the protection sigils of the Thieves Guild, Assassin Guild, and the Jade Naga Clan. **Prices:** Place your bets and take your chances, there is no limit on bets (though winnings greater than the cash box take 1d4 hours to pay off). **Cash Box** contains 10d10 cp, 10d10 sp, and 10d10 gp, plus a 16% chance of 1d4 gems, treasure maps, deeds, etc. **Disposition:** 1) Mysterious, 2) Aloof, 3) Wrathful, 4) Merry, 5) Inscrutable, or 6) Bored. **Rumor:** Viceroy Rathsvith of the Silverlight Palace has apparently lost his Royal Seal; he seeks adventurers with discretion to find the thief who stole it and return it to him before the Overlord discovers the theft.

### 53. GAMBLER: COLWYN CRAPSMASER

(CE male Alryan 2nd level Rogue; SL General 4; HD 2d6+4, HP 13; AC 14 (Leather Coat + Dex); Attacks: Dagger (+1/+4 BtH, 1d4 damage); Abilities: Gamble (Dex), Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks

(Dex), Pick Pocket (Dex), Traps (Int); Languages: Alryan, Goblin, Thieves Cant; Str 11, Dex 18\*, Con 16\*, Int 15\*, Wis 13, Cha 7; carries 2d6 cp, 2d6 sp, 1d4 gp, and has a pair of crooked dice up each sleeve) This ruffian is of median height and build, with dark brown shoulder-length hair, hazel eyes, and suntan skin; he wears a long dark green tunic under his leather coat, dark brown leggings, and tall soft black boots. Colwyn is a young, brash rogue who thinks he's too good for the Guild. When not planning his next burglary, he likes to gamble with marks in the street; he prefers craps (house odds 54%) or three-card-monte (36% house odds), but is game to play anything, as if he loses big, he'll just follow the mark (or lead him astray to "make good on the bet"), slit his throat, and take his coin pouch anyway. He usually operates in the Fish Market in the Seafront Quarter or in the Merchant Quarter, as things are too hot for him lately in the Thieves Quarter; he is often found nights in front of the Balor's Eye on Barter Street, fleecing the rich and drunk partygoers. He carries a folding table-in-a-box on his back that can be dropped or picked up clean in a single round; it contains dice, a deck of (marked) cards, dominoes, draughts, and a chess set. **Prices:** Colwyn likes to keep the bets lower than 5 gp, so as not to attract too much attention from constables and the Guild; he's not totally stupid. Still, there's a 12% chance at any time (36% at night in front of the Balor's Eye) of a group of 2d4 Guild legbreakers (1st level Fighters led by a 2nd level Rogue) breaking up a game to punish Colwyn and his "customers." **Cash Box** contains 10d10 cp, 10d10 sp, and 1d10 x (CL 0 Gambling check - 12) gp, with an 18% chance of 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Greedy, 2) Arrogant, 3) Chummy, 4) Lusty, 5) Angry, or 6) Cunning. *Rumor: There was a big fight at the Cut-Throat Inn last night; three dead, seventeen wounded, and they say that a magic sword, recently recovered from ruins in Barbarian Altanis, was lost in the confusion.*

**54. GLASSWARE, USED: GIMCRACK GEEBO** (LE male Goblin 3rd level Rogue; SL General 2 (Goblin); HD 3d6, HP 12; AC 13 (Leather Coat + Size + Dex); Attacks: Broken Bottle (+1 BtH, 1d4 damage); Abilities: Haggle (Cha), Darkvision 60 ft., Digger, Immunity (Disease), Light Sensitivity, Back Attack, Climb (Dex +2), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex +2), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Languages: Goblin, Alryan, Thieves Cant; Str 10, Dex 15\*, Con 11, Int 12, Wis 13, Cha

16\*; carries 1d6 cp) This small goblin stands three feet tall and looks like a large, bipedal rat wearing cast-off garish clothing and a jaunty top hat; truth be told he is as much giant rat as goblin, for the Rhaddjack clan, like many goblins, is not very picky about their mates. He sells glassware salvaged from trash piles and stolen from cellars, though all is advertised merely as "used." His cart is a rickety two-wheeler pulled by two burly, more humanoid-looking cousins, **SLEEB** and **NOBBO** (LE goblins; HD 1d6, HP 6, 5, AC 15). They are usually found in the Thieves and Common Quarters, most often on Old South Road or the large alley south of Caravan Street. Geebo isn't a member of the Thieves Guild and rarely does any thieving in the streets or by daylight, but if one needs a job done that requires more discretion than the Thieves Guild may provide (such as against a Guild-protected merchant) Geebo's your man... or goblin. Rat? Whatever. He's also a contact for the intelligent bipedal rats and mice that live in a city under the city. **Prices:** all glass items range from 1 to 10 cp, depending on the size and quality. **Cash Box** contains 5d10 cp and 2d10 sp. **Disposition:** 1) Annoyed, 2) Wish-Washy, 3) Hungry, 4) Bored, 5) Cunning, or 6) Helpful. *Rumor: I gots a cousin who sez he done seen dese shinin' oibs fulla lightning' down in da cellars beneat' da Skool o' Ancient Knowlitch. Sebben lvels down dey was, an dey glowed blue, an' one o' da boys... I mean, one o' his boys tetched it, he did, and den he dissapeart' in a blast o' blue flames. Blue flames!*

**55. GUIDE, DEARTHWOOD: ANGRIDHEL HEARTBREAKER** (LG female Elf-Blooded Amazon 8th level Ranger; SL General 5 (She-Devil Clan); HD 8d10, HP 64; AC 18 (magical Mail Hauberk +2 + Dex); Attacks: magical +3 Broadsword (+12 BtH, 2d4+5 damage) or long composite bow (+8 BtH, 1d8 damage, 110 ft. range); Abilities: Haggle (Cha), Battle Dancer, Empathy (+2 Cha checks), Combat Marauder, Conceal (Dex), Delay/Neutralize Poison (Wis), Move Silently (Dex), Scale (Dex), Traps (Wis), Survival (Wis), Track (Wis); Favored Enemy (Orcs); Languages: Amazon, Dunael, Alryan, Elvish; Str 16\*, Dex 13, Con 12, Int 13, Wis 15\*, Cha 18\*; carries 2d6 cp, 2d6 sp, and 1d8 gp (she keeps significant gold on deposit with the goldsmith Thogar Akmid on Twilight Road and a bag of gems on deposit with the jeweler Strong Thintway on Wailing Street), plus wears a silver holy symbol of Cilborith (25 gp) on a leather thong) Angridhel is drop-dead gorgeous, standing 5'11" tall with a muscular and heroically proportioned yet very

feminine build, with long raven black hair, tanned skin, blue eyes, and perfect white teeth; she is 26 years old though still in the full bloom of youth, thanks to her Elf blood. She wears green and brown in wool and leather in addition to her mail hauberk, which in the forest is covered with a greenish-gray full-length hooded cloak (not an elven cloak of fable, though she dearly wishes she had one). Born to a mercenary Amazon by a half-elven Dunael father, she lost her mother at eight years of age and was raised by her father in the Dearthwood; he was slain in the Wild Orc Uprising 14 years ago, so from age 12 she was raised by her half-elven grandmother, who still lives in the Woodmen village of Aravir in the Dearthwood. Today she is a guide for travelers and adventurers in the Dearthwood; she knows well the Old Elf Road to Adderwood, and is a regular at the Cozy Cave of Esgalbar deep in the forest. She is usually found at the South Market at the Gate of the Gods on Regal Street; she offers her services to merchants as a guide to any settlement in the Dearthwood. Note that she is a guide, not a mercenary; though she will defend the group as well (or likely, better than) anyone, she is not orc-fodder to be pushed to the front. She tells people that if they specifically want other bodies to guard their own, they need to hire some mercenaries as well. That said she'd be game to go on an adventure for a full share in addition to her fee, especially if slaying orcs is in the offing. **Prices:** 1 gp per mile, one-way, plus 10% premium per person beyond the first; sample prices include Palisade Ruins 3 gp, Caravan Crossing 20 gp, Castle Valandur 25 gp, Aravir 30 gp, Greenwalls 35 gp, Cozy Cave 45 gp, Adderwood 70 gp. As she places her fee on deposit with her banker before she leaves the City State, she only carries an additional 5d10 cp, 3d10 sp, and 2d6 gp, plus 1d4 gems worth 10 to 50 gp each, for her personal expenses along the way. **Disposition:** 1) Helpful, 2) Passive, 3) Annoyed, 4) Friendly, 5) Tranquil, or 6) Beneficial. *Rumor:* Orcs were spotted on the ranger's side of the Black River recently, near the ruined castle at Black Pool.

**56. HARLOTS: PROCURESS ALAINE** (LE female Alryan 4th level Cleric of Shindra/Courtesan; SL Guild (Courtesan) 6; HD 4d7, HP 24; AC 10 (No Armor); Attacks: Dagger (+3/+2 BtH, 1d4+1 damage); Abilities: Haggler (Cha), Control Demons and Undead, Spells, Acrobatics (Dex), Courtesan (Cha), Dance (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Poisons (Int), Rumor Monger (Cha),

*Seduce (Cha), Sing (Cha); Spells: detect poison x2, endure elements, first aid, command x2, cure light wounds, cause fear, augury, delay poison, hold person; Languages: Alryan; Str 15, Dex 12, Con 12, Int 12\*, Wis 16\*, Cha 18\*; has no place to carry coin, but see extensive jewelry below)* This dusky-skinned, raven-haired temptress with blue eyes wears a silver and pearls tiara with veil (1,000 gp), long silver and pearl earrings (250 gp each), a silver torc (250 gp), silver and pearl armbands and anklets (150 gp each), 10 silver and pearl finger and toe rings (50 gp each), a 40-pearl waist chain (1,000 gp), and pearled silk slippers (120 gp each), and naught else! She is one of the richest and most powerful madams in the City State, rivaled in power with the Overlord's own favorite concubines. Her girls work in all quarters of the City State; she can be found in any quarter of the City State at any time, though she is often found in the Plaza of Profuse Pleasures starting at sundown, and favors the Noble and Merchant Quarters. She and Muliena the Lioness of the Happy Harpy get into screaming, clawing cat fights whenever they see each other on Festival Street. Her white wagon, carved with nude forms of males and females engaged in various pleasures, is open but topped with a silk awning. The inside is one vast couch, strewn with perfumed pillows; here and there are small tables atop which sit goblets of wine or jacks of ale for customers. The wagon is pulled by two huge white shire horses, and is driven by **HREGNAK THE OGRE** (CE, HD 4d8, HP 24; whip, wears only a large spiked iron codpiece with studded leather harness; enchanted to be completely loyal), while eight Amazon guards stand on the riding boards: **AFFABLE ARAX, BRAZEN BRUNA, DAGNY, EEVIN THE EVIL, GRANIA, JANSINE,** and **MARIS THE FROST-MAIDEN** (LN or LE Amazon 1st level Fighters; HD 1d10+1, HP 8, 3, 11, 2, 8, 10, 4, 5; AC 15 to 17 (Mail Bikini + Dex + Battle Dancer); Spear (+3 BtH, 1d6+2 damage, 20 ft. range; Cha 13 to 18); they are well paid and honor their contract, and are not for "hire," though one each night is allowed to "snipe" a handsome warrior customer if they wish (they do not charge, but are not looking for a relationship either).

The wagon drives around the city seeking customers; meanwhile, customers already in the wagon are served cider (2 cp), beer (5 cp), ale (1 sp), or spiced wine (2 gp) by the four nude serving wenches (available, as per prices below) If you don't have a drink in your hands, you don't ride in the wagon! Alaine is served and fanned by two young nude studs (male wenches,

essentially). Once a customer says what he is looking for, the wagon drives to where the girl is located, and then the services and price is settled upon and paid to Alaine. Alaine's harlots serves all social castes and levels, as well as all tastes; she even has some men in her stable, to serve women or otherwise. Alaine claims that all her workers are clean of disease (merely 7% chance of disease). **Prices:** (prices are for a single act (five minutes, give or take), 3x for a full hour, 10x price for an all-nighter, 2x to 10x for "extreme play," x 1/2 for Orc or male Troll, x2 for true Troll (i.e., female Troll) or Half-Elf, x3 for Elf or Houri) trull/slob 1 cp (Cha 11 or less), strumpet/swain 5 cp (Cha 12), trollop/hustler 1 sp (Cha 13), streetwalker/seducer 5 sp (Cha 14), tart/lothario 1 gp (Cha 15), wench/stud 5 gp (Cha 16+), doxy/gigolo 10 gp (Cha 16+, 1st level Courtesan), courtesan/hetaeros 50 gp (Cha 16+, 2nd to 4th level Courtesan), Aliene herself 100 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x 1d8 gp, and 1d6 gems worth 10 to 500 gp. **Disposition:** 1) Tender, 2) Ardent, 3) Erotic, 4) Excited, 5) Tired, or 6) Very Erotic. *Rumor: Tasso Garnet, the Overlord's current favorite courtesan, was terribly embarrassed last week at her her bi-monthly soiree when the roast pig stood up, danced on the dance floor, then ran out the door after taking a bite out of a peer's leg! Foul necromancy is suspected.*

**57. HEALER: DOWDY DEIRDRIU** (N female Altanian 5th level Psychic; SL General 4; HD 5d6-10, HP 10; AC 12 (Ring - Dex); Attacks: Dagger (+2/+1 BtH, 1d4 damage); Abilities: Detect Psychic Power, Empathy (Cure Disease, Cure Blindness and Deafness, Cure Wounds), Psychic Blast, Psychic Shield, Telekinesis; Languages: Altanian, Alryan (harsh accent); Str 10, Dex 7, Con 5, Int 11\*, Wis 11\*, Cha 17\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, wears a plain gold band that is actually a ring of protection +3) Once quite beautiful, Deirdriu is now old and stooped and withered with age and sorrow; like many of her people, she maintained her youthful vigor well into her 60s, and indeed up to the point where her whole clan was slaughtered by a pack of werewolves. Being the only survivor of the terrible attack broke her spirit; she lives now only to take revenge on the slayers of her children and grandchildren, who she has tracked to the City State (she does not yet know it, but they are in fact Gormgilla, Muirgel, and Mebd (see #97, Imported Weapons, below) on Damp Street). To keep from starving, she sells her psychic services in the streets; her prices are ridiculously low as she has no

need for money beyond the need to feed and shelter herself until she gains revenge (though she would like to leave a nest egg for Cormac). She lives in and works out of an old farming wain drawn by an old ox; the wagon is maintained and driven by **CORMAC** (CG male Altanian 12-year old boy, HD 1d8, HP 7, AC 12; Str 13 (will be 18 in four years at full growth), Int 13, Cha 13; broad sword; speaks only Altanian though is learning Alryan, wants to be a fighter or ranger if he survives his vengeance), an orphan she found at the site of one of the werewolves' attacks. He speaks little but adores his savior; he knows she plans to die once they have revenge, but believes it is the Will of the Gods. They are usually found in the Thieves or Commoners Quarters, most often in the South Market at the Gate of the Gods or along Regal Street. Thieves know to avoid the old hag, as she had to use *psychic blast* to melt a few rogues' brains to jelly when they first arrived. She seeks to gain the support of the Tiger Clan, an old and honored Altanian clan of the City State, but has not been able to make any contact with them yet. **Prices:** (prices depend on Deirdriu's perception of the customer's ability to pay) cure wounds 1 cp to 1 gp, cure blindness or deafness 5 cp to 5 gp, cure disease 1 sp to 10 gp. **Cash Box** contains 1d100 cp, 1d100 sp, 1d100 gp, and 1d4 gems worth 5 to 50 gp. **Disposition:** 1) Sad, 2) Angry, 3) Vengeful, 4) Helpful, 5) Bitter, or 6) Interested. *Rumor: There's talk among the common folk of the Traitor Baron lands that an uprising against their lords is in the works, and that there are clans among the free Altanians that have bound their honor to their aid. Rumor (Altanian-speakers only): The war drums of the Blood Gorger Orcs are heard again in the Ered Losthain; as we crossed the High Plains I saw signs of their scouts moving toward the lands of the Traitor Barons.*

**58. HERBALIST: OONA HALF-ELVEN, WITCH-QUEEN OF THE WESTERN DEARTHWOOD** (NG female Elven-Lineage Half-Elf (Alryan/Adderwood High Elf) 10th level White Witch; SL Gentry 12 (Matriarch) ; HD 10d4, HP 27; AC 11 (Dex); Attacks: Staff (+3 BtH, 1d6 damage); Abilities: Haggle (Cha), Herbalism (Wis), Empathy (+2 Cha checks), Move Silently (Dex), Spot Hidden Doors, Enhanced Senses, Spell Resistance +4, Second Sight, Spells; Spells: detect poison x2, detect magic x2, first aid, mage hand, charm person, cure light wounds, goodberry, obscuring fog, sanctuary, unseen servant, augury, detect thoughts x2, delay poison, lesser restoration, neutralize poison, plant growth, speak

with plants, control plants, repel vermin, remove curse, dispel evil, summon beasts or plants; Languages: Alryan, Elvish, Faerie; Str 11, Dex 15, Con 11, Int 10, Wis 13\*, Cha 16\*; carries 2d6 cp, 2d6 sp, and 5d20 gp, wears a ring of mage hand, a simple silver elven circlet upon her brow (200 gp), and carries a staff of evocation with 10 charges) Oona stands 5'8" with a light build, pale unblemished skin, long black hair, blue-green eyes, and red lips; she wears fine silk dresses of shimmering white and silver in elven styles, with a silver-threaded belt (20 gp) and silver-threaded silk slippers (100 gp). In her century of labors in the City State, she has seen much good, but also known much loss, for her shop was destroyed no less than five times in the first 20 years due to riot, rogues, and misadventure (and lost her husband in the last such event); ever since, she sells her goods only out of a wagon, and lives in a enchanted manor hidden by her magic in the Dearthwood. She is usually found in the Royal Market of the Noble Quarter, where more folk can afford her wares, but can also be found in the Merchants Quarter. Her wagon is of elven make, based on the designs of the Tharbeo gypsy-folk, and is enchanted so as to be able to move at full speed even in heavy forest, run effortlessly on top of water, is impervious to flames, is quite resistant to most other damage (magical weapons required to hit), and can turn *invisible* once per day as per the spell; the wagon transfers these abilities to its steeds, driver, and passengers. The wagon is drawn by two fey-touched white horses with feathered manes and silver hooves. She sits in the wagon upon a fine chair of elven make, around her on shelves all her wares; customers, after first being inspected with Second Sight, are ushered into her presence by **GORGOMIX THE GOBLIN-IMP** (N male Faerie Goblin; HD 3d4+3, HP 12, AC 17; abilities as per a Pixie), dressed in fine white and silver livery with a white top hat. Though she can haggle, there is a good chance (67%) that she will be offended by any low-balling of her prices, and require that the offender leave at once empty-handed. Her daughter is Oola Half-Elven, the Magical Stones merchant (#88, below). **Prices:** (she has literally hundreds of herbs, common 98%, uncommon 49%, rare 26%, and enchanted 13%, the following being just a few examples) enchanted aloe 10 gp (heals burn wounds at triple speed), uncommon anise 3 sp (cures upset stomach), enchanted belladonna 100 gp (80% chance to cure lycanthropy, though user is bedridden for one month), rare camphor 5 gp (cures 1 point of damage

per hour for 1d3 hours), enchanted cinnamon 20 gp (preserves cooked food as per iron rations), enchanted coffee beans 100 gp (when drunk warm after brewing, the imbiber cannot fall asleep, even magically, for 24 hours, after which he must sleep for 24 hours straight), enchanted comfrey 50 gp (immediately cures 1d8+1 points of damage, or removes paralysis, or cures gangrene, or knits broken bones or skull fractures over 1d4 hours), enchanted garlic 100 gp (provides imbiber protection against vampires for 24 hours), enchanted hemp 50 gp (provides amazing visions of the Shadowlands and Outer Planes, 10% chance instead of nightmares that attract a creature of the Shadowlands or Netherworld to the Prime Plane), rare horehound 10 gp (gives a +4 bonus against Yellow Mold attack for 24 hours), uncommon hyssop 10 gp (cures 1 point of damage per hour for 1d6 hours), common marjoram 5 cp (ameliorates toothaches for 24 hours), uncommon pomegranate 5 gp (provides +3 bonus vs. fear for 24 hours), enchanted saffron 50 gp (the next person the imbiber kisses within 24 hours falls asleep, as per the *sleep* spell). She will not buy or sell Black Lotus! **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x 1d6 gp, and 1d4 gems worth 10 to 100 gp. **Disposition:** 1) Lecturing, 2) Melancholy, 3) Angry, 4) Friendly, 5) Helpful, or 6) Foreboding. *Rumor: The Overlord has apparently over-extended the stay of his Vasthost in the elven realm of Alfheim in Dearthwood, as an emissary from the Council of Alderock has arrived in the City State to demand that the Vasthost either cross to the other side of the Roglaroon, return to Tain, or return home up the estuary.*

**59. INSECT TRAINER: PAGET THE PLEBIAN** (NE male Half-Orc (Alryan/Wild Orc of the Purple Claw) 3rd level Rogue; SL General 4; HD 3d6+3, HP 14; AC 14 (Heavy Leather Armor); Attacks: Dagger (+2/+2 BtH, 1d4+1 damage); Abilities: Train Insects (Int), Darkvision 60', Enhanced Sense of Smell, Martial Prowess, Resistant to Disease, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Languages: Alryan, Orcish, Goblin, Thieves Cant; Str 14\*, Dex 15\*, Con 13, Int 13, Wis 10, Cha 9; carries 2d6 cp, 2d6 sp, and 1d4 gp) This half-orc could easily be mistaken for human, save for an orcish brow, jutting fangs, and orcish eyes; he dresses in a patchwork suit of armor, including a thin mesh helmet, needful for his insect training and shows. He usually operates in the Open Market in the Merchant Quarter, though

when a constable gets frightened of his bugs and tells him to leave he puts on his shows in the South Market at the Gate of the Gods. His wagon is a large two-wheel cart that is essentially a wire mesh cage on wheels; it is pulled by a very nervous donkey. The inside is filled with scores if not hundreds of large insects, including bees, wasps, spiders, large centipedes, large beetles, large horseflies, large praying mantises, and so forth; most are not deadly and are merely for show, but some, including seven giant ticks, five giant killer bees, and three small giant spiders are quite dangerous. The most dangerous ones are kept in smaller cages within the big cage; the big cage is entered by Paget only after he uses a smudge pot to push the bugs away from the doors. His show is quite death-defying, or would seem to most, though he has corked the bee's stingers, while the spiders and ticks are well trained. If attacked he can release all his insects at once through a hidden lever; the masses of lesser bugs attack at his orders as though they were two *summoned swarms* with 6 hit points each while the larger insects attack as individuals. Donations are collected by two orc whelps #1 and #2 (HD 1d4, HP varies) who change from show to show and are for sale for 2 gp each ("The insects are my friends; I can always find new orc whelps"). **Prices:** Paget usually only takes donations for the street shows, though from time to time he hires out for parties at 10 gp per night; he also has additional small, medium, and large trained giant spiders at home that he hires out as assassins at 1 gp per hit point. **Cash Box** contains 10d10 cp, 5d10 sp, and 1d20 gp. **Disposition:** 1) Grumpy, 2) Nervous, 3) Angry, 4) Hungry, 5) Bored, or 6) Weird. *Rumor:* *There was some trouble down at the By-Water Bazaar the other day; some strange men attacked the proprietor, Hippotier the Kind, and killed three of his guards before they all dropped dead. Frozen, they were, I saw it with my own eyes!*

**60. INTERPRETER: SAGE FRYNIWYD** (N male Alryan 9th level Sage; SL Guild (Interpreters) 6; HD 9d4-9, HP 16; AC 12 (Staff); Attacks: Staff (+4 BtH, 1d6+2 damage); Abilities: Read Magic, Sage Lore Area Familiarity [Roglaras, Tarantis, Viridistan, Altanis, Valon, Desert Lands], Sage Lore Major [Geography] (Int), Sage Lore Major [Nobility and Royalty] (Int), Transcribe, Use Magic Scroll; Languages: Alryan, High Viridian, Gishmesh, Avalonian, Altanian, Valonar, Lenapashim; Str 10, Dex 9, Con 8, Int 17\*, Wis 10\*, Cha 15\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, wears a silver necklace of Gishmesh design (500 gp), a thin gold circlet of Viridian style (800 gp), two

gold rings of Altanian manufacture (250 gp each), and his staff of power of Lenapashim make with 12 charges) A typical Alryan of median height and build, with long, graying brown hair and beard and light brown eyes, Fryniwyd wears an eclectic mix of clothing, primarily blue and white Avalonian robes, with a red Gishmesh sash, a green Viridian floppy hat, and Lenapashim slippers (his loincloth beneath his robes is of Altanian make). A xenophile, Fryniwyd loves to meet new people from distant lands; if he could, he'd spend all his time translating for foreigners for free, but as he has to make a living (and as that is against the Interpreters Guild rules), he must charge his clients. Though he detests the stench of rotting fish, he is usually found at the Fish Market, as that is where most peoples from far-distant lands first arrive in the City State; he is less often found at the South Market, only when he can no longer stand the stench of the Fish Market. His windowless wagon, drawn by two roan geldings, appears to be of simple make, with one simple door at the back. However, the inside, which is four times larger than the outside and of two stories tall (!!!) is designed like a study, with a dozen comfortable chairs, bookshelves along the walls covered in books and scrolls and maps (a 1,000 gp value library), knickknacks from a dozen cultures scattered hither and yon, and a rack of fine wine with a dozen crystal goblets; the upstairs is all library, with a writing desk and table upon which are strewn scores of maps. When in the Fish Market he invariably has four incense burners running full-burn with sweet scents. Fryniwyd rarely leaves the wagon while working; his front-man is **SKEEMBO DURLING** (N male Alryan 1st level Rogue; HD 1d6, HP 3, AC 12; Dagger), who wears a sign in all seven of Fryniwyd's known languages advertising his services; a serving-girl, **MARNISE** (CG female Alryan, 16-years old, Cha 15), dressed like a Lenapashim harem-girl, serves wine and runs errands for her master in the wagon. Note that while Fryniwyd has a great deal of knowledge of foreign lands, it is all book-learning, as he has never left the City State! As he is also an Expert Journeyman in the Sages Guild, he is able to act as a sage for short-term jobs. **Prices:** 1 gp for a simple five-minute question, read aloud a translation of a document 1 gp/page (requires five minutes per page), write a translation of a translated document 10 gp/page (requires 1 hour per page, note that he writes a duplicate for his library), 10 gp for a one-hour consult, 100 gp for copying 1st level scroll (1 day), 200 gp for copying 2nd level scroll (2 days), 300 gp for copying 3rd level scroll (3 days) [note that copies of



magic scrolls cannot be cast like a standard scroll, though they can be used to learn the spell on the scroll]; he is not available for hire for longer-term service. **Cash Box** contains 5d10 cp, 10d10 sp, 10d10 x 1d6 gp, and 1d4 gems worth 10 to 100 gp each. **Disposition:** 1) Friendly, 2) Merry, 3) Thoughtful, 4) Concerned, 5) Acquisitive, or 6) Curious. *Rumor: The Temple of the Dancing Snake in Tarantis is said to house the lost Serpent Crown of Set. Rumor: A ruined city in Barbarian Altanis is said to house a room of gold and rubies, wherein the sleeper who awakens will gain prodigious psychic powers. Rumor: Gheulost Isle is said to be the source of the World Emperor's supply of carbelium. Rumor: The kings of the Avalonian Realms are meeting to elect a high-king, who will rule the greatest empire since the fall of the Dragon Lords. Rumor: The Holy Cities are in open rebellion against the World Emperor; they say the rebels have the alliance of the Caliph of the Genies.*

**61. JEWELRY, COSTUME: MOUSEY MELLIENA** (NG female Alryan 1st level Rogue; SL Guild (Jewelers) 4; HD 1d6, HP 1; AC 11 (Dex); Attacks: Dagger (+0/+1 BtH, 1d4 damage); Abilities: Haggle (Cha), Jeweler (Dex), Cantrips, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Cantrips: mage hand, prestidigitation; Languages: Alryan, Tharbriana, Altanian, Thieves Cant; Str 10, Dex 14\*, Con 11, Int 16\*, Wis 9, Cha 10\*; carries 2d6 cp, 2d6 sp, 1d4 gp, and wears a scullery maiden's ransom in her own finest costume jewelry, including a tiara, necklace, two earrings, two arm bands, 10 bracelets, 10 rings, 10 anklets, 10 toe rings, and a waist chain) This short and mousey jeweler has long dark brown hair, soft pinkish skin, sad brown eyes, and plain features; she wears harem-girl clothing in pink, the better to show off her wares that she wears. She was once upon a time apprenticed to a wizard, but her mistress was slain in a duel early in her training, and she was subsequently apprenticed to a jeweler. She still hopes someday to be able to take up training in wizardry. Until then, she makes and sells costume jewelry, usually in the Open Market in the Merchant Quarter or the South Market at the Gate of the Gods. Her wagon is a simple two-wheeled cart with an extendable canvas top; she sells from a table set up under the extended awning. The cart is pulled by her bodyguard/boyfriend, **UTHVAS BETHAD** (CG male Alryan 1st level Fighter; HD 1d10, HP 6; AC 13 (Studded Leather), Club). Her wares are cheap, made of silver and gold-washed brass, bronze, or copper and with beads

and glass rather than gems, but for the lower classes, all they can ever afford, so she does a fairly brisk business. Her superior-quality costume jewelry is often mistaken for the real thing. **Prices:** (cp for cheap, sp for average, gp for superior) anklet 1d6, arm band 3d4, bracelet 2d4, broach 3d4, earring 2d4, crown 10d4, locket 6d4, medallion 4d4, necklace 3d6, pendant 2d4, ring 1d6, tiara 6d4, toe ring 1d4, torque 4d4, waist chain 3d4. **Cash Box** contains 10d10 cp, 10d10 sp, and 10d10 gp. **Disposition:** 1) Sad, 2) Helpful, 3) Friendly, 4) Kind, 5) Angry, or 6) Wistful. *Rumor: Tyrant Pidenoptar, the Inquisitor of the Canon Court, has been found unconscious in his bedchamber, wearing a serving-girl outfit and chained to his bed. They say his Tharbrian concubine escaped his manor with a sack full of gold jewelry.*

**62. JEWELRY, QUALITY: BANDAR THE BOLD** (LN male Alryan 3rd level Monk; SL Guild (Jewelers) 5; HD 3d12+6, HP 24; AC 14 (Monk + Dex + Wis); Attacks: Open Hand (+1 BtH, 1d6-1 damage); Abilities: Haggle (Cha), Jeweler (Dex), Fast Movement, Hand to Hand Combat, Iron Body +1, Stun Attack, Deflect Missiles, Iron Fists; Languages: Alryan, Common Viridian; Str 8\*, Dex 13, Con 16\*, Int 13, Wis 13, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, wears a ring of spell storing (teleport), a ring of telekinesis, and a gold necklace with tiny rubies (1,250 gp)) This former adventurer was struck by a withering disease (went from Str 16 to 8); fortunately, his share was enough to set him up in his own jewelry business, as he had been a jeweler's apprentice during his youth. He was also prematurely aged, so that the 25-year old jeweler looks to be in his mid-60s. He sells his wares in the Royal Market at Grand Gate, or along Twilight Road. His wagon is a solidly build and iron-reinforced four-wheeler drawn by four tough mules; only one customer at a time is allowed in by the two guards at the only door, **MEDUSEL THE HE-AMAZON** and **ORTHANK GRAYBEARD** (LN 3rd level Fighters; HD 3d10+3, HP 17 each, AC 15 (Scale + Dex); Long Swords). Bandar is the younger brother of the infamous adventurer, **JINDAR THAT LEAPS THE LIGHTING** (CN 12th level Monk, Master of Drunken Monkey Style), who will avenge his brother if he is ever harmed. **Prices:** He has 5d8 pieces of jewelry available at any one time, all of no less quality than silver with gold and no better than gold with gemstones; 5% to 30% of the pieces are imported from Thunderhold, Tarantis, Viridistan, or points further afield, with a 5d6% price premium. He buys good-quality jewelry (after

testing it substantially) at 60% of the book value less 1% per piece he currently has in stock. There is a 2% chance that one of his imported pieces is a magic item and he does not know it. **Cash Box** contains 2d10 cp, 2d10 sp, 10d10 x 10d10 gp, and 5d4 gems worth 10 to 1,000 gp each; it is built integral to the wagon, with a triple lock (CL 6 each) and a sleeping gas trap (CL 6). **Disposition:** 1) Bored, 2) Angry, 3) Weak, 4) Creative, 5) Greedy, or 6) Generous. *Rumor: My dwarf-merchant friend from Thunderhold tells me that the Moonraker savages have been raiding caravans of late, and that merchants heading to Byrny and Thunderhold are hiring guards at a premium.*

**63. LABORERS: UPRIGHT TOLBERT** (NE male Alryan 5th level Rogue; SL Guild (Thieves) 5; HD 5d6, HP 20; AC 12 (Dex); Attacks: Dagger (+2/+4 BtH, 1d4 damage); Abilities: Haggle (Cha), Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Thieves Cant; Str 11, Dex 16\*, Con 9, Int 10\*, Wis 12, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp) This Upright Man is tall and thin, with light brown shoulder-length hair, large ears, wide blue eyes, a large nose, a prominent chin, and a continual smile on his face; he wears common workmen's clothing. Claiming to be nothing more than a hard-working laborer done well, he represents scores of independent, non-guild laborers who can perform most menial and simple physical labors, for hourly or monthly contracts, all at a good price. Most of his work gangs are just that, common, simple workers; however, most work gangs have at least one 1st level rogue spy, to check around for worthy goods to steal at a later time, while some work gangs are all thieves, sent to do the hired job and prepare the location for a future operation. These thief-work gangs build weak spots in walls, map and memorize the entire location, hide weapons and tools in strategic locations, and otherwise set up the joint for a quick, easy, and thorough thieving job. The work is always disguised to look perfect. Naturally, they never hit anyone who is paying the Thieves Guild protection; in such cases they even go the extra mile for free, and make sure the location is prepared against lone-wolf thieves! Tolbert is usually found in the South Market, where a lot of common, non-guild laborers live, and thus where those looking to hire them go. His wagon is a simple farming wain in which sit 5 to 30 men (mostly simple commoners with 1 in 5 being a rogue) waiting

to be hired for the day. Tolbert can assemble up to 300 plus 6d6 laborers (20% rogues) with 12 hours notice. **Prices:** (half paid up front, half when job is done) 3 cp per man per hour, or 2 sp plus mid-day meal and jack of beer for one man for one day (10 hours), or 12 cp plus mid-day meal and jack of beer per man per day for five or more days of work, 1 sp per man plus mid-day meal and jack of beer for five or more men for five or more day's work; price does not include any travel other than walking, tools, materials, which must be provided by the person hiring the labor; double price outside the city walls but still in a nearby (four-hour walk) clear area such as a hamlet or village; triple price in a nearby Dearthwood forest hamlet; 5x plus all meals plus travel costs for anything further than a half-day's walk; 10x for "danger pay" plus upgrade beer to ale if taken near a known dungeon or other dangerous area, and must provide one guard per five laborers. **Cash Box** contains 10d10 cp, 5d10 sp, and 2d10 gp. **Disposition:** 1) Helpful, 2) Conniving, 3) Brooding, 4) Concerned, 5) Suspicious, or 6) Tricky. *Rumor: I hear tell that the Overlord is calling up his reserves, including the City Guard and hiring on every mercenary he can get, to form a new Vasthost. General Angus McTurl, leader of the Northern Thunder out Modron way, has apparently gone rogue, and though many of his men are deserting him, he has enough power to be a danger to the Overlord.*

**64. LAMPS: EROL OZGISH** (LE male Gishmesh 9th level Illusionist; SL Merchant 5; HD 9d4, HP 19; AC 12 (No Armor); Attacks: Dagger (+2/+4 BtH, 1d4 damage); Abilities: Haggle (Cha), Disguise (Cha), Sharp Senses +3, Spells; Spells: detect illusion x2, influence x2, prestidigitation, change self x2, charm person x2, hypnotism x2, alter self x2, hypnotic pattern x2, invisibility, displaced image, dragon mount, suggestion x2, confusion, shadow conjuration, mass suggestion; Languages: Gishmesh, Alryan, Karakhan, Karzulum; Str 11, Dex 17\*, Con 9, Int 18\*, Wis 8, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, wears an amulet of proof against locating and detecting thoughts) This Tarantine émigré is 6'2" tall and very thin, with long black hair, coppery skin, and green eyes; he wears traditional Gishmesh robes in tans and yellow, with a large cloth-of-gold turban featuring a bright blue sapphire (enchanted glass, really only worth 10 gp). Erol fled Tarantis when he made an enemy of Rac Boa, the Evil High Priest of the Temple of the Dancing Snake; he lost all his magical treasures during his escape, save for his amulet, which is the only thing keeping him alive

today. Today he hides out in the City State as a simple seller of imported lamps of bronze, silver, and gold. He is usually found in the Royal Market at the Grand Gate and other locations in the Noble Quarter, though he studiously avoids the Temple District. His wagon is a yellow and tan four-wheeled box wagon; his two well-dressed and well-mannered goblin servants, **GLUTH** and **NAX** (*LE goblins, HD 1d6, HP 4, 2*) set up the wares on tables under awnings beside the wagon. His goblins deal with most of the customers, unless a noble or gentleman comes to buy lamps himself. Erol is deadly afraid of snakes, and must make an Intelligence saving throw when he even sees a snake-like symbol or object or he will flee into his wagon in terror. His real name is Haspak Ertanlik, though he no longer has anything remaining tying him to that identity. **Prices:** simple open lamp 3 gp, hooded lantern or hurricane lamp 10 gp, bulls-eye lantern 15 gp; brass or bronze x1, iron x2, silver-plated x5, gold-plated x10; Alryan x1, Antillian or Viridian x2, Tarantine x3, Avalonian or Orichalan x4, Karakhan or Lenapashim x5. He also sells lamp oil 1 gp/pint, scented oils from Tarantis 5 gp/pint (includes frankincense, sandalwood, myrrh, rose, and violet); he has a 14% chance of having a stash of 1d20 pints of scentless oil in which were steeped black lotus blossoms 100 gp/pint (CL 10 per hour to smell, CL 5 Wisdom save per hour of exposure or fall into un-wake able unconsciousness for 3d6 hours with horrible nightmares). **Cash Box** contains 5d10 cp, 10d10 sp, 10d10 x 1d3 gp, and has a 28% chance of having 1d3 gems each worth 10 to 100 gp. **Disposition:** 1) Fearful, 2) Suspicious, 3) Helpful, 4) Miserable, 5) Arrogant, or 6) Indifferent. *Rumor: The people of Regina-Far, a rich village of pearl divers on Taphos Island en route to Tarantis, are in need of heroes since Mayor Baran Firath was killed by jackals several months ago.*

**65. LOCKSMITH: GAFFER JACKMAN** (NE male Alryan 6th level Rogue; SL Guild (Thieves) 5; HD 6d6+6, HP 21; AC 10 (No Armor); Attacks: Dagger (+1/+2 BtH, 1d4-1 damage); Abilities: Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex +3), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Thieves Cant; Str 7, Dex 12\*, Con 15\*, Int 12\*, Wis 12, Cha 7; carries 2d6 cp, 2d6 sp, and 1d8 gp, and around his neck wears a silver chain (10 gp) bearing a skeleton key that can open any lock he has ever made) Old Gaffer is as old as the walls of the city, as they say; hunched and white-haired, gnarled and knacker-kneed, Gaffer always complains because he can't drink anymore, as

his liver up and ran away. If he's not telling poor jokes he's complaining or whining, usually about the kids these days (not that he knows any) and how nobody appreciates the value of skilled labor anymore. He is usually found in the Open Market, as merchants like locks to protect their belongings, though at times he can also be found in the Royal Market. He has a two-wheeled enclosed cart with a very low draft; it looks like a small hut on wheels, with a window through which he does business (there's a stair to reach his level). The cart is pulled by **URIGWAI**, a donkey that looks as old as the Gaffer; the donkey is semi-intelligent, can speak, and has an opinion on everything, but all he can do is curse in seven languages (Alryan, Altanian, Tharbrian, High Viridian, Gishmesh, Orichalan, and Skandik). He keeps duplicates of all his keys that he'll rent to the Thieves Guild at a rate of 10 gp per SL of the victim per night; he loans them for free to his "nephew" and former apprentice, Shadow Hawk, a prince of the Thieves Guild. **Prices:** CL is to pick or jimmy; CL 0 = 1 gp, CL 1 = 5 gp, CL 2 = 10 gp, CL 3 = 20 gp, CL 4 = 40 gp, CL 5 = 60 gp, CL 6 = 80 gp, CL 7 = 120 gp, CL 8 = 160 gp, CL 9 = 200 gp; price includes two keys, additional duplicate keys costs 1/10th the cost of the lock each; all locks are fairly strong (CL 4 to cut or 8 to break), triple cost for reinforced lock (CL 6 to cut or CL 12 to break). **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 x 1d3 gp, and 1d3 gems each worth 10 to 100 gp. **Disposition:** 1) Grumpy, 2) Whiny, 3) Complaining, 4) Passive, 5) Sleepy, or 6) Rambling. *Rumor: "Eh, kids these days. I heered a party 'o young adventuring types done got themselves lost in the Dungeons of the Dragon Lords. One o' them was a son o' some rich lord or knight or sommat like that... hmmm" "Bollocks and claptrap!" "Oh, shaddap, ya ol' jackass. Ah! Son o' Sir Kawood, 'twas, a Knight-Bachelor. I hear he's not able to go find him himself, what with some big hoo-hah brewing wi' the World Emperor... or maybe 'twas that rebel general, McTurl... ahyhoo, he's a' hirin' adventurers out of the Banneret's Club on Twilight Road..." "Merde!" "Ah... shaddap ya old mule!"*

**66. MESSAGES: THORIENA THUMPA** (CG female Alryan/Skandik 1st level Fighter; SL General 4; HD 1d10-1, HP 5; AC 12 (Dex); Attacks: Fist (+4 BtH, 1d2+3 subdual damage); Abilities: Haggle (Cha), Massage (Str), Weapon Specialization (Fist); Languages: Skandik, Alryan (heavily accented); Str 17\*, Dex 17\*, Con 8, Int 9, Wis 13, Cha 12\*; carries 2d6 cp, 2d6 sp, and 1d4 gp) This 6'2" tall statuesque Skandik shield-

maiden has a plain but friendly face, with short blond hair, tanned skin, and blue eyes; she usually wears a simple halter and skirt, both white, with sandals. Daughter of deceased adventurers, she learned the ways of massage from her mother, who co-founded the Messy Massage on Beggar's Street with Rettha the Stroke. After her father got himself and her mother killed on an adventure, she sold her inherited portion of the Messy Massage to Rettha, and went to avenge her parents by killing the wizard who killed them. She never found him, and she lost all her wealth and gear during a misadventure. Today she is reduced to massaging customers on her portable massage table in the street; she is usually found in the Royal Market at Grand Gate or elsewhere on Twilight Road, down into the Temple District and the Square of the Gods. She can also be found on Barter Street at night, in front of the Balor's Eye. She hopes to eventually save up enough to re-equip and go back after the wizard who killed her parents. **Prices:** 5 sp for a full massage involving being beaten with herbs, an oil bath, scraping, and heavy pounding (17% chance of healing 1 point of temporary Strength, Dexterity, or Constitution damage). **Cash Box** contains 10d10 cp, 10d10 sp, and 2d10 gp. **Disposition:** 1) Tender, 2) Kind, 3) Helpful, 4) Excited, 5) Angry, or 6) Tired. *Rumor: Sir Garbel the Younger rode a manticore into the Knights of the Realm Club on Twilight Road last night; afterward it broke the charm that held it in thrall and rampaged through the streets, and still has yet to be caught! They say it is hiding among the gargoyles on the roof of the Temple of Harmakhis.*

**67. MESSENGERS: SWIFT KOTHRIC** (*N male Alryan 4th level Rogue; SL General 5 (Henchmen Clan); HD 4d6, HP 13; AC 12 (Dex); Attacks: Dagger (+1/+3 BtH, 1d4 damage); Abilities: Haggle (Cha), Knowledge [Streets and Shops of the City State] (Int), Memorize (Int), Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex +3), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Thieves Cant; Str 9, Dex 17\*, Con 9, Int 12\*, Wis 13, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp*) This tall, thin, blonde Alryan wears his hair long and his mustaches longer; he wears a plain knee-length tunic, a short blue cape, and strong, thick-soled sandals. Kothric has seven messengers, dressed as he and also with long mustaches; as they run, they like to show off their speed by having their capes and long mustaches fly behind them. They carry daggers and a

small, very loud and shrill whistle to call for constables and guards. Kothric has a small pushcart in the Royal Market at the Grand Gate, at which he and 1d8-1 of his messengers can be found, as well as his scribe, **SEVERE SEVEREC** (*LE male Alryan 2nd level Cleric of Rash'l; HD 2d8, HP 12, AC 11 (Padded), Dagger; Spells: detect chaos, detect magic, endure elements, first aid, command, cause fear; is a spy for the White Lotus*). Messages can be quickly written by Severec at a cost of 1 gp and 10 minutes per page, though the messengers can memorize short messages: **PHILON LONGSHANKS, QUORM THE QUICK, RIZARD THE LIZARD, GAMOL VELIX, TORSTENGARD, WARNAX TROBLOOD, and KISTORIENA KICKS** (wears long braids rather than a mustache) (*N to CG Alryan or Mixed 1st level Fighters or Rogues, Dex\* 13 to 18, Int\* 10 to 16, Knowledge [Streets and Shops of the City State] (Int), Memorize (Int)*). Written messages are sealed with wax in a scroll tube to guarantee discretion. The messengers can even phonetically memorize messages in languages they do not speak, which is probably the safest way to send a message. Kothric is in the good graces of the Thieves Guild, Constabulary, and the City Guard, so when his messengers blow their distinct whistles, help arrives in a swift manner. **Prices:** Noble Quarter 5 sp, Temple District or Seafront Quarter 1 gp, Common Quarter or Merchant Quarter 2 gp, Thieves Quarter 5 gp; double price for return message plus 1 gp per 10 minutes waiting for response. **Cash Box** contains 10d10 cp, 10d10 sp, and 10d10 gp. **Disposition:** 1) Helpful, 2) Friendly, 3) Bored, 4) Interested, 5) Angry, or 6) Excited. *Rumor: A nobleman [insert name of noble known to party here] was found drowned in the Mover Bath this morning; the bath is still closed as the constables and city guard investigate.*

**68. MONEYCHANGER: SMACKER BOODLE** (*N male Alryan 5th level Fighter; SL Merchant 6; HD 5d10, HP 32; AC 11 (Dex); Attacks: Spiked Gauntlet (+9 BtH, 1d3+4 damage); Abilities: Haggle (Cha), Quick Count Coins (Int), Weapon Specialization (Spiked Gauntlet), Combat Dominance; Languages: Alryan, Tharbriana; Str 18\*, Dex 13, Con 11, Int 15\*, Wis 7, Cha 11\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, wears a gold chain with gold medallion (1,200 gp)*) This former gladiator is now getting on in age, with long gray hair and beard, wrinkled skin over mighty muscles, and deep dark blue eyes; he wears rich robes of gold and scarlet, and a big scarlet turban with a large golden

amber carved in the shape of a gauntlet in gold setting (250 gp). A famous gladiator in the time of the current overlord's grandfather, Smacker made his name and fortune doing just that, smacking his opponents with his huge spiked gauntlet; when he won his freedom he pawned his gold champion necklace to start his money-changer business, and bought it back within a year. His wagon is found invariably just outside the Grand Gate, where he can provide customers with the needful City State coinage to pay for entrance to the city... for a significant fee, of course. The wagon is guarded by six mercenaries, all former gladiators: **NEEF THE MAD**, **CONN SON OF CONAN**, **NURIELA THE AMAZON**, **FOUR-FINGERED MANDALOR**, **BEORN THE BEAR**, and **PRINCE SZEK OF PLAR** (*N to LE 3rd level Fighters, HD 3d10+3, HP 21, 18, 20, 18, 22, 22, AC 15 (Misc. Gladiatorial Bits); Str 13 to 18, various gladiator weapons in which they are specialized, including a net*). The four-wheeled wagon, drawn by two bay horses, is black, windowless, and banded in iron; only one customer is allowed in at a time. Each wheel of the wagon is locked in place during the day; the keys are kept in the cash box. The Grand Gate Guards are well-paid to provide immediate assistance if required. Coin changing requires five minutes per hundred coins, as Smacker tests each coin for quality and weight to determine its value. **Prices:** 15 to 20% charge for changing most coins, 25 to 30% for changing coins from treasure troves, as many are old and of debased metals. The large, immovable, six-sectioned **Cash Box** contains 10d20x10cp, 10d20x10sp, and 10d20x10 gp in City State coinage at the start of the day; it is triple-cursed (CL 15 each) such that any who take coins from it other than Smacker suffers the loss of 6 points each of Strength, Dexterity, and Constitution. **Disposition:** 1) Cheery, 2) Melancholy, 3) Helpful, 4) Wistful, 5) Amorous, or 6) Busy. *Rumor: Adventurers have discovered several new rich barrows on the Moonraker Moors, or so it seems, as I've been seeing a lot of coins from the age of the Dragon Lords come through these gates of late.*

**69. MONEYCHANGER: GREEBIK & GROOBIK FROOD** (*LE/CE male Two-Headed Troll; SL Merchant 6; HD 9d8+18, HP 51; AC 16 (Gnarly Hide); Attacks: 2 Claws (+9 BtH, 1d6 damage), 2 Bites (+9 BtH, 2d6 damage); Abilities: Haggle (Greebik, Int), Quick Count Coins (Greebik, Int), Spit for Distance (Groobik, Dex), Darkvision 60 ft, Regeneration 3, Rend, Twilight Vision; Languages: Troll, Alryan; Str 20\*, Dex 10, Con 16, Int*

*14\*/7, Wis 14/7, Cha 14/7; carries 4d6 cp, 4d6 sp, and 4d6 gp*) This nine-foot tall two-headed troll is quite broad of chest, with knobby green skin, black claws, and two heads, each with beady red eyes, large pronounced uni-brows, long carrot-like noses, droopy floppy ears, and sharp, prominent fangs; they are dressed in Alryan-style personally-tailored finery, complete with a fine white shirt, black hose, a black and red vest, a red sash, and a red floppy merchant's cap atop each head. Though a troll, they is nobody's fools, and though savage and barbaric-looking, tries their best to act refined and speak properly (Groobik more often fails than succeeds, and is enraged when his faux pas are commented upon, while Greebik is much more politic and savagely witty). If their parentage is disparaged by any comments about ettins, they both become enraged. He is a cousin of Waxrik the Magnificent, the tax collector on Regal Street; like him he has four gnoll guards, **RULGD**, **LORKH**, **HRAKHT**, and **BILL** (*CE, HD 2d8, HP 9, 15, 12, 3, AC 15; dressed same as their master but with red fezzes, armed with two-handed weapons*) plus his lovely gnole assistant and lover, **MORIDHEL** (*LE 2nd level Wizard; HD 2d4+2, HP 7, AC 11; Int 15, Cha 15, Spells: message x2, open/close x2, charm person x2, sleep x2*), dressed in a fancy blood-red skirt and black corset with a red hat trimmed with gold and peacock feathers (100 gp). They are assisted by three to six terrified human slaves (change regularly, as those who disappoint are eaten). He does not have a wagon; his guards carry two palanquins, one with a large locked chest filled with copper pieces, the other filled with silver pieces, while he carries the chest of gold, and the slaves carry tables and chairs. They set up each morning just outside the Gate of the Gods, to serve the incoming travelers along the Old South Road. Moridhel usually does the dealing, with Greebik looking on, while Groobik and the guards keep an eye on the slaves and customers. The guards at the Gate of the Gods, not much liking this crowd, will be slow to answer any calls for help. **Prices:** 15 to 20%. The three **Cash Boxes** contains 10d20x10cp, 10d20x10sp, and 10d20x10 gp in City State coinage at the start of the day. **Disposition** (Greebik): 1) Friendly, 2) Helpful, 3) Angry, 4) Bored, 5) Wicked, or 6) Crafty. **Disposition** (Groobik): 1) Hungry, 2) Bored, 3) Lusty, 4) Angry, 5) Vicious, or 6) Odious. *Rumor: The King of the Trolls is said to be in negotiation with the Overlord for recognition of his territory in the Troll Fens as an allied state. Rumor: Da wenches at da Prancin' Ki-Rin iz said to has a speshul goin' on for all-night*

*parties wit' da new hooman slave dancers, dinner an' dancin', yum yum! Rumor: A party of a dozen knights-errant went into the Dearthwood last week, seeking the fabled City of the Bloodstained God; none have yet returned, and one of them bore the Singing Blade of Boromir the Bold.*

**70. MUSICAL INSTRUMENTS: DONAGH MACGHEE** (NG male Human-Lineage Half-Elf (Tharbriana/Half-Elf (Tharbriana/Adderwood High Elf)) 4th level Bard; SL Guild (Minstrels) 5; HD 4d10-4, HP 21; AC 15 (magical Leather Armor +2 + Dex); Attacks: Short Sword (+3 BtH, 1d6 damage); Abilities: Evaluate Musical Instruments (Int), Haggle (Cha), Empathy (+2 Cha checks), Spot Hidden Doors, Attribute Check Modification (+2 Con checks), Spell Resistance +2, Decipher Script (Int), Exalt (Cha), Legend Lore (Cha), Fascinate; Languages: Tharbriana, Alryan, Elvish; Str 12, Dex 13, Con 6, Int 14\*, Wis 11, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp) Donagh is very elven in appearance and mannerisms for being a half-elf of human lineage; 5'9" tall, with pale skin, long black hair worn loose, and blue eyes. He wears a cacophonous combination of colors and clothing, usually of elven, Tharbriana, or Tharbeo styles. He imports musical instruments from across the Roglaras and beyond, but specializes in Tharbriana instruments from Limerick and elven instruments from Adderwood. He is a member of the Minstrels Guild and is usually found in the Slave Market Plaza outside the Hodatli's Bazaar and the entrance to the Minstrels Guild Hall; he and Hodatli do not get along at all, as Hodatli considers him competition even though none of the "musical instruments" he sells at his bazaar approach the quality of the bard's imports. When Hodatli makes a big stink on some days, he sells his wares elsewhere, usually in the Plaza of Profuse Pleasures, though sometimes in the Square of the Gods, where many temple musicians are his customers. He's got a lot of political issues with the Minstrels Guild because of this; half support Donagh because he imports the best instruments, the other half support Hodatli because he gives them a discount on renting the Guild Hall location. His wagon, a small four-wheeler with painted relief of instruments and minstrels on the sides, opens up on one side to display wares hanging on boards and sitting on shelves; the other side is storage, accessible through a small side door. The wagon is pulled by two small pale ponies. **Prices:** (up to 50 gp 84% chance in stock, 51 to 100 gp 42% chance in stock, 101+ gp 21%

chance in stock) accordion 100 gp, Tharbriana bagpipes 60 gp, Altanian bagpipes 120 gp, hand bell 12 gp, elven hand bell 24 gp, Tharbeo castanets 1 gp, cittern 20 gp, Limerick cittern 60 gp, conch shell 20 gp, crwth 80 gp, didgeridoo 8 gp, snare drum 4 gp, Lenapashim dulcimer 160 gp, Thunderhold fiddle 100 gp, fife 5 gp, flute 15 gp, harmonica 30 gp, hand harp 25 gp, knee harp 75 gp, Orichalan turtle harp 150 gp, small horn 6 gp, medium horn 18 gp, Skandik great horn 90 gp, hurdy gurdy 60 gp, lute 25 gp, Limerick lute 75 gp, lyre 150 gp, Viridian lyre 225 gp, Orichalan lyre 300 gp, maraca 1 gp, pan flute 5 gp, elven pan flute 25 gp, faerie pan flute 125 gp, pibgorn 20 gp, pipe-and-tabor 20 gp, rebec and bow 30 gp, Lenapashim rebec and bow 120 gp, recorder 6 gp, tambourine 5 gp, elven triplepipe 25 gp, trumpet 45 gp, xylophone 20 gp, zither 150 gp. **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 x 1d4 gp, and 1d4 gems worth 10 to 250 gp. **Disposition:** 1) Merry, 2) Singing, 3) Dancing, 4) Frolicsome, 5) Angry, or 6) Helpful. *Rumor: A wandering piper recently tried to clear the rats out of the sewers near the Patrician Theater by luring them out with a magical flute; he disappeared in the sewers there and never returned.*

**71. OIL: CROOKED VELDRUN** (N male Alryan 3rd level Bard; SL Merchant 6; HD 3d10, HP 17; AC 9 (Dex); Attacks: Dagger (+2/+2 BtH, 1d4 damage); Abilities: Haggle (Cha), Decipher Script (Int), Exalt (Cha), Legend Lore (Cha); Languages: Alryan, Tharbriana; Str 11, Dex 7, Con 9, Int 13\*, Wis 12\*, Cha 18\*; carries 2d6 cp, 2d8 sp, and 2d6 gp) Once a renown bard and punster who performed many times in the Patrician Theater, Veldrun is now stooped with age (and thus crooked of spine, not morals). The white-haired, wrinkle-skinned geezer still has his old charm, though, and his blazing blue eyes still captivate all who look into them. His voice is still as strong as ever, too, and it is his singing that calls attention to his wares. His two elder sons are studying music at the bardic college in Limerick, while his two younger sons, **VELDAR** and **VELGRAN** (17 and Cha 17, 16 and Cha 15 respectively) help him with the business he inherited from his father-in-law, and deal with customers as he sings from the wagon's high seat. He has a large four-wheeler, drawn by two roan geldings, piled high with three 60-gallon barrels each of different lamp oils (interspersed with open kegs of sand in case of disaster), with a large chest filled with pint, four pint, and eight pint flasks and jars at the back. He and his sons drive the wagon around the Common and Seafront Quarters, usually stopping for lunch at

the Wild Surf Tavern on Beggar's Street. **Prices:** (cost is per pint, though he can make deals for lower prices on regular weekly shipments in quantities of 40 pints or more) poor quality 1 sp (smoky, sputters, stinks, 4 hours/pint), cheap quality 5 sp (stinks, 5 hours/pint), average quality 1 gp (clean, quiet, 6 hours/pint), fine quality 3 gp (rose scented, 6 hours/pint). **Cash Box** contains 10d10 cp, 10d10 sp, and 10d10 x 1d3 gp. **Disposition:** 1) Merry, 2) Melancholy, 3) Wistful, 4) Helpful, 5) Angry, or 6) Punning. *Rumor: There once was a man from Viridistan/Who accursed, sang more bad songs than his fans could stand/He ran far away, for many a day/And when he did die, his magic harp he did cry/Would be buried with him in the sands of the cay.*

**72. PEDDLER: JARF THE BASTARD** (*N male Alryan 3rd level Fighter; SL Merchant 5; HD 3d10, HP 26; AC 14 (Furs + Shield); Attacks: Broad Sword (+6 BtH, 2d4+3 damage); Abilities: Dungeoneering (Int), Haggle (Cha), Weapon Specialization (Broad Sword); Languages: Alryan, Elvish, Orcish; Str 16\*, Dex 10, Con 12, Int 16\*, Wis 9, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, wears a silver holy symbol of Nephtlys (25 gp) on a silver chain (10 gp)*) Often mistaken for a Woodman, Jarf was born and raised in the City State, but has "gone native" in the Dearthwood, trading with any and all who are willing to trade with him, including Woodmen and rangers, bandits and goblins, orcs and elves, and other humanoids and monsters (though he never sells weapons or armor of any kind for many reasons). He carries with him just about anything needful for living in the wilderness, and can bring in items special-order from the City State. He has long scraggly black hair and a long, unkempt beard that is often tied to his belt; his skin is tanned from long days in the wild, and his blue eyes bespeak of friendliness, if wariness. He usually wears his wolf furs over a brown and green checked tunic, buckskin breeches, and fine buckskin knee-high soft boots; he is rarely found without his heavy, bulging backpack, his broad sword, and dagger in a boot sheath. He is usually found in the South Market, near the Gate of the Gods, buying and selling, as he is a wheeler-dealer; when he cannot find what he needs there, he can also be found in the Open Market in the Merchant Quarter or, more rarely, in the Royal Market at the Grand Gate. He is invariably accompanied by his mule, **MARAG** (*N mutant mule 10th level Psychic, HD 2d8+10d6, HP 48, AC 13; understands but cannot speak Alryan, Elvish, Goblin, and Orcish; Int 18, Wis 18,*

*Cha 18, Detect Psychic Power, Empathy (Aura Reading, Command, Paralyze), ESP (Locate), Forced Telepathy with Humans, Psychic Blast, Psychic Shield, Telepathy (Animal Telepathy, Eavesdrop; seems like just a normal mule to Jarf),* loaded down with all the merchandise he plans to sell in Woodmen hamlets and goblin-haunted dungeons. He is an honest dealer; he is known as "The Bastard" as he is a bastard son of a major noble of the City State. Exactly which noble changes with every telling of the tale, though a few quietly suspect he may be the bastard half-brother or perhaps nephew of the Overlord himself (there is, indeed, a resemblance)! **Prices:** (25% chance of having a common item that would fit in a pack or on a mule, 5% of having any one luxury item of such type) his prices are double book value on any item, even in the city, as that is the average price he can get in the Dearthwood. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and 1d4 gems worth 10 to 50 gp. **Disposition:** 1) Gruff, 2) Friendly, 3) Helpful, 4) Amorous, 5) Busy, or 6) Interested. *Rumor: I was trading with Partak, the information-monger on the first level of the Dungeon of the Dragon Lords beneath the Palisade Ruins, when we heard a horrible rumbling and grinding sound, and felt the earth shake beneath our feet. Either another dragon has moved into the dungeons, or some large cave collapsed... I wonder what new caverns were opened up this time.*

**73. PERFUMES & SOAPS: VALERIENNE OQUILNOTH** (*CG female Elf-Blooded Fey-Touched Tulan 3rd level Wizard; SL Guild (Magicians) 5; HD 3d4, HP 6; AC 15 (Bracers of Armor + Ring of Protection - Dex); Attacks: Staff (+1 BtH, 1d6 damage); Abilities: Enchant Perfumes and Soaps (Int), Haggle (Cha), Make Perfumes and Soaps (Int), Empathy (+2 Cha checks), Second Sight, Spells; Spells: detect magic, endure elements, prestidigitation x2, charm person, comprehend languages x2, read magic, invisibility x2; Languages: Tulan, Ghinorian, Alryan (heavily accented); Str 9, Dex 8\*, Con 12, Int 16\*, Wis 8, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, wears bracers of armor +3, a ring of protection +3, and carries her staff of conjuration with 35 charges and her wand of suggestion with 19 charges)*) This lovely young (19 year-old) magician is far, far out of her element, being home to the enchanted City of Mages, Tula, far and away to the south. As a native-born Tulan, she is a mix of many human ethnic groups, and seems to have a bit of elvish and faerie blood as well; she stands 5'7" tall with a light build, has dark tan skin with pale blonde hair, large almond-shaped glittering purple eyes, and

aquiline features with big pouty lips. She wears the classic chromatic clashing cacophony of colors that non-specialized wizards of Tula wear; lime green corset over orange blouse, with short rose red frilly lace skirts and a sky blue cape, together with black shoes, purple and yellow striped hose, and a white liripipe covered with black and red skulls, makes for a most unusual appearance. This is further enhanced as she often wears faerie wings of silk and lace, a domino mask, facial glitter, or face paint in some unusual pattern or design based on the seasonal holidays. Valerienne is, as they say in the Schools of Magic in Tula, a “legacy,” as her parents, and her parent’s parents were all wizards trained at the schools. Unfortunately, while she certainly has the Arcane Talent, she didn’t have much else going for her save for a high level of charm. While on her internship cruise with the Tulan Navy, her long string of errors, faux pas, and foolish endeavors caught up with her, and her master abandoned her in the City State after sending her on a Hodag Hunt. That she actually found and not only survived the encounter with a wild hodag, but also caught it and brought it back to the city single-handedly, impressed the local Magicians Guild enough to waive their usual entrance fee. Not powerful enough to return to Tula easily on her own, and somewhat ashamed of the circumstance of her abandonment, Valerienne has remained in the City State, making and selling perfumes and soaps, some of enchanted nature. She is usually found in the Royal Market at the Grand Gate, less often in the Plaza of Profuse Pleasures or elsewhere in the Noble Quarter (though never in the Temple District). Her pushcart is self-motivated through several permanent *unseen servant* enchantments; it is slightly taller than a tall man, and both long sides are actually *wizard-locked* clear, shatter-proof glass doors to display the wares on interior shelves. She is the only one, other than the wagon’s creator (Llangwellan the Blue), who can open the doors and command the *unseen servants*. She and the pixie, Bewitching Buttercup (#35, Flowers, above) are good friends and roommates, and can often be found together enjoying the festivities in the Balor’s Eye on Barter Street late into the night. **Prices:** (16% chance of having 1d6 bars/1d12 ounces of an enchanted soap/perfume in stock) basic soap 5 sp/bar, scented soap (cinnamon, lilac, pine, rose, sandalwood, or violet) 2 gp/bar, enchanted fortnight soap (keeps one magically clean from natural dirt and grime for 14 days, though does not protect clothes,

etc.) 5 gp/bar, enchanted scented fortnight soap 20 gp/bar, (perfumes sold in 1 to 12 ounce vials of a bewildering variety of colors and shapes, each perfume has a different and often nonsensical name and scent, cost is per ounce/use) average perfume 5d4 gp, fine perfume 2d4x10 gp, very fine perfume 60+2d3x10 gp, enchanted glitter perfume (creates a glowing, glittery halo effect for 1d4+4 hours) +25 gp, Aladantle’s Blessing (*enhance charisma* 1d3+3 hours) +150 gp, Belit’s Reserve (wearer can cast *charm person* upon one male within 1d3+3 hours of applying the perfume) +200 gp, Promehene’s Blessing (restored 1d4+4 years of physical appearance for 1d3+3 hours) + 300 gp. **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 x 1d4 gp, and 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Ditzzy, 2) Excited, 3) Friendly, 4) Helpful, 5) Lonely, or 6) Sad. *Rumor: This guy at the Balor’s Eye, like, he totally keeps talking on and on and on and on and on about this army of Cauldron-Born Giants that, like, he saw some lich creating in some grody dungeon in the Dearthwood. I mean, really, Cauldron-Born Giants? Does he have any idea how big those cauldrons would have to be? Sh’ya right, we learned that in, like, second year Alchemy class. Totally not worth the effort, you know... zombies, maybe, like, I could see that, but giants? That lich must be totally compensating for something, know what I mean?*

**74. PIPEWEED & DIVERSIONS: TOWHEAD JAYPE** (CN male Tallfellow Shire Halfling 1st level Rogue; SL General 4; HD 1d6+1, HP 7; AC 13 (Dex); Attacks: Fist (+0 BtH, 1d2 subdual damage); Abilities: Evaluate Pipeweed (Int +3), Haggle (Cha), Taunt (Cha), Fearless, Darkvision 30 ft., Duskvision, Resistant, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex +2), Listen (Wis), Move Silently (Dex +2), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Languages: Halfling, Alryan (poor grammar); Str 11, Dex 18\*, Con 13, Int 8, Wis 8, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d4 gp) This tall, wiry halfling has long dirty blonde hair, pale skin, pointed elvish ears, and twinkling blue eyes; he wears plain, serviceable, lower-class clothes, save for his hat, which is always jaunty and often too big for him (he “exchanges” his current hat for a new one when he finds one that catches his fancy). He’s either totally mellow and chill, or totally wired and crazy. He’s not sure where he’s from, originally; he’s consumed so much of his own product that much of his memory has faded with the pipeweed smoke. Once, when smoking some pipeweed from Antil, he was able to speak Antillian



(and *only* Antillian) in a flawless accent, but whether that was recalled knowledge or some sort of weird magic, nobody knows. His best friend, partner, and pack mule is **BOBOR BLUNDT** (CG male *Bulwark Shire Halfling 1st level Fighter*; HD 1d10+3, HP 13, AC 12 (Padded + Dex); Cestus (+4 BtH, 1d2+4 damage); Str 17\*, Dex 13, Con 18\*, Int 9, Wis 15, Cha 11; rarely speaks, but can speak *Halfling and Alryan*); he has been with him since Jaype wandered through *Bulwark* several years ago out of the West. They can be found just about anywhere, often when you least expect them, sometimes when you need them, and all-too-often when they cause no end of trouble; however, as they often get chased by the constables in the Noble Quarter, they are rarely found there. They can usually be found hanging out in front of taverns, as the tavern keepers won't let them in as they won't buy anything (alcohol is dangerous if consumed in quantities, after all). Jaype usually has the goods stashed somewhere on his and/or Bobor's body. The pair often go on long, dangerous adventures (well, dangerous for their *companions*) seeking new product to smoke and sell; like most *Shire* folk, they just disappear (often by accident) into the background when trouble strikes. **Prices:** (they only sell by the ounce, bring your own pipe, as all they usually have is whatever is left over from their own consumption; 80% chance in stock on those costing up to 5 sp, 20% chance in stock on those costing 6 sp to 10 gp, 5% chance for those 10+ gp; 1d8 ounces of those in stock are available) Atwain Snuk 1 cp, *Bulwark Shag* 2 cp, Atwain Bro-Chak or *Darkfield Tabac* 5 cp, Average *Bulwark* 6 cp, *Viridian Yellow* or *Xochete Copper* 1 sp, Good *Bulwark* 12 cp, *Bulwark Blue* 4 sp, *Klanith Pragik's Pride* or *Viridian Blue* or *Xochete Silver* 5 sp, <> *Viridian Green* or *Bulwark Royal Blue* 2 gp, *Klanith Oboloste's Gold* 3 gp, *Duat Total Tottle* 4 gp, *Xochete Gold* 5 gp, *Shiktat Moss* 6 gp, *Billingdoor Skullhelm* 8 gp, *Tristor Blue Whinnis Leaf* 10 gp, <> *Nisan-Moot Crown Beast* 12 gp, *Cudgel Wisdom of Solomon* 15 gp, *Tristor Red Lotus Haggah* 20 gp, *Tammuzi Red Dragon* 30 gp, *Tlanikhan Screaming Jaguar* or *Tristor Black Lotus Haggah* or *Xochete Platinum* 50 gp. **Cash Box** contains 1d100 cp, 1d100 sp, and 1d100 gp. **Disposition:** 1) Happy, 2) Hungry, 3) Horny, 4) What? 5) Dude? 6) Really? *Rumor:* ... *Man, that was some adventure we had, me and Bobor, and there was Dimwit the Dwarf, and Lumbo the Elf, and that wizard... whassisname... Rafe? Ralph! Yeah, that was it. Man, Lumbo sure got the munchies. He never did give me my copy of Playelf back. What? You want to buy something?*

*Why didn't you say so? You did? Ten minutes ago? Wow, that's so weird. That reminds me of this adventure we had...*

**75. PIPEWEED & DIVERSIONS: WANTON VILMIENA** (CN female *Alryan 1st level Rogue*; SL General 5 (*Black Rogue Clan*); HD 1d6+1, HP 4; AC 11 (Dex); Attacks: Dagger (+1/+1 BtH, 1d4+1 damage); Abilities: Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Languages: *Alryan*; Str 13, Dex 14\*, Con 13, Int 11\*, Wis 14, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, wears a whistle on a string around her neck) This young wench would be pretty if she wasn't usually wearing a frown; she stands 5'6" tall, with a wiry figure, long dark brown hair, pale skin, and blue eyes over a perky freckled nose. She wears a fine eggshell blue dress that is a bit too big in the bust and waist, though with strategically tied ribbons is reveals only just enough to entice; over her shoulders are straps attached to a largish box that she carries before her, just under her somewhat revealing cleavage. The box is filled with cigars, cigarettes, bottles of snuff and jars of chew, and other such items; she calls out to her customers, "Cigars, cigarettes, snuff!" as she wanders up and down the streets of the Merchant District. She keeps her overstock in a pack on her back, which helps her keep her balance. She is often found in the Open Market, though at dusk she invariably makes her way to Barter Street to cater to the party-going customers at the Balor's Eye. She knows little about her stock, and nothing about haggling, for this is merely cover for her true purpose, which is to find her brother's murderer. Until recently, she was just another wench of the Black Rogue Clan, seeking a likely husband among the clansmen, until the day her brother Vilmar was found dead, facedown in the alley behind the Boot & Strap across from the Balor's Eye. He sold pipeweed and tabac in this area, and so to find out who killed him (whether for his missing stock or other reasons is unknown), she took up his former business. A local streetwalking harlot told her that she saw it happen, and that it was an elf that stabbed him in the back, though she didn't see his face in the dark, so right now she seeks any sort of pipeweed or tobacco that appeals to elves, the better to lure him back. At night on Barter Street she has one to six lads from the Black Rogue Clan backing her up, wandering the street aimlessly or hanging out in the alleys nearby: **BLACK AONGHUS, MARAGHAL,**

**VEELO DHORN, KREES TORBLE, DJAIK SLAYER**, and/or **ENOST KREEL** (N to CE male Alryan/Mixed 1st level Fighters; HD 1d10+1, HP 6, 10, 3, 9, 7, 6, AC 12; Clubs and Daggers), each of which arrive 1d12 rounds after the whistle blows (determine individually). **Prices:** (80% chance in stock on those costing up to 5 sp, 20% chance in stock on those costing 6 sp to 10 gp, 5% chance for those 10+ gp; 1d8 ounces of chaw/snuff, 5d4 cigarettes, or 1d6 cigars of those in stock are available) Atwain Snuk Chaw 1 cp/ounce, Bulwark Shag Cigarette 1 cp, Atwain Snuff 2 cp/ounce, Atwain Bro-Chak or Darkfield Tabac Cigarette 3 cp, Average Bulwark Cigarette 4 cp, Darkfield Tabac Chaw 5 cp/ounce, Viridian Yellow or Xochete Copper Cigarette 5 cp, Good Bulwark Cigarette 6 cp, Karzulun Haggah or Viridian Yellow Chaw 1 sp/ounce, Bulwark Blue Cigarette 2 sp, Viridian Blue or Xochete Silver Cigarette 25 cp, Viridian Blue Chaw 5 sp/ounce, Karzulun Assassin Cigarette 5 sp <> Viridian Green or Bulwark Royal Blue Cigarette 1 gp, Tlanic Jaguar Tabac Cigarette 2 gp, Karzulun Shaikh Cigarette or Xochete Gold Cigarette 3 gp, Tlanic Noble Tabac Cigarette 5 gp <> Tlanic Jaguar Tabac Cigar or Tlanic Royal Tabac Cigarette 10 gp, Karzulun Malik Cigarette 12 gp, Tlanic Noble Tabac Cigar or Xochete Platinum Cigarette 25 gp, Karzulun Sultan Cigarette 40 gp, Tlanic Royal Tabac Cigar 50 gp; other items for sale include clay pipes 2d4 cp each, wooden dice 1d6 sp each, handkerchiefs 1d8 sp each, wooden pipes 2d4 sp each, brushes and combs 1d12 gp each, one-ounce vials of cheap cologne 2d4 gp each, and wooden snuff boxes 3d4 gp each. **Cash Box** contains only 3d10 cp, 3d10 sp, and 1d20 gp, as she pinches off coin every once in a while and passes it to her Black Rogue Clan guardians (each of whom has 1d20 each of cp, sp, and gp). **Disposition:** 1) Sad, 2) Angry, 3) Bored, 4) Pensive, 5) Tired, or 6) Tender. *Rumor: There was a man who used to sell cigars and cigarettes here, his name was Vilmar; he was stabbed in the back by an elf. I don't suppose you know anything about that, do you?*

**76. PIPEWEED & DIVERSIONS: FRUDU OVERDALE** (CG male Bulwark Shire Halfling 3rd level Cleric of Braz-Kazen; SL Merchant 5; HD 3d8, HP 12; AC 10 (No Armor); Attacks: Club (+1 BtH, 1d6+1 damage); Abilities: Evaluate Pipeweed (Int +3), Haggle (Cha), Fearless, Darkvision 30 ft., Duskvision, Hide (Dex), Move Silently (Dex), Resistant, Spells, Turn Undead; Spells: create flame x4, bless, cause fear, obscuring smoke,

smoke cloud; Languages: Halfling, Alryan, Altanian; Str 12, Dex 10, Con 12, Int 14, Wis 14\*, Cha 13\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus a purse containing eight ounces of Bulwark Royal Blue and a fine meerschaum pipe (50 gp) that hangs from his belt in the front) This old halfling has curly gray hair, graying brown skin, merry twinkling blue eyes over a pug nose, and cauliflower ears; he wears brown and green tweeds with a brown and green kilt checkered in the Altanian fashion. Once a young hell-raiser of Bulwark Shire, he ran away from home after one too many pranks and settled in Altania, where he worked for various pipeweed growers and learned the trade. There he found religion in a strange cult of Braz-Kazen, the God of Many Smokes, and became first an initiate and later a full-fledged priest. He later settled in the City State, importing pipeweed from Atwain, Bulwark, and further afield. He has a small four-wheeled wagon drawn by two ponies; there are statues of Braz-Kazen amidst the shelves of tins, jars, and kegs of pipeweed, and there are always several sticks of pipeweed incense burning, leaving the wagon standing in a sweet, cloying cloud of smoke. He is found in the Royal Market at Grand Gate, the Square of the Gods, and South Market at the Gate of the Gods. He only sells in bulk, though regular customers are allowed to try a bowl of something new now and again free of charge. He has not stopped importing from Atwain since Xathragot conquered the town, but he sends every penny of profit from such sales to Olwine, leader of the halfling resistance hiding in Luckstone and, unknown to her, his granddaughter (her mother was his daughter by the first pipeweed farmer who hired him, though her mother's husband never knew she was a cuckoo). Frudu is a close friend of Balarnega, Grand Vizier of the Overlord, as Balarnega is addicted to Bulwark Royal Blue smoke and cheese, and if anything were to happen to Frudu he would be most unhappy! Note that he does not sell snuff, believing it to be blasphemous misuse of pipeweed and tobacco! **Prices:** (usually has 1d6 tins, 1d10 jars, or 1d8 kegs of in-stock items) (Atwain 88% in stock) Atwain Snuk Smokeweed 5 sp/5# keg, Atwain Bro-Chak Smokeweed 25 sp/5# keg; (Bulwark 77% in stock, prices are for 1# tins/5# kegs) Bulwark Shag 2 sp/1 gp, Bulwark Average 6 sp/3 gp, Bulwark Good 12 sp/6 gp, Bulwark Blue 4 gp/20 gp, Bulwark Royal Blue 20 gp/100 gp; Bulwarkshire Cheese 2 gp/5# wheel, Bulwarkshire Blue Cheese 10 gp/5# wheel, Bulwarkshire Royal Blue Cheese 50 gp/5# wheel; (Darkfield 99% in stock) Darkfield Tabac 5 sp/25

sp, Darkfield Premium Tabac (exclusive!) 3 gp/15 gp; (Pipeweed incense 99% in stock, price is per stick or cone) Cheap Leavings 1 gp, Sweet Dreams 2 gp, Mellow Days 3 gp, Excellent Thoughts 4 gp, Primo Gold 5 gp, Braz-Kazen's Best 10 gp (10% chance of communing with the god himself, as per the spell); (Mermist 44% in stock) Mermist Emerald Leaf 1 gp/5 gp, Mermist Scarlet Pipeweed 5 gp/25 gp (steeped in the poison of the scarlet toad, CL 2 Wis save or suffer waking nightmares for 1d3 days); (Tlanic 11% in stock, rare and hard to get of late) Tlanic Jaguar Tabac 40 gp/1# jar, Tlanic Noble Tabac 100 gp/1# jar, Tlanic Royal Tabac 200 gp/1# jar; (1d20 each of in-stock cigars) Tlanic Jaguar Cigar 10 gp, Tlanic Noble Cigar 25 gp, Tlanic Royal Cigar 50 gp; (Viridian 66% in stock) Viridian Yellow 1 gp/5 gp, Viridian Blue 5 gp/25 gp, Viridian Green 20 gp/100 gp, Viridian Imperial Reserve 100 gp/500 gp (11% in stock); (Xochete 44% in stock) Xochete Copper 1 gp/1# jar, Xochete Silver 5 gp/1# jar, Xochete Gold 50 gp/1# jar, Xochete Platinum 500 gp/1# jar; 1d30 each of in-stock cigars) Xochete Copper Cigar 5 sp, Xochete Silver Cigar 1 gp, Xochete Electrum Cigar 5 gp, Xochete Gold Cigar 15 gp, Xochete Jade Cigar 75 gp; other items for sale include matches 1 gp each (has 10d10 in stock), cigar box 1 gp (holds 20 cigars), pipeweed wallets 1 gp (holds 8 ounces), cigar cutter 3 gp, clay pipes 5 cp each, wooden pipes 5 sp each, fine pipes 5d20 gp each, 3" bronze statue of Braz-Kazen (doubles as incense holder for cone or stick) 10 gp, 50 gp, 6" bronze censer of Braz-Kazen on chain (holds six incense cones, blessed to act as a holy symbol) 50 gp, 12" bronze statue of Braz-Kazen (head pops off, holds 1# of pipeweed fresh within). **Cash Box** contains 5d10 cp, 10d10 sp, 10d10 x 1d6 gp, and 1d4 gems each worth 5 to 100 gp. **Disposition:** 1) Merry, 2) Thoughtful, 3) Dreaming, 4) Kind, 5) Helpful, or 6) Blissed Out. *Rumor: The Overlord's War Council nearly came to blows the other day, arguing over priorities between the eastern and western frontiers. I hear General Paugler almost brained General Rudneck with his axe, so angry was he at whispers of disloyalty to the Overlord.*

**77. POET: STRIDENT STROFEELOS** (*N male High Viridian 4th level Bard; SL Guild (Minstrels Guild) 4; HD 4d10-4, HP 16; AC 10 (No Armor); Attacks: Dagger (+3/+3 BtH, 1d4 damage); Abilities: Write Poetry (Int), Decipher Script (Int), Exalt (Cha), Legend Lore (Cha), Fascinate; Languages: High Viridian, Alryan (thickly accented and often mispronounces or misuses words); Str 11, Dex 12\*, Con 7\*, Int 9, Wis 11, Cha 16\*; carries*

*2d6 cp, 2d6 sp, and 1d4 gp*) Strofeelos stands 5'7" tall, with deep olive green skin, long curly blonde locks of hair, and green eyes in a handsome if vacuous face; he wears a classic-style white knee-length toga trimmed in viridian greens and blues, cinched with a belt of small bronze plates (5 gp), and wears gilded sandals with knee high laces. This son of destitute Viridian émigrés grew up with all his wants and needs tended to; when his family fled Viridistan and settled into genteel poverty, all he had left from his youth was his talent for writing poetry, which his mother assured him was equal to the greats of the Viridian Golden Age. He has since used his poetry to get by, reciting in the streets for donations; when passers-by give him coins to be silent, he assures himself that it is because they are overcome with grief at the tragic tales told by his poems. Unfortunately, his poems are doggerel of the worst sort, usually telling the tales of great princes brought low by the actions of evil gods (rather than their own obvious stupidity). He delivers the poems with great passion, but unfortunately, his understanding of Alryan is incomplete and was learned in the streets, so such portions of his poems as are in Alryan rather than Viridian are at best comical, rather than tragic. His singing, which he performs accompanied by his small hand harp (25 gp), is actually not that bad, as he sings old Viridian classics rather than his own songs. He usually recites in the Plaza of Profuse Pleasures or the Royal Market; he never recites in the Square of the Gods, as he has rejected all deities as equally bad. He does not have a wagon or cart; he simply stands off in a corner of the market and places an old bowl before him for donations; he does not know that the bowl, old and covered sloppily and thickly with blue paint to cover the blue crystal, is actually a *bowl of commanding water elementals* that his father stole from the Tiphrodd Temple when he fled Viridistan. Though he performs in the Noble Quarter, he lives in a cheap flat in the Thieves Quarter on Cutpurse Row, where he has a personal shrine dedicated to the memory of his mother, including his mother's ashes, a cameo locket with her portrait, and several pieces of family jewelry (worth 3,000 gp) that he would never, ever consider selling, even if he knew their value. **Prices:** he performs for donations, though he will perform at parties and such for 5 gp per SL of the customer; he is also quite happy to compose poems for clients at the same rate. **Cash Box** contains 1d100 cp, 1d100-1 sp, and 1d100-1 gp. **Disposition:** 1) Tragic, 2) Sad, 3) Hungry, 4) Merry, 5) Missing His Mother, or 6)

Poetic. *Rumor: The trouble brewing between the Overlord and the Emperor, they say, is because of the interference of a witch who lives in the marshlands between here and there. They say this witch, named Mordridda, offered herself as queen to both the Overlord and the Emperor, and both turned her down, so now she uses her magic to destroy both lords and their realms... tragic, no?*

## **78. POTIONS, SALVES, & NOSTRUMS:**

**BNALZER DRAGULMOR** (CE male Alryan 5th level Alchemist/Wizard; SL Guild (Alchemists) 5; HD 5d4, HP 18; AC 10 (No Armor); Attacks: Dagger (+1/+1 BtH, 1d4 damage); Abilities: Haggle (Cha), Alchemy (Int), Alchemical Resistance +4, Brew Poison (Int), Brew Potion (Int), Craft Homunculus, Insightful (+2 Int checks), Spells; Spells: detect magic, mage hand x2, open/close x2, charm person x2, shocking grasp x2, sleep, scare x2, hold person; Languages: Alryan, High Viridian, Old Orichalan; Str 9, Dex 11, Con 11, Int 15\*, Wis 12, Cha 13\*; carries 2d6 cp, 2d6 sp, 1d8 gp, and wears a gold ring (250 gp) that he claims is a ring of dragon control that he would sell for 5,000 gp but is just a non-magical ring with a false magical aura cast upon it) This unpleasant fellow stands 6' tall, with long scraggly black hair, a pale complexion, a sneering or smirking mouth under a hooked nose, and eyes so dark brown they look black; he is invariably dressed in long flowing black robes with a cowl. Whenever he is angry his eyes glow red, thanks to an experimental enchantment of his uncle's. His face is lightly scarred from burn marks, not due to alchemical accidents, but instead due to an unpleasant encounter with the Black Wizard (upon which he refuses to elaborate, save to say that he is one of a very few folk who have thus encountered the Black Wizard and lived to tell the tale). His mother was a witch of the Witches Court Marshes, his father a wandering adventurer; she was disappointed in his birth, as she had hoped for a daughter to teach her craft, so he was raised by his mother's brother, a reclusive wealthy alchemist of the City State. He taught his nephew that that he was better than other beings, and that non-magical beings existed only to serve those with magical talent. Unfortunately, his uncle experimented in things best left unknown by man and summoned up a demon of terrible power; the creature destroyed his uncle's manor, stole his treasures, and left dragging his uncle's screaming soul to the Abyss. Fortunately, Bnalzer was away at the time and so survived, but he was left penniless and friendless. So today he sells alchemical concoctions and potions at the Royal Market at Grand

Gate, using the coin gotten thereby to slowly rebuilt his manor house; he is rarely found deeper in the city, as he detests all the people there. His four-wheel box wagon is plain and serviceable, painted black and covered with red and silver runes (not enchanted). The wagon is drawn by two charmed ogres, **FRIKX** and **MORLAX** (CE male ogres, HD 4d8, HP 15, 21, AC 16; Fists (1d10)) who also act as bodyguards; they are dressed in black finery, as fits a gentleman's footmen, complete with large black top hats with silver skulls upon the band (25 gp). Bnalzer tolerates no more than one customer in his wagon at a time; those clamoring for attention or complaining of his services are driven from the wagon with extreme prejudice. He is condescending to all save other wizards, alchemists, or witches, with whom he is almost warm and friendly; he considers clerics and druids to be nothing more than dupes and enchanted slaves. His homunculus, **ZNABU** (CE construct; HD 2d10, HP 6, AC 14; Poison Breath) rests upon his master's shoulder; he looks more like a small dragon than a gargoyle, even having a poison breath weapon rather than bite. **Prices:** (all effects are as cast by a 5th level spell caster; 10 gp items in stock 80% chance 1d6 vials, 50 gp items in stock 50% chance 1d4 vials, 150 gp items in stock 20% chance 1d3 vials, 300 gp items in stock 10% chance 1d2 items) alter size potion 50 gp, change self potion 50 gp, charm person potion 50 gp, clairaudience/clairvoyance oil 300 gp, comprehend languages potion 50 gp, delay poison potion 150 gp, detect magic potion 10 gp, detect poison potion 10 gp, detect thoughts potion 150 gp, endure elements salve 10 gp, enhance charisma cream 150 gp, gaseous form potion 300 gp, know direction potion 10 gp, love philter 300 gp (affects the DRINKER, Cha save or fall in love with the one who handed you the potion), mage hand salve 10 gp, prestidigitation potion 10 gp, remove paralysis potion 150 gp, sleep potion 50 gp, somnolence potion 300 gp (affects the DRINKER as per the sleep spell with a permanent duration, up to 6 HD), spider climb cream 50 gp, suggestion potion 300 gp, summon familiar kit 250 gp (15% chance in stock). **Cash Box** contains 2d10 cp, 2d10 sp, 10d10 x 1d8 gp, and 1d6 gems each worth 10 to 250 gp. **Disposition:** 1) Unpleasant, 2) Angry, 3) Aloof, 4) Scheming, 5) Curious, or 6) Distracted. *Rumor: The Black Wizard lurks within his tower at the Palisade Ruins — they say he has discovered there an ancient device of the Dragon Lords, a relic of great power that can summon and control swarms of dragons... and he has merely to figure out how*

to command its power before he conquers the Roglaras.

**79. RAGS: DHORON THE TOAD** (*NE male Chaelo 2nd level Fighter; SL General 3 (Homeless Villein); HD 2d10, HP 7; AC 10 (Padded Armor - Dex); Attacks: Club (+2 BtH, 1d6+2 damage); Abilities: Fish (Wis), Swim (Str), Weapon Specialization (Club); Languages: Chaelo, Alryan (heavily accented and poorly understood); Str 12\*, Dex 6, Con 10, Int 8, Wis 12\*, Cha 14\*; carries 2d6 cp and 1d4 sp*) This brutish fellow stands 5'3" tall and has a squat, hefty build, with short curly black hair, swarthy purple skin, bulging purple eyes, a wide toothless mouth with a long purple tongue over green lips, and stumpy webbed fingers; he wears a thick padding of rags and cast-off clothing, none of which has been washed since long before it was donned, and often is stinking and wet from his swimming in the estuary. Born in a remote hamlet near the western verge of the Mermist Swamp, Dhoron and his family were villeins, that is, higher-class serfs with a bit more wealth and influence than the common serf. In his hamlet, Dhoron was well-regarded for his deformities, as they were thought to be the blessing of the Toad, the God of the Swamp, which the locals revered zealously. So Dhoron had an easy life, as neighbors gave him food and drink to appease the Toad. Unfortunately, that all ended when Altanian raiders razed the hamlet and slew the masters of the local manor, all his family, and every last one of his neighbors while Dhoron was in the swamp, "Communing with the Toad," i.e., swimming and fishing, as the lazy lout enjoyed doing. He returned only after the raiders left, which he considered quite a stroke of luck, and for the first time in his life, he actually thought maybe he was blessed by the Toad. Thus he set off on a raft down Emerald Death Stream, seeking to go to the fabled City State of the Invincible Overlord, where it was said there was a grand temple of the Toad, where he too might be worshiped. Though he is in fact quite charming in a strange way, the priests at the temple could not get past his ugliness, as toady as it might be, and so cast him out, quite promptly after he started making claims to be a son of the Toad! Since then he has haunted the Seafloor Quarter, picking old clothes and carpets out of trash bins and off of clothes lines, washing them in the Roglaroon, and selling them in bundles. He carries his entire "stock" upon his back, in a large bed sheet sewn up like a bag. He subsists on the petty sales of rags and the donations of poor local lower-class freemen who worship the Toad

and have heard that he might be a son of the god; he has perhaps a dozen ardent followers who call him the Croaking Prophet. Soon they will inflate his ego enough to get him to start speaking in the Fish Market, publicly proclaiming his divinity. **Prices:** 1 cp per dozen rags. **Cash Box** contains 5d10 cp, 1d20 sp, and has a 14% chance of containing 1d20 gp. **Disposition:** 1) Slimy, 2) Greedy, 3) Lusty, 4) Perverse, 5) Lonely, or 6) Toadying. **Rumor:** *Very pretty they was, yes, the luvrly spawn o' Cap'n Vikan o'er at En' Gate. Luvrly lasses, in the full bloom of maidenhood, an' then th' two big brutes came and took 'em away, they did. They screamed out oncet, all skeert like, an' then the tall, pale, red-eyed men blew sommat in their faces and they fell over. I heered them say tha' Lady Omelet had plans for them, she did. Th' cap'n's been in a mighty frothin' rage ever sincet. I's the onliest one what seen it, I was, but 'e doan like me none, no 'e don't, so I don't says nuthin'.*

**80. ROPE & TWINE: NIMBUR KNOTS** (*CG male City Gnome 4th level Ranger; SL Guild (Rope Makers) 6; HD 4d10, HP 12; AC 20 (Gnomish Rope Armor + Dex); Attacks: 20 ft. Lasso (+5 BtH, Entangles 1d6 limbs, a result of four or more means all limbs are caught in the lasso); Abilities: Haggle (Cha), Make Rope (Dex), Animal Empathy, Combat Expertise (Goblins/Kobolds), Darkvision 60 ft., Enhanced Hearing, Spell-like Abilities, Combat Marauder, Conceal (Dex), Delay/Neutralize Poison (Wis), Move Silently (Dex), Scale (Dex), Traps (Wis), Survival (Wis), Track (Wis); Spell-like Abilities: dancing lights, ghost sound, prestidigitation; Languages: Gnome, Alryan, Elvish; Str 12\*, Dex 16\*, Con 10, Int 13, Wis 8, Cha 14; carries 2d6 cp, 2d6 sp, and 2d6 gp*) This gnome stands almost four feet tall and is very thin, with pale skin, pale blonde hair tied in braids, and green eyes; he wears a cunning suit made of gnomish rope, stronger than most mail armors and light as leather (his lasso is integral to the armor, so if his victim has his legs free and decides to run, Nimbur gets dragged behind). Nimbur grew up on the tales of adventure and heroism told of the Royal Rangers of the Dearthwood; when he came of age he tried out for the rangers, and only narrowly passed the initial tests. He washed out when he kept getting caught in his own traps and pits; however, he discovered during that brief, glorious time that he had a singular talent for making and using rope. So when he returned to the City State he apprenticed to a rope maker and today is one of the best in the city; he also traveled to Adderwood, and there from an old

friend learned the secrets of making elven rope, so he is the only regular source of such in the City State, albeit his is not of the best quality and is merely known as “gnomish rope.” Gnomish rope is very thin, very tough (AC 18), very lightweight, and gives the user a +2 bonus to all uses of the rope; it can also be “recalled” purposefully from a knot with a successful CL Knot Quality Dexterity check (bonus applies to this check, too). He is usually found at the South Market at the Gate of the Gods, where he can serve both the rangers and Woodmen of the Dearthwood and the local rogues most readily. His wagon is easy enough to spot, as it is a small Tharbeo-style wagon with only two wheels, covered on every surface with rope, and drawn by a miniature shire horse. Nimbur lives in the wagon, sleeping on his piles of rope. He is infamous for his unusual stunts he pulls to show off the quality of his rope; he has been arrested and fined several times for climbing various tall temples and bell towers (though he studiously avoids going near the city walls)! From time to time he gets the adventuring itch, and welcomes offers of joining a party for an equal share.

**Prices:** twine 5 feet per cp, 1”-thick 1000# hemp rope 2 cp per foot (50’, 1 gp, 15#), 2”-thick 4000# hemp rope 1 sp per foot (50’, 5 gp, 60#), 1/2”-thick 360# silk rope 2 sp per foot (50’, 10 gp, 5#), 1”-thick 1200# silk rope 1 gp per foot (50’, 50 gp, 16#), 1/8”-thick 600# gnomish rope 10 gp per foot (50’, 500 gp, 2#; has only 32% chance of having 50 to 200 feet of this rope in stock). **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and a 32% chance of 1d3 gems each worth 10 to 250 gp. **Disposition:** 1) Flighty, 2) Chatty, 3) Hungry, 4) Wistful, 5) Helpful, or 6) Dangerously Bored. *Rumor: I hear from distant cousins that the gnomes of Lightelf have had trouble lately from bandits and monsters on their border near the Palewood. I wonder if the elves of Palewood have elvish rope. Do you think they do? Do you suppose it would be gray-colored, because the elves are gray? Is rope from Viridistan green? I’ve never seen rope from Viridistan, have you?*

### **81. RUGS & TAPESTRIES: ABDAL ALHAZRED**

(CE male Lenapashim 5th level Wizard; SL Merchant 6; HD 5d4+10, HP 25; AC 13 (Ring of Protection +1 + Dex); Attacks: Rod of Withering (+2 BtH, 1d4 Strength + 1d4 Constitution); Abilities: Evaluate Rugs & Tapestries (Int), Haggle (Cha), Spells; Spells: detect magic x2, mage hand, message, prestidigitation, comprehend languages, identify, protection from evil, read magic, unseen servant, darkness, detect thoughts, scare, summon lesser monster;

Languages: Lenapashim, Alryan, Demonic; Str 12, Dex 16\*, Con 17, Int 16\*, Wis 9, Cha 13\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, wears his ring of protection +1, carries his rod of withering) This foreign merchant stands out, even in the cosmopolitan City State, as Lenapashim are quite rare this far from the Great Desert; he stands 6’2” tall with a light build, dusky brown lightly bronze skin, dark brown eyes, and a long, well-groomed full beard. He wears the black robes of his native land, with a red and black checkered keffiyah worn as a turban, complete with a large gold-mounted black onyx as a diadem (250 gp). Often mistaken for a distant relative (distant in both time and space), Abdal swears he has nothing to do with such “terrible, terrible atrocities,” though does not mention that it is not for lack of trying, for he is desperate to make contact with a Demon Prince and gain the powers of a true sorcerer! For this and other crimes against nature he was condemned to death in Lenap, and only got out of the city and the region through the good fortune of possessing a Carpet of Flying (5’ x 10’). He escaped with enough treasure to set himself up as a merchant in this distant city while he makes contact with various dark cults and seeks out ancient ruins from the age of the Markabs. He is usually found in the Royal Market at the Grand Gate, the Plaza of Profuse Pleasures, the Square of the Gods, or elsewhere in the Noble Quarter. He does not have a wagon; instead he brings his wares from his country home to the markets on the backs of six large camels, each with a local handler none-too-pleased to be dealing with the strange beasts: **JIRELNAK OF FITCH, OGYVAL THE ODD, BATTY BOROWAY, SARWIX GOORUGNY, HASTY HABROX, and TRIPPY TRIBOL** (N to CE male Alryans, HD 1d8, HP 1, 2, 7, 7, 3, 5, AC 10; Camel Crops (1d3 damage)). He has been blackballed by the Magicians Guild, as much from his unpleasant personality as from any concerns over his potential studies. He has noticed, from time to time when meeting questionable characters in various dives of the Thieves Guild, the presence of a potent demonic entity, and is close to narrowing it down to Phleet the Neat (the Demon Barber, see #09). **Prices:** (all prices are per square foot of rug or tapestry, 1x for plain/simple, 2x for patterned or single subject, 3x for complex battle/life scene) Alryan rug 1 gp, Alryan tapestry or Avalonian or Viridian rug 2 gp, Avalonian or Viridian tapestry or Orichalan or Tarantine rug 3 gp, Orichalan or Tarantine tapestry or Ghinorian or Karzulun or Lenapashim rug 4 gp, Ghinorian or

Karzulun or Lenapashim tapestry or Karakhan rug 5 gp, Karakhan tapestry 6 gp; size ranges from 1 foot square to 10 foot by 40 foot. **Cash Box** contains 5d10 cp, 5d10 sp, 10d10 x 1d4 gp, and 1d4 gems each worth 10 to 250 gp. **Disposition:** 1) Haughty, 2) Demanding, 3) Demonic, 4) Lusty, 5) Angry, or 6) Aloof. *Rumor: In the Shadow Keys in the Churning Sea near Lenap stands an island; upon that island stands a statue of silver; upon the brow of that statue can be found a sapphire the size of an ogre's fist. They say the sapphire can be used to summon a demon from beyond the stars...*

**82. SAGE: MING DAI-ZHYANG THE DRUNKEN SAGE** (CE male Karakhan Astari-Blooded Ogre 3rd level Sage; SL General 5 (Jade Naga Clan); HD 4d8+3d4+14, HP 42; AC 16 (Hide); Attacks: Slam (+8 BtH, 1d10 damage); Abilities: Darkvision 60 ft., Twilight Vision, Read Magic, Sage Lore Area Familiarity [Roglaras], Sage Lore Major [Dungeoneering] (Int), Sage Lore Minor [Fauna: Giants] (Int), Sage Lore Minor [Local Area – Roglaras: Humanoids] (Int), Sage Lore Minor [Local Area — Roglaras: Legends] (Int), Spell-like Abilities, Total Recall; Spell-like Abilities: detect magic 3/day, prestidigitation 3/day, comprehend languages 2/day, identify 2/day, detect thoughts 1/day, see invisibility 1/day; Languages: Eastern Ogre, Karakhan, Alryan, Orcish, Dwarvish; Str 18, Dex 10, Con 16, Int 16\*, Wis 13, Cha 15\*; 50% chance carries either 1d100-1 each of cp, sp, and gp or 1d10-1 cp) Dai-Zhyang is an eastern ogre, descended from ogres who fled to the Roglaras from Karak with the Jade Naga Orcs; he is eight feet tall and very broad of shoulder, with bluish-green skin, four horns, long looped ears, great bushy eyebrows, almond-shaped silver-on-white eyes, a squat flat nose, and a wide mouth filled with fangs. He comes from a line of ogres that have the blood of the Astari Star-Men in their line, and has the characteristic Third Eye in the middle of his forehead between his lower horns that, in his case at least, grants potent magical abilities; the eye remains shut until he uses a spell-like ability, and when it is open, it glows an eerie sapphire blue color. One of his special abilities is Total Recall; he remembers everything he has seen, heard, tasted, smelled, and touched, and thus has no need for a library. When he is “researching” more complex questions, he is actually delving into his memory by meditating and opening his Third Eye; this is invariably interspersed with drinking sessions until he dredges up the answer. He wears Karakhan finery in blues, blacks, and greens,

usually soiled by mud, blood, cheap beer, and worse; his fine Mandarin hat is usually crushed when he bumps into low ceilings. He is often in the Prancing Ki-Rin, passed out in Cutpurse Row, or elsewhere in the streets of the Thieves Quarter, seeking to dispense bits of his knowledge to interested adventurers in return for enough money to get drunk for a day or three. He has no wagon or cart, though in his more sober moments he'll have two Naga Orc whelps attending him, one carrying a large stool upon which the sage will sit, the other wearing a placard upon which “Going into a Dungeon? Ask the Sage for advice, reasonable rates!” is written in Alryan. He happily accepts payment in alcoholic equivalent, and usually regales his drinking companions with his wisdom and knowledge whether they want him to or not! **Prices:** Simple and general question 5 sp and five minutes tops (“Are there orcs in the Dearthwood?”), average question 5 gp and one hour or so (“How many orc hamlets are there on the Black River?”), very specific and complex question 50 gp and 8 to 10 hours (“What are the names of the orc hamlets on the Black River, the names of the leaders of each hamlet, and do they have any shamans assisting them?”). He has no **cash box**, simply refer to carried wealth, above, as most of his wealth is spent right away on large kegs of cheap beer. **Disposition:** 1) Drunk, 2) Merry, 3) Hungry, 4) Amorous, 5) Angry, or 6) Very Drunk or Meditative, hard to tell. *Rumor: Everyone keeps wondering, “Where is the Wild Orc city?” and complaining about how they can't find it sitting somewhere in the forest. Nobody ever thinks to look down... Orcs like to live underground, you know... Stupid humans!*

**83. SCRIBE: THOTH-AMAN-EUNISIS** (GC male Ghinorian 5th level Sage/Wizard; SL Guild (Scribes) 6; HD 5d4, HP 11; AC 11 (Dex); Attacks: Staff (+2 BtH, 1d6 damage); Abilities: Scribe (Int), Orisons, Read Magic, Sage Lore Area Familiarity (Roglaras, Southern Reaches, Viridistan), Sage Lore Major [Nobility and Royalty] (Int), Sage Lore Minor [Local Area — Roglaras: Personalities] (Int), Sage Lore Minor [Arcana—Famous Mages] (Int), Sage Lore Minor [Fauna — Dragons] (Int), Spells, Transcribe; Orisons: detect evil, first aid; Spells: arcane mark, detect magic, endure elements, mage hand, mending, comprehend languages x2, erase, floating disk, shocking grasp, invisibility, protection from arrows, scare, tongues; Languages: Ghinorian, Enneadim, Alryan, High Viridian, Draconic; Str 11, Dex 13, Con 10, Int 16\*, Wis 16\*, Cha 13\*; carries 2d6 cp, 2d6 sp, and 2d6 gp, and carries his wand of suggestion with 4 charges) Born in far-distant

Alt Ghinor in the Southern Reaches, Thoth has classic Ghinorian features, being 5'6" tall, with a light build, dusky golden-bronze skin, brown eyes, and chaven pate; he wears local Alryan style clothing, however, this being a brown scribe's robe and plain brown scribe's hat with a writing plume in the band. Shipwrecked in the Roglaras when he was merely an apprentice to a sea-captain's scribe, Thoth started working as a scribe locally to earn the coin to take a ship home; over time, however, he came to love his new home for its exotic nature and crazy social freedoms. He is an initiate of the Temple of Thoth, outside of which he usually sets up his scribe's table in the Square of the Gods. Thoth has gone on several adventures, and is willing to join a party as a full member with a full share if the adventure promises to visit ruins of ancient wizard's towers, dragons, or famous palaces and the like. **Prices:** (he has 10d10-10 sheets of each type of paper) 1 to 5 sp per page of writing depending on the amount of writing (1 minute per cp to write), 1 gp per sheet of parchment, 2 gp per sheet of paper, 3 gp per sheet of vellum. As an adjunct member of the Sages Guild, he is also able to transcribe scrolls and sell his knowledge of nobles, wizards, and dragons on a limited basis; 5 sp for a simple five-minute question, read aloud a translation of a document 5 sp/page (requires five minutes per page), write a translation of a translated document 5 gp/page (requires 1 hour per page, note that he writes a duplicate for his library), 5 gp for a one-hour consult, 100 gp for copying 1st level scroll (1 day), 200 gp for copying 2nd level scroll (2 days), 300 gp for copying 3rd level scroll (3 days) [note that copies of magic scrolls cannot be cast like a standard scroll, though they can be used to learn the spell on the scroll]; he is not available for hire for longer-term service. **Cash Box** contains 8d10 cp, 10d10 sp, 5d10 gp, and has a 13% chance of having 1d3 gems each worth 10 to 50 gp **Disposition:** 1) Cheerful, 2) Helpful, 3) Friendly, 4) Busy, 5) Curious, or 6) Concerned. *Rumor: The dragons of the Majestic Fastness in the Majestic Mountains are hunting further south this year; they've been spotted in the Howling Hills within sight of the dwarven town of Gaehill.*

**84. SCRIBE: MARTLEBY THE SCRIVENER** (N male Alryan 1st level Wizard; SL Guild (Scribes) 4; HD 1d4, HP 3; AC 10 (No Armor); Attacks: Writing Plume (+0 BtH, 1 point of damage); Abilities: Scribe (Int), Spells; Spells: arcane mark x2, mending x2, erase x2; Languages: Alryan, High Viridian; Str 9, Dex 12\*, Con 9\*, Int 12\*, Wis 5, Cha 8; carries 2d6 cp, 2d6 sp, and 1d4 gp) Martleby is a plain fellow, with dark brown hair, watery

blue eye, and an eternally sad countenance; he wears plain brown robes and a plain brown scribe's cap with a writing plume in the band. A former apprentice of a hedge wizard, this son of a miller was blackballed from the Magician's Guild for being plain and boring (his self-chosen wizarding name, "Martleby the Magnificent," was greeted by more titters and jeers than Mervyn the Mauve many years ago). Distressed to the point of melancholy, he has taken up scribe work to pay for his poor flat and plain meals; he'd take up an adventuring life if he has any courage and could actually find a party that would befriend him. He is usually found at the Open Market in the Merchant Quarter, more rarely in the Square of the Gods in the Temple District or points in-between; he drags his small scribe's table and stool to a spot at dawn, sits there quietly hoping work will come to him, then trundles off home when it gets too dark to write, as he cannot afford candles by which to write. **Prices:** (he has 5d10-10 sheets of each type of paper) 5 to 20 cp per page of writing depending on the amount of writing (1 minute per cp to write), 5 sp per sheet of parchment, 10 sp per sheet of paper, 15 sp per sheet of vellum. **Cash Box** contains 5d10 cp and 5d10 sp. **Disposition:** 1) Melancholy, 2) Passive, 3) Sad, 4) Bored, 5) Recalcitrant, or 6) Obstinate. *Rumor: There's a rat-boy living in the sewers, a runaway apprentice accountant; they say he can control swarms of rats, and actually killed his former master by commanding the rats to eat him alive.*

**85. SLAVES FOR RENT: LANCALOUR PARHANIC** (CE male Alryan 4th level Wizard; SL Guild (Magicians) 4; HD 4d4-4, HP 8; AC 11 (Dex); Attacks: Dagger (+1/+2 BtH, 1d4 damage); Abilities: Haggle (Cha), Spells; Spells: arcane mark x4, charm person x2, jump x2, ray of enfeeblement x2; Languages: Alryan, Orichalan; Str 10, Dex 13\*, Con 6\*, Int 13\*, Wis 7, Cha 9; carries 2d6 cp, 2d6 sp, and 1d4 gp, carries his wand of detect thoughts with 36 charges) This two-time loser, a former apprentice of the Red Wizard, has been the victim of numerous curses over the years, and today is short, squat, bald, hunchbacked, with a large troll-like snot-dripping nose, gnarled hands, and huge overbite; he wears tattered black wizard robes with silver skulls and a black box hat with a silver tassel. First he was thrown out by his master, minus a good bit of his health and his former handsome build and face, after being caught in the Red Wizard's Sanctum Sanctorum in the Southern Keep; then, after abandoning his party members during a battle in the Dungeons of the Dragon Lords,



the survivors hunted him down, beat him, had even more curses piled on him, and burned his spell book. The spells he has memorized are the only ones he had memorized after the battle, and so are currently the only ones in his new spell book. He uses the spells to jump unwary lone travelers on the roads outside the City State, steal their stuff, and after applying charm person liberally and marking them as his with an arcane mark, adding them to his slave stable, which he rents out to anyone with cold, hard cash. He is also willing to sell them, but as he usually asks twice what they are worth and doesn't like to haggle, sales are rare. He is usually found in the Slave Market Plaza with a slaver's wain, a large metal four-wheel cage with a door at one end, driven by two large black horses and protected by four permanently-charmed orcs **CARWACK, WARAG, WARHACK, and CARARG** (LE, HD 1d8, HP 7, 8, 2, 3, AC 13 (Lamellar Leather), Scimitars). Lancelour used to be quite the ladies man, and still today considers himself worthy of a beautiful woman's attention; this often gets him charged with ogling by passing courtesans, as his once "charming smile" now looks like more of a salacious leer. **Prices:** (prices are per day, with a similar amount in gp required on deposit to protect against damaged goods; rented slaves must be turned in at the opening bid of the slave auction the next day; he has 1d6-1 of each available per day) boy 5 cp, girl 6 cp, man 10 cp, strong man 15 cp, ugly woman 10 cp, good-looking woman 20 cp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x1d3 gp, and a 9% chance of 1d3 gems each worth 10 to 50 gp. **Disposition:** 1) Bitter, 2) Angry, 3) Lewd, 4) Morose, 5) Bored, or 6) Evil Purpose. **Rumor:** *Zenigamble the Necromancer seeks [description of a character in the party]; he claims that [said person] did great damage to him by slaying [creature or creatures the character has slain recently].*

**86. SLAVES FOR SALE: BLOODY NORIENA** (CE female Alryan 3rd level Rogue; SL Guild (Slavers) 5; HD 3d6+6, HP 18; AC 13 (Dex); Attacks: Dagger (+3/+4 BtH, 1d4+2 damage); Abilities: Bluff (Cha), Haggle (Cha), Back Attack, Climb (Dex +2), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex +2), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Languages: Alryan, Altanian, Thieves Cant; Str 17, Dex 18, Con 16, Int 9, Wis 8, Cha 18; carries 2d6 cp, 2d6 sp, and 1d8 gp, and wears a gold necklace with jade chips worth 280 gp) This gorgeous madam of the Slavers Guild stands 5'8" tall, with blood-red hair (naturally light brown), green eyes, and pale white skin; she wears green and gold, usually tight adventuring gear

with knee-high soft leather boots and a jaunty round cap with an ostrich plume. Once a rising star in the Slavers Guild, her career was stymied for several years due to a curse from a wizard she had cheated; the curse was such that every time she lied or exaggerated, she painfully bled tears from her eyes. Thereafter her sales plummeted, as she could not exaggerate the qualities of her slaves in the least. What no one knows is that she had the curse lifted in the last few weeks, very expensively so by the Red Wizard, and so now she can prevaricate all she wishes without anyone knowing! She specializes in Altanian slaves; she sells the best to the Slavers Guild Guildmaster for a quick turnaround (and to build influence) and takes the dregs to the South Market or Fish Market until she can rebuild her power in the Slavers Guild. Her wagon is a simple slaver's wain, a large metal four-wheel cage with a door at one end, driven by four mules and protected by six Slavers Guild journeymen: **FEELBO DEELING, RANDY RHEENZ, ORGAL THE SWILL, DAMALDEK, and TINY TUDWITTHY** (LE to CE Alryan 1st level Fighters; HD 1d10, HP 9, 3, 9, 9, 10, AC 14 (Scale Mail), Broad Swords). She is always looking for extra guards (freelance or Mercenary Guild) to hire on for slave-taking trips in Altanis, 3 sp per day (5 sp for cavalry) plus a share of the loot. **Prices:** (as all her merchandise is poor quality and without any skills, her prices are dirt cheap, 1d8-1 of each available) boy 2d4 gp, girl 3d4 gp, man 3d6 gp, woman 3d6 gp, all unbroken Altanians. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x 1d6 gp, and 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Angry, 2) Jealous, 3) Excited, 4) Wrathful, 5) Helpful, or 6) Greedy. **Rumor:** *The Black Jackal clan of the Carmelian Plains is feuding with the Crimson Ape clan of the Scarlet Forest in Barbarian Altanis over control of a newly-discovered ruined Temple of Hanuman near Talud; they say apes dressed like humans and wearing gem-studded gold jewelry and armor guard the lost temple.*

**87. SPICES: MYRRHINA MELIKAS** (LE female High Viridian 5th level Wizard; SL Merchant 5; HD 5d4, HP 13; AC 9 (No Armor - Dex); Attacks: Dagger (+2/+1 BtH, 1d4+1 damage); Abilities: Enchant Spices (Int), Haggle (Cha), Herbalism (Int), Spells; Spells: detect poison x2, endure elements, mage hand, prestidigitation, charm person x2, comprehend languages, sleep, unseen servant, detect thoughts, protection from arrows, suggestion; Languages: High Viridian, Alryan; Str 13, Dex 8, Con 9, Int 15\*, Wis 12\*, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus

wears a thin gold necklace in the shape of an ouroboros with small rubies for eyes (1,000 gp) and a gold circlet in the Viridian fashion with a shining red ruby (1,500 gp)) Resembling her ancient True Viridian forebears more so than her modern High Viridian cousins, Myrrhina stands 6' tall, with a light build, translucent jade green skin, long blue-green hair, ruby red lips, and blue eyes; she wears clothing that clashes strongly with her skin color, notably scarlet and orange, in traditional noble Viridian styles. She, like many High Viridians, is in self-imposed exile; she knows the empire will fall with the death of the Emperor, and doesn't want to be there when it implodes. Unlike most of her cousins, she is mostly sane, though very self-centered. She's building a nest egg to keep her in her usual lifestyle once the Empire falls and her spice import business collapses due to lack of vendors. She is usually found in the Royal Market at the Grand Gate; she owns a manor house out in Darkfield Vale, where most of her stock is kept. She generally concentrates her trade on herbs used in cooking, spices rather than medicinal herbs; however, as her vials are unmarked until sold, she has a few "special" items hidden among the spice racks. She sells her wares from a jade green tent that opens up out of the rear of her simple, unadorned windowless closed wagon. The tent contains a table and six chairs, one for her, another for the current customers, and four for waiting customers. She is assisted by her apprentice, **SELENA ZARIKOS** (LE female Alryan/Common Viridian 1st level Wizard; HD 1d4, HP 4; AC 12 (Dex), Cha 15; Dagger; Spells: *mage hand* x2, *prestidigitation* x2, *charm person*, *comprehend languages* x2). **Prices:** (60% chance in stock, 15% chance enchanted form in stock; unless otherwise noted all prices are per pound jar, divide by 10 for price per ounce, unless enchanted all are raw and unprocessed) absinthe 2 gp, allspice 8 gp, anise 6 gp, azalea 10 gp, basil 2 gp, bay leaf 1 gp, belladonna 3 gp, black lotus leaf 10 gp/ounce, camellia 5 gp, caraway 5 gp, cardamom 5 sp, chervil 4 gp, chicory 4 gp, cinnamon 10 gp, coffee 10 gp, cloves 15 gp, coriander 2 gp, cumin 3 gp, curry 8 gp, daffodil 4 gp, dill 3 gp, elderberry 3 gp, fennel 3 gp, fern 4 gp, garlic 3 gp, ginger 4 gp, ginseng 10 gp, grenadine 16 gp, hellebore 4 gp, horseradish 12 gp, jasmine 8 gp, laurel 4 gp, leech flower 10 gp, mace 2 gp, mandrake 25 gp/ounce, marjoram 2 gp, mint 5 gp, mistletoe 10 gp, mustard 3 gp, mugwort 2 gp, myristica 12 gp, nettle 5 gp, nutmeg 15 gp, oregano 1 gp, pepper (black) 15 gp, pepper (mild red) 20 gp, pepper (hot red) 25 gp, purple lotus leaf 10 gp/ounce, rosemary 1 gp,

saffron 20 gp, sage 1 gp, salt 5 gp, sesame 4 gp, sugar 5 gp, sunflower 2 gp, tarragon 2 gp, thyme 3 gp, tigersbane 50 gp, turmeric 7 gp, wolfsbane 20 gp, yellow lotus leaf 5 gp/ounce, zingiber 25 gp. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 x 1d3 gp, and has a 45% chance of having 1d3 gems each worth 5 to 50 gp. **Disposition:** 1) Cunning, 2) Helpful, 3) Distracted, 4) Greedy, 5) Diabolical, or 6) Ardent. *Rumor: The Shah of Gommorath currently seeks an alliance with the witches of the Witches Court Marshes, as he wishes to incorporate Grita Heath, and their miraculous Thrinya Spice, into his domain.*

**88. STONES, MAGICAL: OOLA HALF-ELVEN** (NG female Human-Lineage Half-Elf (Tharbriana/Half-Elf (Alryan/Adderwood High Elf)) 2nd level Wizard; SL Guild (Magicians) 4; HD 2d4+2, HP 8; AC 10 (No Armor); Attacks: Dagger (+0 BtH, 1d4 damage); Abilities: Enchant Stones (Int), Gemology (Int), Hagggle (Cha), Empathy (+2 Cha checks), Spot Hidden Doors, Attribute Check Modification (+2 Wis checks), Spell Resistance +2, Spells; Spells: *dancing lights* x2, *open/close* x2, *charm person*, *hold portal*, *magic missile*, *sleep*; Languages: Alryan, Elvish, Tharbriana; Str 12, Dex 11, Con 15, Int 16\*, Wis 10, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, as well as a wand of hold person with 18 charges) Daughter of Oona Half-Elven, Witch-Queen of the Western Dearthwood (#58, Herbalist above), she takes more after her human father, standing 5'9" with a light build, dark red hair, pale skin, and green eyes; she wears plain blue wizard robes with a simple blue square cap. She never carries her personal stones while working, as she is friends with all her personal stones, and would loathe having anyone offer to buy them. She took to wizardry rather than witchcraft, for which her mother has never quite forgiven her; she takes great pride in her studies, having endured no end of difficulties from her fellow apprentices, which continue to haunt her in the Magicians Guild. An adventurer, as was her father, in between adventures Oola pays her bills by buying and selling stones; not just gemstones, though she buys and sells those as well, but rather enchanted stones of common and rare sort, though with the funds she currently has available, few are worth more than a base value of 250 gp before enchantment. She is usually found in the South Market at the Gate of the Gods, on Regal Street, or more rarely, in the Open Market in the Merchants Quarter. She can sometimes be found in the Royal Market at Grand Gate, her wagon standing next to

her mother's. Her wagon is a gaily painted Tharbeo gypsy-style wagon with large and sparkly but essentially worthless cheap stones embedded in the doorframe (they are enchanted such that anyone who tries to pry them out is struck by a shocking grasp spell dealing 1d8+2 points of damage).

Etched above the door in common are the words, "Thieves will be fed to pet dragon;" as her familiar is **FIOREX THE FAERIE DRAGON**, this is only partially bluster, for she hates thieves with a passion, as it was the Thieves Guild that killed her father. She will never sell to or buy from known thieves. The wagon always smells of incense and pipeweed, which Oola smokes from specially-made glass pipes; she's always happy to share with regular customers. **Prices:** (only a few examples are included, and are stones that have been enchanted to produce magical effects; most of her stones are also enchanted to shimmer and glow; the gem must be worn or carried to be effective) lesser amber 25 gp, (+1 save vs. disease once), greater amber 100 gp (heal +1 hp per day of rest, permanent), lesser amethyst 50 gp (assuages addictive tendencies, permanent), greater amethyst 250 gp (+1 bonus to save vs. poison, permanent), white jade 100 gp (+1 bonus to AC for the first attack you suffer each day), lesser white opal 50 gp (*light* spell cast into it lasts 10x normal duration), greater white opal 200 gp (ameliorates effects of pain and depression, permanent), lesser blue azurite 50 gp (shatters when a lie is told in its presence), greater blue azurite or "truth stone" 250 gp (pulses red when a lie is told in its presence, permanent), lesser blue quartz 50 gp (holds one cantrip or orison to be used by the wielder once, price does not include cost of cantrip or orison, can be re-used), greater blue quartz 100 gp (holds one 1st level spell to be used by the wielder once, price does not include cost of spell, can be re-used); she has a total of 10d10 gems worth 5 to 250 gp in stock at any one time, 20% to 50% of these are enchanted. **Cash Box** contains 5d10 cp, 10d10 sp, 10d10 x 1d4 gp, and 1d6 gems ("all drained of life, so very sad") each worth 10 to 100 gp. **Disposition:** 1) Flighty, 2) Merry, 3) Trippy, 4) Helpful, 5) Friendly, or 6) Curious. *Rumor: The dwarves of the Glory Hole Dwarven Mine near Groaning Falls are said to have discovered some unique crystals deep in the lower levels... what? What are you laughing at?*

**89. STREET PREACHER OF LOKI: HELGA HELLFIRES** (CE female Skandik 8th level Cleric of

Loki; SL General 4; HD 8d8+8, HP 42; AC 18 (*magical +3 scale mail + Dex*); Attacks: Heavy Mace (+4 BtH, 1d8 damage); Abilities: Courtesan (Cha), Dance (Dex), Harangue (Cha), Control Demons and Undead, Spells; Spells: *endure elements, first aid x3, cure light wounds x4, cause fear, augury, lesser restoration, hold person x2, bestow curse, cure blindness or deafness, cure disease, hide lies, freedom of movement*; Languages: Skandik, Alryan, Troll; Str 10, Dex 14\*, Con 13, Int 13, Wis 16\*, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, wears a gold unholy symbol of Loki (100 gp) on a gold chain (20 gp), carries a staff of fire with 41 charges) Helga is a tall (6'2") willowy redhead (natural, but enhanced with magic and oils to be flame red) in her mid-30's (she claims to be 29); she is still quite pretty, but feels the need to use a good deal of make up to keep up appearances (she'd kill for a *potion of longevity*.. literally, she'd kill to get one). She wears a cloak of shimmering red over her red-enameled feminine-styled magical scale mail, a red conical helm with bat wings, a red loincloth, and knee-length shining black leather stiletto-heeled boots. She hopes to soon build a temple to Loki in the City State; she has several thousand crowns on deposit with the goldsmith Thogar Akmid on Twilight Road ("Lawfuls are useful for something," she'll say). She is usually found in the Square of the Gods, though she knows most of her prospective followers are found in the Thieves and Common Quarters, she can be found there as well, walking the streets and praising Loki (woe betide the fool who accuses her of being a simple saucy tart or wanton wench; she's available, but at a price so high that if you have to ask, you can't afford it).

She is usually (66% chance) accompanied by her preaching wagon, a large four-wheeled affair drawn by two troll slaves, **SURT** and **THRYM** (CE trolls; HD 6d8+3, HP 27, 23, AC 16; TRUE BELIEVERS). The front of the wagon is designed to look like a square Skandik temple with tall wooden steeple; the two double doors (with a wicked difficult CL 8 lock) are carved in bas-relief of a raucous orgy. Inside is room for four worshippers to kneel before a large brass brazier (with *continual flame* cast upon it and enchanted to cast *divination* 1/day) that stands before a painted wooden statue of Loki; beside him is a smaller statue of Hel, to the other side a statue of Fenris Wolf, and at their feet is a real, live coiled snake, a trained python named **JORMY** (HD 6d8, HP 31, often hungry) representing Joermundgandr. A thick, red silk-covered featherbed

is rolled up behind the statuary, and when unrolled it fits nicely where the worshippers would kneel. The rear of the wagon is an open platform with a railing and stairs down where Helga does her haranguing, singing, dancing, “snake dancing” (sensitive types must make CL 8 Cha save or swoon), and converting of the masses. There is a 32% chance that she has 1d3 converts with her, mostly (80% chance) willing to defend her if she is threatened. There is a 16% chance that the holy berserkers or valkyries of the Temple of Odin give her grief, often coming to fisticuffs at the least. Helga has been blackballed by the Cleric Club on Twilight Road and vowed revenge upon the whole lot of them. **Prices:** (all prices include a lecture about Loki, prices are half for True Believers or those with Cha 17+) *first aid* 5 gp, *cure light wounds* 50 gp, *One Hour of Hellacious Fun* 100 gp, *augury* or *lesser restoration* 150 gp, *cure blindness or deafness or disease* 300 gp, *remove curse* (“come back tomorrow, the stars aren’t right”) 300 gp, *divination* or *restoration* 500 gp (“come back tomorrow for restoration, they say suffering is good for the soul”), *Whole Night of Loki’s Lovin’* 500 gp. **Cash Box** is found under Jormy’s coils and contains 10d10 cp, 10d10 sp, 10d10 x 1d6 gp, 1d4 gems worth 10 to 500 gp, 1d12 unholy symbols of Loki (silver, worth 25 gp each), 1d4 vials of unholy water, and a *scroll of neutralize poison* (costs 1,000 gp). **Disposition:** 1) Jealous, 2) Erotic, 3) Bitchy, 4) Devious, 5) Ardent, or 6) Hot Tempered. *Rumor: Cealwin the Loyal, the Arch-Bishop of Mitra, has a gold idol of his god worth 24,000 gp hidden in his basement.*

**90. STREET PREACHER OF MYCR: SAGE EPIMYCRETIUS** (LG male Alryan 1st level Mycretian/Sage; SL General 4; HD 1d8+1, HP 6; AC 8 (No Armor - Dex); Attacks: None (Pacifist!); Abilities: Harangue (Cha), Channeling, Mycretian Gifts, Sage Lore Area Knowledge (Roglaras), Sage Lore Major [Religion] (Int), Sage Lore Minor [Modern History of Politics] (Int), Sage Lore Minor [Recent History of Politics] (Int); Mycretian Gifts: *cure light wounds* x4, *blessing of peace*, *delay poison*, *divine sleep*, *remove paralysis*, *sanctuary*; Languages: Alryan, Tharbarres, High Viridian; Str 8, Dex 5, Con 13, Int 16\*, Wis 15\*, Cha 15\*; carries 1d6 cp and wears a simple wooden holy symbol of Mycr (5 gp) on a cotton string) This 19-year-old demagogue is thin and frail, with a beatific pale face, long flowing golden hair, sad blue eyes, and the scars of many whippings from being punished for rabble-rousing; he usually wears a simple white toga and goes barefoot. Converted by a wandering

Mycretian, the young noble Vfont Doranx, heir to the Middle Kingdoms Barony of Treelzamn, renounced his heritage, took on the new name of Epimycetius, and went into the world to preach the way of the One True God. For this he gladly endures beatings and whippings, as he believes his reward will be in the afterlife. He usually operates in the Square of the Gods, speaking from the back of his simple two-wheeled cart drawn by a giant ram. He exhorts the masses to abandon their false gods for the One True God, beat their swords into ploughshares, and impresses upon them the need for peace, tranquility, and love between all races and cultures. He is truly kind and selfless, willing to give the clothes off his back to the needy (though wary of such in public, for the last time he did so he was arrested for causing a public disturbance). He uses any money donated during the day to house, feed, and clothe street urchins and the truly needy (he is wise enough to know that most of the “beggars” of the City State are little more than con men), and uses his spells to help the injured. There is a 15% chance that he has made 1d4 converts today, who will defend him in a non-violent manner. There is also a 15% chance that he will be attacked by the zealous followers of other gods who do not like having their deities called “false;” note that if Helga Hellfires, the Street Preacher of Loki (#89, above) is present, she ALWAYS causes him grief, usually in an amusing fashion. There is a separate 15% chance that the Constabulary or City Guard will arrest him for disorderly conduct (again). **Prices:** he asks nothing from anyone for himself, but requests that those who benefit from the “miracles” of Mycr donate as they can to help the needy. **Cash Box** contains 10d10 cp, 10d10 sp, and 10d10 gp, plus a 30% chance of 1d4 gems each worth 10 to 1,000 gp; all donations really are spent to help the needy! **Disposition:** 1) Peaceful, 2) Lecturing, 3) Beatific, 4) Saintly, 5) Pious, or 6) Sad. *Rumor: There is a great temple of Mycr to be found at the Holy Cities far to the west; there many of the wise journey to learn of the ways of the One True God.*

**91. TAILOR — CLOTHING-REPAIRED-WHILE-YOU-WAIT: ASHKNAZ GIMBLORTUK** (NE male City Gnome 1st level Fighter; SL Guild (Tailors) 4; HD 1d10+1, HP 4; AC 10 (No Armor); Attacks: Cutting Shears (+1 BtH, 1d4 damage); Abilities: Tailor (Dex), Weapon Specialization (Hand Axe); Languages: Gnomish, Alryan, Orcish; Str 12\*, Dex 9\*, Con 13, Int 13, Wis 12, Cha 8; carries 2d6 cp, 2d6 sp, and 1d4 gp) Ashknaz is a prematurely aging city gnome, standing 3’2” tall and

hunched at that, with thinning white hair, sad blue eyes, and graying saggy skin with several prominent warts; he wears a fine suit that he made himself, gray with silver pinstripes, as well as a fine pair of black leather shoes and a tall black top hat. Ashknaz is a most unpleasant and unfriendly fellow; he only got an apprenticeship due to family relations, and after he finished that, no one wanted to hire him, as he drove away customers with his whining and complaining. So he set up his own “shop” out of the back of an old two-wheeled cart. He is assisted by his wife, **GRUDHAG HALF-ORC** (LE, HD 1d8, HP 8, AC 12; Str 16, Cha 4, *spiked club*), who pulls the cart and makes sure customers pay up when he’s done (“that’s no orc, that’s my wife”). They are found in the Common Quarter, usually in Slave Market Plaza. He’s a notorious cheat, insisting on “additional charges” of 1d20 cp after the job is done or he’ll keep the item (35% chance, less 5% per SL of the customer). The locals are getting wise to his game, so he’ll likely have to move on to the Thieves or Seafront Quarter soon. He also reports anyone who has had a good piece of luck adventuring of late to his brother-in-law in the Thieves Guild for a cut of the take. **Prices:** alterations and repairs cost 1 to 10 cp, based on the complexity of the repair; he also has 1d20 items of clothing for sale at half book price, he says from deadbeats who didn’t pay their bills. **Cash Box** contains 8d10 cp, 2d10 sp. **Disposition:** 1) Grumpy, 2) Whinging, 3) Whiny, 4) Bitter, 5) Complaining, or 6) Snarky. *Rumor: Me? I don’t know nuthin’, why don’t you yak on about yerself while I sew up this cut in your tunic. Looks like a sword cut to me... you had any luck adventurin’ lately?*

## **92. TATTOO ARTIST: STONY CLOVERMAN**

(N male Alryan 3rd level Illusionist; SL Guild (Magicians) 4; HD 3d4+3, HP 10; AC 12 (Dex); Attacks: Tattooing Needle (+0 BtH, 1d2 damage); Abilities: Sailor (Dex), Paint (Dex), Tattoo Artist (Dex), Disguise (Cha), Sharp Senses +1, Spells; Spells: arcane mark x4, color spray x2, erase x2, minor image; Languages: Alryan, Roglo, Karakhan, Tlanikhan; Str 11, Dex 16\*, Con 15, Int 14\*, Wis 12, Cha 13\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus a wand of minor image with 35 charges) Stony is of average height and lean build, with sandy blonde hair and light brown eyes; he wears silken pantaloons and sandals, while he goes shirtless to show off his many tattoos (including fighting red and white dragons, a glowing golden sword, a coiled feathered and winged serpent with glowing blue eyes, and a dancing goblin

dressed in a sailor suit, all with shimmering and motion enchantments). Originally a sailor in the Overlord’s Navy, his ship foundered while out in the Winedark Sea and he was rescued by a passing Karakhan vessel; fortunately these were goodly folks, rather than slavers, and they let him off in Populva, a ramshackle Karakhan city of the far west. There he learned the tattoo trade from local illusionists, as well as the special formula for the ink that lets him create permanent magical tattoos. After he returned to the City State several years later, he opened a tattoo parlor; when he had a “disagreement” with the Thieves Guild, it was torched. He’s operated out of his wagon ever since, and likes the mobility. He usually operates in the Fish Market in the Seafront Quarter or the Royal Market in the Noble Quarter, catering to sailors in the one and courtesans and rich fops looking for something different in the other. He also serves party-goers on Barter Street in front of the Balor’s Eye. His wagon, pulled by two gray geldings, is a Tharbeo gypsy-style wagon with many colorful figures (tattoo samples, actually) painted on the outside walls; the inside is kept very clean, and he uses new needles for each customer. **Prices:** tattoos cost 1 sp per inch diameter for a simple figure, 1 gp per inch for complex, or 10 gp for truly intricate, with permanent shimmering effects (using *color spray*) added at a flat rate of 20 gp per tattoo and permanent limited motion (using *minor image*) 50 gp per tattoo (double or triple this for Noble Quarter customers); tattoos take one hour per sp base cost, so intricate tattoos can take several sittings. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10 gp, and there is a 13% chance of 1d3 gems worth 10 to 100 gp. **Disposition:** 1) Merry, 2) Angry, 3) Bored, 4) Sad, 5) Hungry, or 6) Passionate. *Rumor: Yeah, last I heard from my friends that sail that way, the Kingdom of Karak seems destined for civil war... again. The Overlord of the West thinks the current emperor is the tool of the eunuchs, a lot of rotten bastards if ever there were any, and as I saw it some years back, he’s right...*

**93. TINKER: OLD TENCH THE TINKER** (N male Alryan 1st level Fighter; SL General 4; HD 1d10-1, HP 5; AC 10 (Leather Coat - Dex); Attacks: Hammer (+3/+4 BtH, 1d4+2 damage, 20 ft. range); Abilities: Haggle (Cha +3), Tinker (Dex +3), Weapon Specialization (Hammer); Languages: Alryan; Str 13\*, Dex 16\*, Con 6, Int 8, Wis 13, Cha 11\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus wears an iron holy symbol of Dacron (5 gp) on an iron chain (1 sp)) Old, white-haired, and stooped, Old Tench still has not lost his

magic touch, and seems able to repair any sort of small tin, copper, or bronze items; he also sharpens knives and axes. He usually is found in the Thieves and Common Quarters, pulling his two-wheel cart and ringing a large bell in a circuit around the area. His cart has a built-in grindstone, a small anvil, and a large brazier filled with anthracite coal, plus hammers, tongs, and other needful tools and materials. He can usually repair a minor defect in 10 to 30 minutes; larger problems take 20 to 120 minutes, while he can sharpen a blade or axe in 1d6 minutes. Old Tench can prophesy like a 6th level beggar (14% chance is correct, 2d6 gp cost). **Prices:** repairs cost 1 cp per 10 minutes, while sharpening costs 3 cp. Cash Box contains 5d10 cp, 2d10 sp, and a 22% chance of 2d12 gp. **Disposition:** 1) Quiet, 2) Solemn, 3) Bored, 4) Grumpy, 5) Jolly, or 6) Foretelling (FREE!). *Rumor: I hear tell some adventurers brought what they thought was a dead red dragon whelp in to sell to Athelbrus the Affable, the owner of the Sorcerer's Supply Shop; silly fellers didn't realize that the thing was playing possum, and now it is rampaging through the shop!*

#### **94. TOOLS, IMPORTED: VALERAND THE VIPER**

(LE male Alryan/Ghinorian 7th level Cleric of Set; SL General 5 (Great Serpent Clan); HD 7d8-7, HP 26; AC 11 (Padded Armor); Attacks: magical +1 Staff of Set (+4 BtH, 1d6+1 damage or 1d4+1 damage + Poison Type IV (3 charges)); Abilities: Haggle (Cha), Command Serpents and Undead, Spells; Spells: detect magic x2, detect poison x2, first aid, bane, cause light wounds, cure light wounds, cause fear, sanctuary, desecrate, darkness, delay poison, hold person, animate dead, bestow curse, neutralize poison; Languages: Alryan, Ghinorian, Elvish, Serpent; Str 9, Dex 12, Con 8, Int 16\*, Wis 17\*, Cha 14\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, wears a gold unholy symbol of Set (100 gp) on a gold chain (25 gp)) This half-breed is tall, with deep tanned skin, brown eyes, a hooked Ghinorian nose, and shaven pate; he wears clothing in the Ghinorian style, with a white vest and skirt, black leather belt with silver serpent buckle (50 gp), sandals, and plenty of make-up. When he was young he went adventuring, seeking to find his father's homeland; there he found Set, and converted to his ways. Today he seeks to build a temple to Set in the City State. As he lost most of his treasure due to misadventure when he returned to the City State, he now operates his late father's business of importing fine tools from abroad (incidentally expanding his contacts in the Ghinorian Underworld and making friends and allies among the Craftsmen, especially those not so

happy with the Temple of Pegana of late). He usually operates in South Market at the Gate of the Gods. His wagon, drawn by two large black geldings, opens up to form a large platform, which is then covered with a large Southern-style tent; the tools are spread out atop trestle tables. He is assisted by two acolytes, both Ghinorians, the only two of his followers to survive the misadventure, **SET-NE-TEP** and **SET-ANKH-AWY** (LE Ghinorian 1st level Clerics of Set, HD 1d8, HP 6, 3, AC 12; Daggers, Spells: detect magic, detect poison, first aid, plus cause light wounds or command; they speak Ghinorian and broken Alryan). **Prices:** alembic 15 gp, traveling anvil 25 gp, small anvil 50 gp, large anvil 100 gp, apron 5 gp, leather apron 12 gp, auger 5 gp, awl 2 gp, balance 40 gp, alchemical beakers & bottles & jars 5 sp to 20 gp, small bellows 6 gp, large bellows 12 gp, block-and-tackle 5 gp per 100#, small bronze brazier 8 gp, large bronze brazier 20 gp, centrifuge 50 gp, iron chisel 2 gp, steel chisel 10 gp, mithral-chased chisel 100 gp, small clamp 3 gp, medium clamp 6 gp, large clamp 10 gp, anthracite coal 2 gp/#, bituminous coal 1 sp/#, crowbar 3 gp, bow drill 6 gp, drill bits 1 sp to 1 gp, large file 2 gp, file set 10 gp, expert file set 100 gp (+2 bonus), glass cutter 5 gp, thin glass rods 1 sp/inch, thick glass rods 3 sp/inch, grindstone set 25 gp, hacksaw 10 gp, hammer 2 gp, sledge hammer 10 gp, iron hinges 1 sp to 5 gp, iron hook 2 gp, "locksmith set" 30 gp, expert "locksmith set" 300 gp (+2 bonus), mallet 5 gp, mortar and pestle 5 gp, 50 iron nails 1 gp, piton/spike 2 sp, pliers 3 gp, needle-nose pliers 5 gp, razor 1 gp, retort 2 sp/ounce, saw 8 gp, shovel 4 gp, sponges 1 sp per inch, 1 ft. straight edge with ruler 3 gp, short tongs 1 gp, long tongs 3 gp, trowl 4 gp, vice 20 gp, splitting wedge 1 sp, whetstone 2 gp, Cash Box contains 10d10 cp, 10d10 sp, 10d10 x 1d4 gp, and has a 28% chance of having 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Helpful, 2) Friendly, 3) Grim, 4) Foreboding, 5) Very Helpful, or 6) Wrathful. *Rumor: The High Priest of the Temple of Pegana was recently feted by the Overlord; they say he was given a small chest of gems for his long service to the City State.*

**95. TORCHES: WRETCHED RASTTAK** (LE male Goblin 1st level Rogue; SL General 2 (Goblin); HD 1d6+1, HP 6; AC 13 (Size + Dex); Attacks: Dagger (-1/+1 BtH, 1d4-1 damage); Abilities: Make Torches (Dex), Darkvision 60 ft., Digger, Immunity (Disease), Light Sensitivity, Back Attack, Climb (Dex +2), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex +2), Open Locks (Dex), Pick Pocket (Dex), Traps (Int); Languages: Goblin, Alryan, Rat, Thieves Cant; Str 7, Dex 16\*, Con 14, Int 10, Wis 7,

*Cha 4\**; carries 1d6 cp) This goblin is of the Rhaddjack clan native to the Goblin reservation outside the walls of the City State; thus he has a rat-like countenance, with beady little black eyes, a sloped forehead, a large long whiskered nose, prominent incisor teeth, thin rat hands, patches of rat-like fur all over his body, a long pink tail, and like most Rhaddjack, he goes shoeless, having long, rat-like feet. He truly is a pathetic wretch, always complaining about how miserable his life is, how the bigger goblins always bully and beat him, how he is always cold and miserable, and how his wife doesn't understand him (his "wife" being a giant rat back at the reservation); he has an annoying tendency to speak of himself in the third person. He is usually found in the Thieves Quarter, on Old South Road near the Temple of the Gargoyle. His small, rickety two-wheeled wagon is drawn by two tamed, muzzled giant rats (his "brother-in-law's," he'll say); the wagon is piled high with torches made of deadwood, driftwood, scavenged remnants, and long animal bones (some from humanoid races). He's too cowardly to try to steal in the streets; however, for 10 gp he will show someone an entrance to the tunnels under the City State. **Prices:** 1 cp, 12 for 1 sp. Cash Box contains 5d10 cp and 2d10 sp, with a 16% chance of being empty as the Goblin King's guards have come by lately and collected the "King's Tax." **Disposition:** 1) Wretched, 2) Miserable, 3) Sorrowful, 4) Pitiful, 5) Morose, or 6) Glum. *Rumor: There's a war going on down there, you know, Rasttak has seen it, he has. The Blues, they is going after the Reds they is, and the fur is flying and the tails is swishing and the blood is dripping. If the Reds win, ooh, bad things up here will be, there will, bad they will be, Rasttak knows!*

**96. TOYS, CLOCKWORK: STUBBY SNORRI** (NG male Kazadaran (Thunderhold) Dwarf 1st level Wizard; SL Guild (Magicians) 4; HD 1d4, HP 1; AC 11 (No Armor); Attacks: Dagger (+0/+1 BtH, 1d4 damage); Abilities: Haggle (Cha), Clockwork Technology (Int), Animosity (Elves), Deepvision 120', Determine Depth and Direction, Enmity (Elves), Defensive Expertise (Ogres/Giants), Resistant to Arcane Magic, Resistant to Fear, Resistant to Poisons, Stonecraft (Wis), Spells; Spells: mending x2, open/close, prestidigitation, floating disk, shield, unseen servant; Languages: Dwarvish, Alyran, Goblin; Str 11, Dex 13, Con 11, Int 16\*, Wis 12, Cha 16\*; carries 2d6 cp, 2d6 sp, and 1d4 gp, plus two personal clockwork messenger birds, one programmed to go to the Wizard's Keep, the other to Thunderhold) Perhaps the tiniest dwarf in all the Roglaras, Snorri is a "dwarf's

dwarf," standing merely 2'0" tall, smaller than most halflings, yet is still quite broad and hefty, such that he is wider than he is tall! His flaming red beard is as long as he is tall, so he ties the ends of its two braids to the tips of his pointy red shoes. Unfortunately, he also wears a tall conical red wizard's hat; this makes his appearance even more comical, as it makes him look like a walking beard with twinkling blue eyes, merry red lips, and a tall hat. He usually sells his wares in the Noble Quarter, particularly in the Royal Market and along Twilight Road; he is often found in front of the Sages Guild, where his good friend Angordis the Venerable and he often debate ethics over spiced wine. His wagon is double-decker, even though it is no taller than most other wagons, and is drawn by a pair of clockwork oxen. The upper level is his portable workshop, and the lower is his shop, filled with many different clockwork toys, including a semi-intelligent clockwork simulacrum of himself that helps keep the shop clean (11% chance of malfunction per day). He is searching for a sponsor to give him the 10,000 gp needed to make a real clockwork man. **Prices:** clockwork toys 1 to 100 gp, clockwork messenger birds 100 gp + 1 gp per mile destination is from City State (programmed to take a scroll to one location), clockwork toy soldiers 150 gp (2' tall, Speed 30 ft., AC 16, HD 1/2, Dagger or Dart Attack), clockwork lap dog with real fur 200 gp, clockwork miniature horse for children 250 gp. Cash Box contains 5d10 cp, 5d10 sp, 10d10 x 1d10 gp, and 1d4 gems each worth 50 to 250 gp. **Disposition:** 1) Cheery, 2) Jolly, 3) Helpful, 4) Sad, 5) Lonely, or 6) Outraged. *Rumor: There is said to be an ancient palace hidden in the forests of Barbarian Altanis where clockwork servants made of gold, silver, and platinum continue to perform their duties even though their masters have long since disappeared.*

**97. WEAPONS, IMPORTED: GORMGILLA MACGILLA** (CE male Altanian Werewolf 4th level Barbarian; SL Merchant 4; HD 4d8+4d12+8, HP 60; AC 11 (Dex) or AC 16 (Hide); Attacks: master-craft Two-Handed Sword (+6 BtH, 2d6+3 damage) or Bite (+6 BtH, 2d4 damage); Abilities: Haggle (Cha), Weapon Smith (Str), Alternate Form, Curse of Lycanthropy, Protect, Regeneration 2, Silver Susceptibility, Trip, Wolf Empathy, Combat Sense, Deerstalker, Intimidate, Primeval Instincts, Whirlwind Attack; Languages: Altanian, Alyran (grinding accent); Str 16, Dex 14, Con 17\*, Int 10, Wis 14\*, Cha 14\*; carries 4d6 cp, and 1d6 gp, wears a "barbarian" iron crown with

fake blood-red gems (worth 25 gp), wolf-headed red gem-eyed bronze armlets on each arm (100 gp each), and wears a blood-red semi-precious stone on a collar-like necklace (the stone is a unholy symbol of Natch-Ur further enchanted to 1/day grant the wearer a +1 bonus to hit for 1d6+6 rounds after he spills an enemy's blood on the earth)) This warrior-merchant is the picture of the classic atavistic Altanian savage; he stands 6'6" tall, with mighty thews and deep maroon skin with scarlet whorls, long unkempt coal-black hair, and blazing blue eyes. He has a painful-looking scar on his left cheek that glitters a silvery hue (this also appears in his wolf form, which has coal black fur, blazing, blue eyes and silvery scar). He wears a loincloth, fur bracelets, tall furred boots, his iron crown, his necklace, and his armlets. The appearance is all part of the sale, however; Gormgilla has adapted readily to "civilized" life, and when not selling weapons likes to wear fancy, colorful silks and wide-brimmed hats with expensive plumes. He is never without his scantily-clad "slave girls" (actually his very jealous lovers) **MUIRGEL** and **MEBD** (CE Altanian Werewolves; HD 4d8, HP 23, 20, AC 16; Cha 17 each). They are usually found on Silver Street; their wagon is a simple yet serviceable farmer's wain, usually stolen on their latest "buying trip." The three travel to Altanis, where they slaughter the peoples of isolated hamlets and small villages and loot everything of value, usually just jewelry and weapons; they then clean and sell the weapons (often of expert or master-craft quality) in the City State for further profit. They reside in a lower-level flat on Damp Street, where they sometimes prey on lone stragglers. **Prices:** 75% chance each of having 1d10 each of Altanian-made axes, dirks, knives, spears, or swords in stock, 25% chance of having an expert quality weapon of a specific type above, 5% chance of having a specific type of master-craft weapon, and 1% chance of having 1d3 random magic weapons, all sold at 120 to 150% book price. They do not accept silver coins, saying it is "against their religion." Cash Box contains 20d10 cp, 10d10 gp, and a 28% chance of 1d4 gems each worth 10 to 100 gp. **Disposition:** 1) Angry, 2) Hungry, 3) Lusty, 4) Wild, 5) Party Animal, or 6) Very Lusty. *Rumor:* Jackamar Bow-Back, the Sergeant of the 4th Company on Damp Street, is hiding were-rats and dark-cloaked priests in the basement of the barracks.

## **98. WEAPONS, SECOND-HAND & SURPLUS:**

**AMIABLE ALFONSE** (NE male Alryan 10th level Rogue; SL General 5 (Black Rogue Clan); HD 10d6-10, HP 25; AC 14 (Leather Armor + Dex); Attacks: magical +3 Dagger (+6/+8 BtH, 1d4+3 damage); Abilities: Haggle (Cha), Sense Constable (Cha), Back Attack,

Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Alryan, Thieves Cant; Str 12, Dex 17\*, Con 8, Int 9\*, Wis 9, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp in a belt pouch as "public" money) This likeable rogue is median in height and build, with non-descript face, plain brownish hair, and light brown eyes. He always wears a full-length cloak with hood; the cloak seems to be a grayish-black, but shifts with its surroundings (+10 to Hide checks). It is also a "cloak of holding" that operates as a *Bag of Holding* Type IV (1500 lb. max); thinking about the needful item within the shadowy, black inner lining of the cloak calls up the object desired, and he can display numerous small weapons seemingly hanging from the cloak all at once. He is found in the Thieves Quarter, usually on Cutpurse Row in front of the Silver Eel Inn; he has no need for a wagon, needless to say. He is wooing Djela the Belly Dancer at the Silver Eel, trying to convince her to let him sell the Tiger Clan Heirloom Sword. He is a dues-paying non-active member of the Thieves Guild, as he doesn't much care for guild politics and prefers to sell goods stolen by others rather than steal himself; he's never recovered from the damage he suffered from a poison needle trap (original Con 13). He fences weapons stolen by guild thieves or looted by adventurers, buying them at a Guilder on the Crown (1/10th book value) and usually selling them for half book value; he buys and sells all kinds of weapons, from well-used orc blades to expert and master-craft elven bows. He's happy to buy even unique and magical blades, which he usually transports out of the City State to sell; these sell at 120 to 180% book value. **Prices:** 90% chance of any normal weapon being "in stock," 30% chance of an expert weapon, 10% chance of a master-craft weapon, and a 1% chance of having 1d4 random magic weapons on hand; if a customer knows a specific weapon he wants, he can arrange to have it "acquired" at full normal value, plus a 10% "finder's fee." He keeps most of his treasure elsewhere, but his cloak contains nine separate sacks of coins, each containing 5d10 cp, 5d10 sp, 5d10 gp, and each has a 15% chance of containing 1d4 gems worth 10 to 100 gp each. **Disposition:** 1) Sly, 2) Shifty, 3) Helpful, 4) Friendly, 5) Brooding, or 6) Annoyed. *Rumor:* I've got a buyer for the Sword of Fiery Vengeance; unfortunately, it has disappeared with a wanna-be hero in a white dragon lair 60 miles to the north. If you get it for me, I'll split the take 50/50, swear on my father's grave.



**99. WIGS: JOCUND JAGADIS** (CG male Alryan 5th level Illusionist; SL Guild (Wig & Mask Makers) 5; HD 5d4-5, HP 9; AC 12 (Dex); Attacks: Dagger (+0/+3 BtH, 1d4-1 damage); Abilities: Haggle (Cha), Make Wig (Dex), Disguise (Cha), Sharp Senses +2, Spells; Spells: influence x2, mending x2, prestidigitation, change self x2, charm person, silent image, alter self, minor image, major image; Languages: Alryan, Elvish; Str 7, Dex 16\*, Con 8, Int 15\*, Wis 9, Cha 15\*; carries 2d6 cp, 2d6 sp, and 1d8 gp, plus wand of illusion with 47 charges) This Alryan craftsman rarely appears exactly the same way twice, though in all incarnations he is fabulously dressed, notably bald, and prominently wears one of his own wigs; he is reputedly elderly, stooped, wrinkled, and naturally bald in his true form. He is usually found in the Plaza of Profuse Pleasures and on Festival Street. His colorful four-wheel cart is drawn by a slave troll, **WILGORIX** (CE Troll, HD 6d8, HP 27, AC 16) who wears a huge rainbow wig enchanted to glitter and give off rainbow sparks. Jagadis loves to haggle, and won't settle on a price without at least 10 minutes of dickering. He and Ponty the Sly, the Mask Maker on Festival Street, are fast friends, and there is a 68% chance that he is also wearing one of Ponty's masquerade masks and mentions his friend's shop. **Prices:** Common wig of false hair 1d6 sp, common wig of real hair 1d6 gp, simple wig of unusual colors 2d6 gp, complex artistic wig 5d6 gp, beautiful wig of elven hair 10d6 gp, enchanted wig 10d10 gp. He pays 1d6 cp for long human hair, 1d6 sp for long elven hair. Cash Box contains 10d10 cp, 10d10 sp, 10d10 x 1d6 gp, and has a 30% chance of containing 1d3 gems worth 10 to 100 gp each. **Disposition:** 1) Helpful, 2) Mysterious, 3) Jocular, 4) Pretty, 5) Witty, or 6) Gay. *Rumor: Thestoriena, the concubine on Caravan Street, is currently out of favor at the Overlord's court, so she is looking for some smart and stealthy types to dig up dirt on her enemies in the court... and she has a lot of enemies and apparently a lot of gold to spare.*

**100. WOOD CARVINGS: HAN-CHANG THE HIDEOUS** (LE male Naga Orc 4th level Fighter/Rogue; SL General 5 (Jade Naga Clan); HD 4d8+4, HP 16; AC 12 (Dex); Attacks: Carving Knife (+7/+6 BtH, 1d4+4 damage); Abilities: Carve Wood (Dex), Darkvision 60', Light Sensitivity, Weapon Specialization (Dagger), Combat Dominance, Back Attack, Climb (Dex), Decipher Script (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pocket (Dex), Traps (Int), Sneak Attack; Languages: Understands Naga Orc, Karakhan, Alryan, and Thieves Cant but cannot speak, uses a secret

sign language to communicate with assistant; Str 18\*, Dex 17\*, Con 14, Int 7, Wis 4, Cha 5; carries 2d6 cp, 2d6 sp, 1d8 gp, wears a jade holy symbol of Set (50 gp) on a thong of human skin, and wears a mask of silk (10 gp)) Han-chang is indeed hideous, even by Orc standards, standing 4'8" with malformed features, sunken forehead, ape-like fangs in a drooling cleft maw, long hairy pointed ears, bulging serpentine eyes, greenish patchy fur and scales, and a hunch back; his arms and legs, however, are straight and muscular, and his hands are very fine and double-jointed. Fortunately, most customers do not have to deal with his hideousness, as he wears a thick veil of silk through which one can only see his burning red eyes. Any time the Carvers Guild comes around to bother him about not joining (6% chance per day) he simply raises his veil and they run away in horror. He cannot speak, as he bit off his own tongue while still a mere babe in arms; he does, however, understand Naga Orc and Alryan. He sells exquisite and intricate woodcarvings of dragons, nagas, phoenixes, unicorns, pegasi, and like creatures, though he never carves images of deities or humanoids. He is usually found in the Open Market in the Merchants Quarter; his cart is a rickshaw-like device, which he draws behind him, piled high with his carvings that, in the market, are displayed on white tarps while he carves a new piece for spectators. He does not haggle; he simply shakes his head in the negative as customers place coins before a piece, until he nods and bows when the price is right. His slave assistant, a young Karakhan girl named **TING-TING** (LE, 15-years-old, recently apprenticed to Ankh-Tzang the Jade Wizard of the Jade Naga Clan; HD 1d4, HP 2; Dex 17, Int 18, Cha 16; carving knife; can cast prestidigitation 1/day, speaks Alryan, Karakhan, Naga Orc, and the secret sign language), assists all customers and informs them of her masters method of sales; when not busy she plays Karakhan rhythms on her pipe carved to look like an eastern dragon (10 gp). **Prices:** 1" tall carving 3 cp, 2" tall carving 1 sp, 3" tall carving 3 sp, 6" tall carving 1 gp, 1' tall carving 3 gp, 2' tall carving 10 gp, 3' tall carving 30 gp, 4' tall carving 100 gp, 5' tall carving 300 gp; also carves to order, requiring one day per foot of height of carving. **Cash Box** contains 10d10 cp, 10d10 sp, 10d10x1d6 gp, and 1d4 gems each worth 10 to 250 gp. **Disposition:** 1) Peaceful, 2) Brooding, 3) Creative, 4) Wrathful, 5) Helpful, or 6) Morose. *Rumor: The Wild Orcs of the Purple Claw recently sent secret emissaries to the elder of the Naga Orc Clan; the heads of the emissaries were sent home packed in salt and carried by ugly goblin slaves.*

## CITY STATE COINAGE

The City State is known for its peculiar laws on coinage. Only those coins minted by the City State during the reign of the current Overlord are considered legal tender within the City State — there is a two-year grace period after the death of an Overlord. Only legally licensed moneychangers may exchange foreign coinage for local coinage within the City State — the position is a monopoly boon appointed by the Overlord — and any other merchant or individual caught spending or exchanging foreign or old coins for legal coinage not only has all concerned coins confiscated, they are also charged a fine equal to ten times the confiscated coins and face time in prison! There is a moneychanger at each gate, and their prices are outrageous (up to 20%), however, as legal tender is required to enter the gates, they still do a brisk business.

All current coins have a profile of Hygelak the Dread on the front, along with a mint-mark and a date (the year of Hygelak's reign the coin was minted, thus far 1st to 21st). The obverse varies depending on the coin. All current coins are milled on the edges to prevent shaving and clipping, an innovation introduced by the current Overlord.

The platinum **SOVEREIGN** has a top-down view of the Cryptic Citadel and the year in the Commoner's Calendar. Sovereigns are large, thick coins, a little larger than the size of a Morgan dollar, and weigh 12 to the pound. The lower classes call these coins "Klips" after the Klipmaran Sept of the Seaghda Clan, from which the most recent dynasty of Overlords has risen, based partially on their personal ownership of the only platinum mine in the realm. Platinum is almost never used in day-to-day trade; it is reserved for large-scale trade between noble houses, clans, guilds, and merchants.

The gold **CROWN** has a dragon coiled in a circle eating its own tail and the motto "City State Eternal." Crowns are about the size of Sacagawea dollar coins, and weigh in at 50 to the pound. The lower classes call these coins "Viziers" or "Cronies," as they are the coinage of choice for bribing the cronies and advisors of the Overlord.

The electrum **NOBLE** has any one of a number of symbols (each mint has its own device) and the Year of the City. Nobles are an alloy of around one part gold to two parts silver, and weigh 25 to the pound. They are also known as "Half-Crowns," because, well, they

are each worth a half-crown. They are not trusted, though, as most merchants have no way of knowing the exact alloy of gold and silver, and in the past, the various noble houses charged with minting the coins have cheated, and debased the coins with lower ratios of gold to silver, pocketing the difference.

The silver **GUILDER** has the facade of the Temple of Pegana and the Year of the Temple in the City State along with the motto "MÂNA-YOOD-SUSHÂÎ". Guilders are about the same size as Crowns, and weigh 50 to the pound. They are also known as "Cardinals" because of the leadership of Cardinal Mung over the Craftsmans' Guild and the Temple of Pegana. Older silver coins, from the pre-Craftsmans' Guild era (ca. 456+ years ago), were known **ARGENTS**, and are still found regularly in treasure hoards and even used outside the City State itself.

The copper **PENNY** has a spear superimposed by crossed sheaves of wheat. Pennies are about the same size as Guilders, and weigh 50 to the pound. Pennies are also known as "Commons."

The bronze **FARTHING** has several variations, all foodstuffs, including meat pies, flagons of ale and bunches of grapes. It is a small coin, weighing in at 100 per pound. Also known as "Bits" or "Beggars' Bits," as once upon a time, the Penny was designed to be broken into four parts, each known as a "Bit," and usually beggars get tossed bits to go away. Usually it's only seen among the lowest classes, where a bit can buy you a bowl of gruel or mug of very cheap grog.

## DESIGNER NOTES

This booklet's creation was inspired by the desire to have a bit more variety in the number and kind of merchants that the characters might encounter in the City State. It is, after all, a city of 80,000, and certainly there are more than a few of each kind of merchant. Medieval cities existed as a place of commerce, where specialized artisans could create their goods in safety and trade with each other and with wandering merchants — there aren't going to be tens of thousands of gadabouts!

The nature and type of the street vendors above may vary greatly from the style of play you are accustomed to in your own campaigns. This is natural, as the Wilderlands is many different things to many different people; every campaign is unique in how it has developed the Wilderlands. This is

as it should be, and as the City State creator, Bob Bledsaw, expected it to be. Each Judge re-makes the Wilderlands in his own image. Thus the different kinds of encounters; if some seem too whimsical to you for your Dark Fantasy or High Fantasy campaign, feel free to change them. If the prices differ greatly from those established in your own campaign, change them. If all ale merchants are seven-armed purple dragons from Betelgeuse in your campaign, change them (and wow, that must be some campaign)!

## **STREET VENDOR ENCOUNTERS**

Most street vendors have a preferred location where they are usually found; this is often at a cross roads where two or more major streets of the city meet. Vendors can also be encountered elsewhere, generally within the same city quarter as their preferred location, though sometimes far across the city. It is a distinct advantage of the street vendor that he is able to go to where the customers are, rather than wait around and have the customers find him.

Any normal encounter rolled on the Hierarchy table from the Guildsmen, Merchant, or General Castes and of SL 6 or less has a 2 in 6 chance of being an encounter with a street vendor of that rank, rather than with a mere member of that caste making his way through the city.

Additionally, when determining the number of pedestrians and horsemen within 60 feet of the party (usually 3d6 and 1d6, respectively, during daylight hours), the Judge should also determine the number of street vendors within 60 feet. A major crossroads or plaza should have 1d8-1 street vendors; a major road or minor crossroads should have 1d6-1 vendors; and a minor road should have 1d4-1.

To determine which specific vendors a group encounters, a Judge can simply roll d100 on the grand

list of vendors or can use the provided random vendor table for the specific quarter of the City State in which the party currently stands. The tables that follow have room for you to develop your own street vendor encounter charts for your own version of the City State. You are not only merely to include your own street vendors on these tables, you are encouraged to do so!

The **COMMON QUARTER** includes everything south of Tempest Street (and the row of shops and buildings on its northern side), west of Regal Street, and east of the alleys between Wailing Street and Water-Rat Road to the western wall of the End Gate. If in doubt, ask a local City Guardsman; if he's from the 6th Company you're probably in the Seafront Quarter, if he's from the 7th Company you are probably in the Common Quarter.

The **MERCHANT QUARTER** includes everything north of Silver Street and east of a line defined by Regal Street, the western walls of the Temple of Harmakhis, and Brazier Street.

The **NOBLE QUARTER** is bounded in the east by Regal Street, the western wall of the Temple of Harmakhis, and Brazier Street and hemmed in the south by Tempest Street, Murky Street, and the alley north of Sea Brigand's Road; the area east of the Plaza of Profuse Pleasures is often referred to as the "Temple District," for obvious reasons.

The **SEAFRONT QUARTER** includes everything south of the alley north of Sea Brigand's Street and west of Begger's Street, though much of the block east of Begger's Street also falls under the Seafront's influence. From the intersection of Beggar's Street and Murky Street the border with the Common Quarter is, well, murky (see Common Quarter above).

The **THIEVES QUARTER** includes the area east of Regal Street and south of Silver Street.

Rarity: c = common, u = uncommon, r = rare, n=night

## STREET-VENDOR-BY-STREET INDEX

**BARTER STREET:** 08u, 09r, 18u, 23u, 28un, 35c, 43r, 44un, 48u, 53u, 53cn, 56u, 56cn, 58r, 61rn, 65r, 66r, 66cn, 72r, 73un, 74u, 74cn, 75c, 84r, 88r, 92un, 100r

**BEGGAR'S STREET:** 01u, 06r, 07u, 08u, 09r, 10u, 12r, 15r, 19r, 20r, 24r, 26r, 33r, 35u, 38r, 39r, 40r, 49r, 56u, 71u, 72r, 73r, 77r, 79u, 81u, 88r, 92u, 96r

**BELFRY STREET:** 05u, 08u, 09r, 11r, 14r, 18u, 35u, 42r, 43r, 48r, 53r, 56r, 58u, 65r, 66r, 73rn, 74r, 88r, 92rn

**BRAZIER STREET:** 08u, 09r, 11u, 14c, 18u, 35u, 44r, 56r, 66r, 74r, 75r

**BY-WATER ROAD:** 07r, 08u, 09r, 10r, 26r, 33c, 35u, 38r, 39r, 46r, 47u, 49r, 56r, 64u, 71r, 79u, 96r

**CARAVAN STREET:** 03c, 08u, 09r, 16u, 17u, 27u, 30c, 31r, 35u, 36u, 40c, 41u, 51r, 52u, 54u, 55r, 56r, 57u, 59r, 60r, 61r, 63u, 71u, 72r, 74r, 77r, 80r, 85r, 86r, 88r, 89r, 91r, 93c, 94u

**CONSTABLES' STREET:** 35r, 56r, 66r

**CROSS ROAD:** 01r, 08u, 09r, 11u, 14r, 15r, 24r, 30r, 35u, 42u, 48r, 53r, 56u, 66r, 70r, 74r, 76r, 78r, 81r, 89r

**CUTPURSE ROW:** 04c, 08u, 09u, 13u, 17u, 22r, 29u, 32r, 35r, 36u, 52r, 54r, 59r, 74c, 75r, 77r, 82c, 89r, 93r, 95r, 98c

**DAMP STREET:** 08u, 09r, 35r, 44r, 53r, 56r, 58r, 74r, 97r

**DEAD-BROKE STREET:** 04c, 08u, 09u, 13c, 17r, 29u, 31r, 32u, 35u, 36u, 52r, 54u, 56r, 74u, 75r, 82r, 89r, 93u, 94r, 95u, 98r

**DIM STREET:** 04r, 09r, 13r, 29r, 35r, 54r, 74r, 93r, 95r

**END GATE ROAD:** 08r, 09r, 35u, 56r, 71r, 74r, 94r

**FESTIVAL STREET:** 01u, 06u, 08u, 09r, 15c, 19c, 20u, 24c, 28u, 35u, 39r, 56c, 64r, 70r, 72r, 73r, 74r, 77r, 81r, 89r, 99c

**FOG STREET:** 07r, 09r, 10u, 26r, 33c, 35u, 38u, 39r, 46r, 49r, 56r, 71r, 74r

**GRIMY STREET:** 08u, 09r, 35r, 53u, 74r, 75r

**GUARDSMAN'S ROAD:** 04c, 08u, 09r, 13c, 16u, 17u, 22r, 27u, 29r, 30r, 32c, 35u, 36u, 41u, 43r, 41r, 52r, 54r, 55r, 56r, 57u, 61r, 63u, 74r, 80r, 88u, 93c, 94r, 95u, 98r

**HAGGLE STREET:** 08u, 09r, 18r, 35u, 44r, 53r, 56r, 61r, 65u, 74r, 75r, 97r, 100r

**HAZY STREET:** 04r, 09r, 13r, 29r, 35r, 54r, 56r, 74r, 93r, 95r

**HEDONIST STREET:** 01r, 06u, 08u, 09r, 12u, 15u, 19c, 20u, 24u, 28r, 35u, 39r, 56u, 64r, 73r, 77r, 81r, 96r, 99u

**LARGE ALLEY SOUTH OF CARAVAN STREET:** 08u, 09r, 30u, 35u, 36r, 40u, 41r, 52u, 54c, 56r, 61r, 71u, 74u, 86r, 91r, 93u, 94r

**MUGGY STREET:** 04r, 09r, 13r, 17u, 29r, 35r, 54r, 74r, 93r, 95r

**MURKY STREET:** 01r, 07u, 08u, 09r, 15r, 19u, 20r, 24r, 26u, 28r, 33r, 35u, 38u, 39r, 40r, 46r, 49r, 53r, 56r, 60r, 64r, 70r, 71u, 72r, 73r, 74r, 77r, 79u, 86r, 88r, 91r

**OLD SOUTH ROAD:** 04c, 08u, 09u, 13c, 16c, 25u, 29u, 32c, 35u, 36r, 43u, 52u, 54c, 56r, 57r, 59r, 61r, 63r, 74u, 75r, 82r, 89r, 93c, 94r, 95c, 98u

**OX-CART ROAD:** 01u, 03u, 05u, 08u, 09r, 14r, 15r, 17r, 20r, 24r, 35u, 42c, 43r, 48r, 53r, 56r, 58r, 65r, 66r, 72r, 73rn, 74r, 75r, 76r, 78r, 81r, 88r, 92rn

**PATRIARCH STREET:** 11u, 14u, 35u, 56u, 66r, 74r, 84r

**PREFECT STREET:** 08u, 09r, 11u, 14u, 35u, 48r, 56r, 66r, 74r, 84r

**REGAL STREET:** 01u, 02r, 03u, 04u, 08u, 09r, 11u, 13c, 16c, 17c, 19r, 21r, 22u, 25r, 27u, 29u, 30u, 31c, 32u, 35u, 36c, 37u, 41c, 42r, 43r, 50r, 51u, 52c, 54r, 55u, 56u, 57c, 59u, 61u, 63u, 71u, 72u, 74u, 76u, 78r, 80u, 82u, 84r, 85r, 86r, 88u, 89u, 90r, 93c, 94u, 95r, 98r

**SCUD STREET:** 08u, 09r, 14r, 18u, 35u, 44r, 48u, 56r, 58r, 74r, 75r, 84r

**SEA BRIGAND'S STREET:** 07u, 08u, 09r, 10r, 26r, 33r, 35u, 38r, 39r, 49r, 56r, 71r, 74r, 79r

**SHADY STREET:** 08u, 09r, 14r, 18r, 35u, 44r, 48u, 53r, 56u, 58r, 74r, 75u

**SILK MERCHANT STREET:** 08u, 09r, 14r, 18c, 23u, 35u, 43r, 44r, 48u, 56u, 58r, 65u, 73rn, 74r, 75u, 84r, 88r, 92rn

**SILVER STREET:** 04u, 08u, 09r, 13u, 14r, 16u, 17r, 18r, 19r, 21r, 25c, 29r, 31u, 32r, 35u, 37c, 43r, 48r, 50u, 52r, 54r, 56u, 59r, 61r, 63r, 72u, 74u, 75r, 82r, 84r, 88u, 89r, 93c, 97c, 98r

**SLASH STREET:** 08u, 09r, 16u, 25u, 29r, 32r, 35u, 37r, 43r, 56r, 63r, 74r, 75r, 89r, 93r, 98r

**STREET OF CRAFTS:** 08u, 09r, 14r, 18u, 23r, 35u, 37r, 43u, 44u, 48r, 53u, 56u, 58r, 59r, 61u, 65u, 72u, 74r, 75u, 84r, 88u, 97u, 100u

**STREET OF MAELSTROMS:** 03c, 08u, 09r, 15r, 19r, 20r, 24r, 27r, 30u, 35r, 36r, 40c, 42u, 53r, 56r, 60r, 70r, 71u, 74r, 78r, 81r, 89r, 93u

**STREET OF SHADOWS:** 04c, 08u, 09u, 13u, 16u, 17u, 22r, 29u, 32r, 35r, 36u, 51u, 52r, 54r, 56r, 57u, 59r, 74u, 75r, 77r, 80r, 82u, 89u, 90r, 93r, 95r, 98u

**TEMPEST STREET:** 03c, 08u, 09r, 16r, 17r, 19r, 27u, 30r, 31r, 32r, 35r, 36r, 40u, 41r, 42r, 56r, 71u, 74r, 78r, 89r, 91r, 93c

**TEMPLE STREET:** 04r, 08u, 09u, 13r, 16u, 29r, 35u, 52u, 54u, 56r, 74r, 75r, 93r, 95u

**TWILIGHT ROAD:** 01u, 03u, 05u, 06u, 08u, 09r, 12u, 15u, 20u, 24r, 34r, 35u, 39r, 42r, 43r, 45u, 49u, 56u, 58r, 62u, 64u, 65r, 66u, 67u, 72r, 73u, 76u, 77u, 78r, 81u, 87u, 88r, 92r, 96u

**WAILING STREET:** 03c, 08u, 09r, 16r, 27u, 30r, 35u, 36r, 40u, 52r, 54r, 56r, 60r, 71u, 72r, 74r, 77r, 85r, 86u, 89r, 91u, 93c, 94r

**WALL STREET:** 08r, 09r, 35r, 53r, 74u, 75r

**WATER-RAT ROAD:** 07u, 08u, 10u, 26u, 33c, 35u, 38c, 39u, 46u, 53u, 56r, 60r, 71u, 74r, 79u, 86r, 92r

## STREET-VENDOR-BY-MARKET INDEX

**FISH MARKET** (at End Gate): 07c, 08u, 09r, 10c, 26c, 33c, 35u, 38c, 39u, 40r, 46c, 53c, 56r, 60u, 71u, 74r, 79c, 86u, 92u

**OPEN MARKET** (off the Street of Crafts in the Merchant Quarter): 08u, 09r, 18c, 23c, 35u, 37r, 43c, 44c, 48u, 53r, 56r, 59c, 61c, 65c, 72u, 74u, 75u, 84c, 88u, 100c

**PLAZA OF PROFUSE PLEASURES:** 01c, 06c, 08u, 09u, 12u, 15c, 19c, 20u, 24c, 28c, 35u, 39r, 40r, 56c, 64u, 70u, 72r, 73u, 74u, 77u, 81u, 89r, 96r, 99c

**ROYAL MARKET** (at Grand Gate): 01c, 03r, 05c, 06u, 08u, 09r, 12u, 15c, 20c, 24r, 35u, 39u, 42r, 45u, 47r, 49c, 56u, 58u, 62u, 64c, 65u, 66c, 67c, 68c (outside gates), 72r, 73c, 76c, 77c, 78u, 81c, 87c, 88r, 92u, 96c

**SLAVE MARKET PLAZA:** 06r, 07r, 08u, 09r, 15u, 16u, 19c, 24c, 26u, 28r, 30r, 35u, 39r, 40u, 46r, 53r, 56u, 60r, 64r, 70c, 71r, 72r, 74u, 79r, 81r, 85c, 86r, 88r, 89r, 91c, 93r, 99r

**SOUTH MARKET** (next to the Horse Market by the Gate of the Gods): 01c, 02c, 03u, 04c, 08u, 09u, 13c, 16c, 17c, 21u, 22c, 27c, 29r, 30u, 31r, 32r, 35u, 36c, 37r, 40r, 41c, 43r, 50u, 51c, 52c, 54r, 55u, 56r, 57c, 59u, 60r, 61u, 63c, 69c (outside gates), 71u, 72u, 74c, 76u, 80c, 82u, 85r, 86u, 88c, 89u, 93r, 94c, 95r, 97r, 98r

**SQUARE OF THE GODS:** 01c, 08u, 11c, 14c, 15r, 31u, 35r, 42c, 48c, 56r, 66u, 70r, 74r, 76u, 81u, 83c, 84u, 89c, 90c

## STREET-VENDOR-BY-QUARTER INDEX

**COMMON QUARTER:** 01c, 02c, 03c, 08u, 16u, 17u, 21r, 22r, 27c, 30u, 31u, 35u, 36c, 40c, 41u, 50r, 52u, 54r, 55r, 56u, 57u, 59r, 60r, 61r, 63r, 71c, 72r, 73r, 74u, 77u, 80r, 85r, 86r, 89r, 91u, 93c, 94u

**MERCHANT QUARTER:** 05r, 08u, 14r, 18c, 23u, 25r, 28r, 35u, 37u, 43c, 44u, 48u, 50r, 53u, 56c, 58r, 59r, 61u, 65u, 72r, 74r, 75r, 84r, 88r, 97r, 100r

**NOBLE QUARTER:** 01c, 03r, 05c, 06u, 08u, 11r, 12u, 15c, 19r, 20u, 24u, 28u, 34r, 35u, 39u, 42u, 45u, 47r, 49u, 56c, 58u, 62r, 64u, 65r, 66u, 67u, 70u, 72r, 73u, 76r, 77c, 78r, 81c, 87r, 88r, 92r, 96u, 99r

**SEAFRONT QUARTER:** 07c, 08u, 10c, 26c, 33u, 35u, 38c, 39u, 40r, 46u, 49r, 53u, 56r, 60r, 71c, 74r, 79c, 86r, 92r

**TEMPLE DISTRICT:** 01c, 08u, 11u, 14c, 15r, 16r, 35r, 42c, 45r, 48u, 56u, 66u, 70r, 74r, 76r, 81u, 83u, 84r, 89u, 90r

**THIEVES QUARTER:** 01c, 02c, 04c, 08u, 09u, 13c, 16c, 17u, 21r, 22u, 25r, 27u, 29u, 30r, 31r, 32u, 35u, 36c, 37u, 40r, 41r, 43u, 50r, 51u, 52c, 54u, 55r, 56r, 57u, 59r, 61r, 63r, 65r, 72r, 74c, 75r, 77r, 80r, 82c, 88r, 89u, 90r, 93c, 94r, 95u, 98u

STREET VENDOR ENCOUNTERS BY QUARTER

2d10	Common	Merchant	Noble	Seafront	Thieves
2	50	05	03	40	21
3	89	97	19	92	75
4	22	84	47	86	31
5	52	74	49	46	27
6	30	61	70	39	22
7	08	53	73	08	57
8	94	48	06	79	82
9	27	18	57	38	93
10	02	43	05	10	36
11	01	56	01	71	74
12	03	35	15	07	52
13	93	37	77	26	01
14	31	44	81	33	37
15	16	08	08	53	95
16	17	65	96	35	08
17	91	72	67	49	65
18	21	88	99	74	94
19	85	100	88	60	55
20	72	14	78	56	25

NOTES:

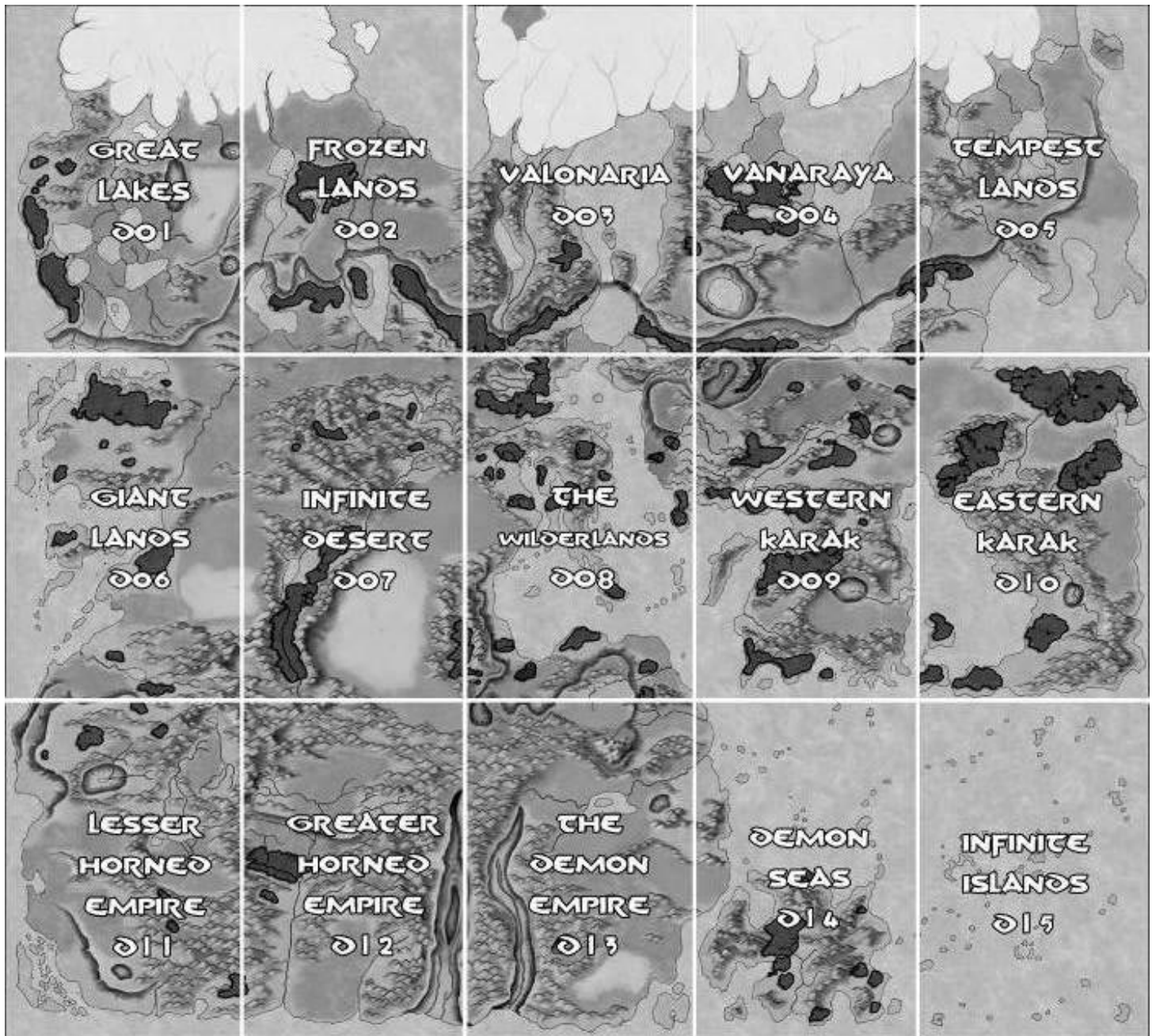
STREET VENDOR ENCOUNTERS BY MARKET					
2d10	Fish Market	Open Market	Pleasures	Royal Market	Slave Market
2	09	09	39	24	06
3	74	53	89	88	99
4	56	74	96	09	53
5	35	35	08	62	07
6	71	48	70	56	40
7	60	72	12	58	26
8	26	59	77	67	56
9	07	18	19	87	19
10	79	43	99	96	70
11	53	100	01	03	85
12	38	44	06	05	91
13	46	23	15	64	08
14	10	61	28	15	35
15	33	08	20	78	74
16	92	88	64	12	16
17	08	84	09	08	09
18	39	75	73	47	86
19	86	37	72	42	88
20	40	56	40	72	89

NOTES:

STREET VENDOR ENCOUNTERS BY MARKET/OTHER					
2d10	South Market	Sq. Gods	[       ]	[       ]	[       ]
2	98	15	R	R	R
3	95	74	R	R	R
4	93	56	R	R	R
5	29	48	U/R	U/R	U/R
6	03	81	U	U	U
7	89	31	U	U	U
8	74	89	C/U	C/U	C/U
9	01	01	C	C	C
10	88	42	C	C	C
11	52	90	C	C	C
12	80	14	C	C	C
13	02	11	C	C	C
14	36	83	C/U	C/U	C/U
15	09	08	U	U	U
16	61	84	U	U	U
17	72	76	U/R	U/R	U/R
18	31	66	R	R	R
19	37	70	R	R	R
20	43	35	R	R	R

NOTES:

STREET VENDOR ENCOUNTERS BY OTHER					
2d10	[ ]	[ ]	[ ]	[ ]	[ ]
2	R	R	R	R	R
3	R	R	R	R	R
4	R	R	R	R	R
5	U/R	U/R	U/R	U/R	U/R
6	U	U	U	U	U
7	U	U	U	U	U
8	C/U	C/U	C/U	C/U	C/U
9	C	C	C	C	C
10	C	C	C	C	C
11	C	C	C	C	C
12	C	C	C	C	C
13	C	C	C	C	C
14	C/U	C/U	C/U	C/U	C/U
15	U	U	U	U	U
16	U	U	U	U	U
17	U/R	U/R	U/R	U/R	U/R
18	R	R	R	R	R
19	R	R	R	R	R
20	R	R	R	R	R





## OGL

This book is published under the Open Game License (OGL) version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All contents, excluding the OGL, is property of and copyright 2007 Adventure Games Publishing. All Rights Reserved.

**Designation of Open Game Content:** Any content herein that appears in or derives from the System Reference Document (v3.5) is hereby designated as Open Game Content. Any questions regarding the Open Game Content in this product should be directed to James Mishler at jamesagp1@gmail.com.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Castles & Crusades, Castles & Crusades: Player's Handbook, Castles & Crusades: Monsters & Treasures, Castles & Crusades: Castle Keeper Guide, Wilderlands of High Fantasy, Wilderlands of High Adventure, Adventure Games Journal, and any and all product names from published Judges Guild, Troll Lord Games, and Adventure Games Publishing products; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, maps, cartography, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including any text contained within such items; (D) logos and trademarks, including but not limited to Castles & Crusades, Castle Keeper, SIEGE engine, Troll Lord Games, Wilderlands of High Fantasy, Wilderlands of High Adventure, Adventure Games Publishing, Judges Guild, or 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; (E) The names, personality, descriptions and/or motivations of all artifacts, creatures, characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities, places, locations, environments, equipment, magical or supernatural abilities or effects, gods, races, countries, cities, city states, political or geographic features, historic events, groups, feats, spells, skills, organizations, items, monsters, planes or deities in this book as well as the names of any other thing originating from original Judges Guild products and not stemming from the System Reference Document, but not the game statistics contained in their stat blocks or other game mechanic descriptions (if any); the intent of this designation is to protect every name, concept and description in this product, regardless of what the name is attached to, as well as every name that comes from the original Judges Guild products on which this product is based; the strictest possible designation is desired; (F) All stories, storylines, histories, plots, and thematic elements; (G) Any and all content that is not otherwise Open Game Content by virtue of appearing in the System Reference Document or being provided as Open Game Content in a work listed in Section 15, below. Basically, if it doesn't have to be open by operation of the license, it is not open in this product. And if it can be claimed as Product Identity, it is.

**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 coadaptability 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 Gaming License v 1.0** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**Original Spell Name Compendium** Copyright 2002 Clark Peterson; based on NPC-named spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of [www.necromancergames.com](http://www.necromancergames.com).

**Player's Guide to the Wilderlands** Copyright 2003, Necromancer Games, Inc and Judges Guild; Authors Bob Bledsaw and Clark Peterson, based on original material by Bob Bledsaw, Bill Owen, and Bryan Hinnen.

**Castles & Crusades: Player's Handbook** Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

**Wilderlands of High Fantasy Campaign Setting** Copyright 2005, Necromancer Games, Inc and Judges Guild; Authors Clark Peterson, Bob Bledsaw, James Mishler, Robert Conley, Greg Geilman and Patrick Lawinger, based on original material by Bob Bledsaw and Bill Owen, with Bryan Hinnen, Scott Fulton, Dan Hauffe, Paul Jaquays and the original Judges Guild staff.

**Castles & Crusades: Monsters & Treasure** Copyright 2005, Troll Lord Games; Authors Stephen Chenault and Robert Doyel.

**Castles & Crusades: Player's Handbook** Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

**Imperial Town of Tell Qa: Northern Bastion of the Falling Empire** Copyright 2007, Adventure Games Publishing and Judges Guild; Author James Mishler

**XXXI** Copyright 2007, Adventure Games Publishing and Judges Guild; Author James Mishler

**Monstrous Menaces #1: Gharlidh, Grulnosc, and Rocktopus** Copyright 2009, Adventure Games Publishing; Author James Mishler.

**Monstrous Menaces #2: Blade Dancer, Goblin, and Tharghul** Copyright 2009, Adventure Games Publishing; Author James Mishler.

**Monstrous Menaces #3: Akhlat, Oogloog, and Woodwose** Copyright 2009, Adventure Games Publishing; Author James Mishler.

**Monstrous Menaces #4: Hribixul, Memnech, and Quasi-Dragon** Copyright 2009, Adventure Games Publishing; Author James Mishler.

**Monstrous Menaces #5: Chupacabra, Felpha, and Olgoi-Khorkhoi** Copyright 2009, Adventure Games Publishing; Author James Mishler.

**Monstrous Menaces Compendium 1-5** Copyright 2009, Adventure Games Publishing; Author James Mishler.

**100 Street Vendors of the City State** Copyright 2010, Adventure Games Publishing and Judges Guild; Author James Mishler.

# AGP BOOTY LIST

All products are designed and approved for use with Castles & Crusades unless otherwise noted.

Wilderlands of High Adventure			
Code	Title	Format	Retail
AGP00104	Rhadamanthia Continental Map	11" x 17" 4-color	\$5.00
AGP00107	Guide to the World of the Wilderlands	40-page Booklet	\$8.50
AGP00251	Barbarians of the Wilderlands 1	36-page Booklet	\$8.00
AGP00253	Aendryth's Eldritch Compendium	24-page Booklet	\$6.00
AGP00301	Sorcerers of the Wilderlands	28-page Booklet	\$6.50
AGP00302	Warrior-Mages of the Wilderlands	20-page Booklet	\$5.50
AGP00303	Faiths of the City State: Forn Sidthr	24-page Booklet	\$6.00
AGP01251	Campaign Map 18: Southern Reaches	17" x 22" 4-color	\$5.00
AGP05004	Skills, Feats, and Languages of the Wilderlands*	36-page Booklet	\$8.00
AGP05501	Player's Guide #1 — Tharbrian Horse-Lords	36-page Booklet	\$8.00
AGP06201	100 Street Vendors of the City State	64-page Booklet	\$12.00

\* Designed for d20 ver3.5

Generic Castles & Crusades			
Code	Title	Format	Retail
AGP00653	Curses and More Curses	40-page Booklet	\$8.50
AGP00676	100 Encounters and Treasures — Level 1	28-page Booklet	\$6.50
AGP06101	Monstrous Menaces Compendium 1-5	64-page Booklet	\$12.00



## ADVENTURE GAMES PUBLISHING

AGP06201

MSRP \$12.00