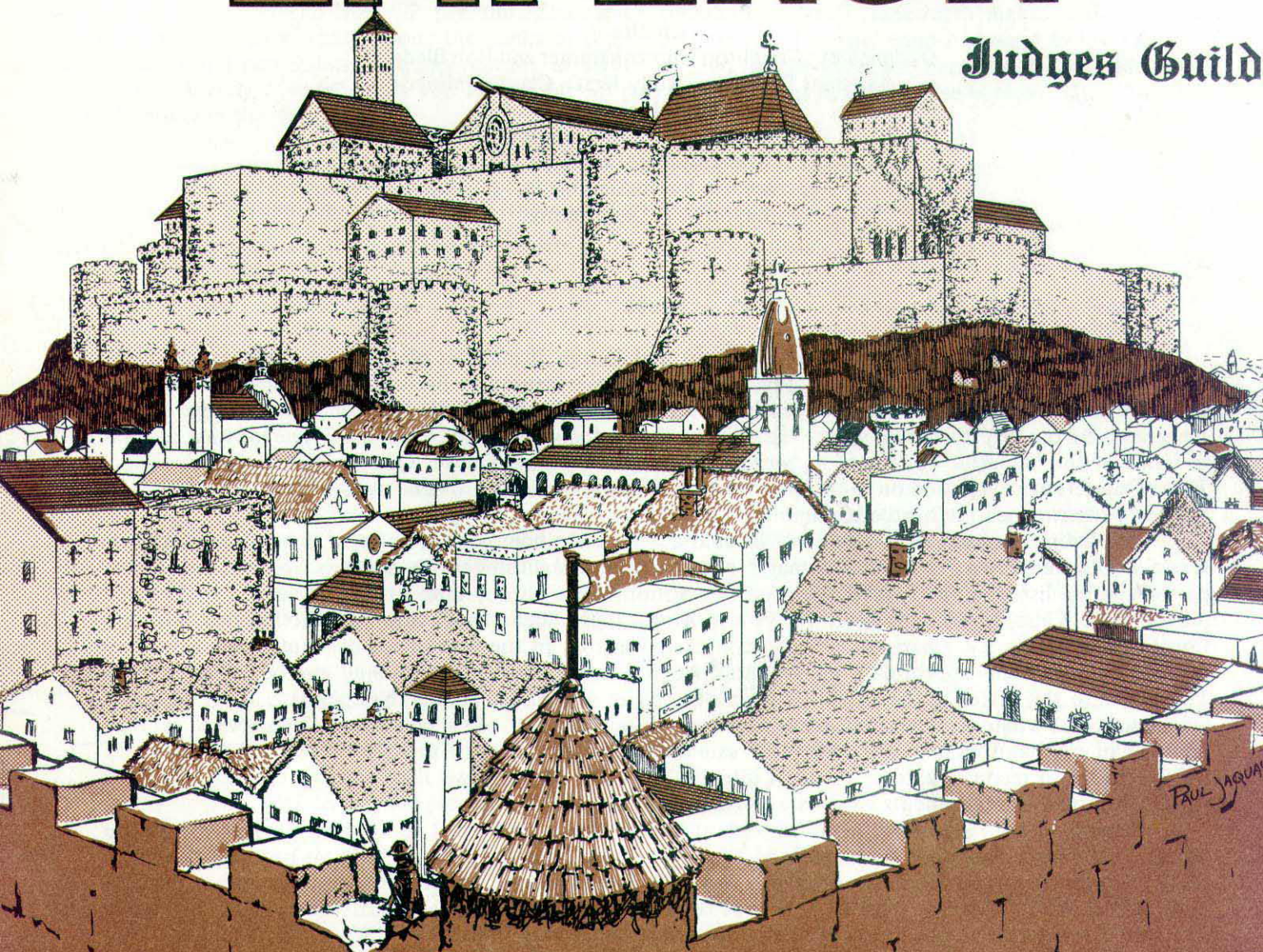


# City State Shops OF THE WORLD EMPEROR



Judges Guild



APPROVED FOR USE WITH

# DUNGEONS & DRAGONS™



Copyright©1980 by Judges Guild Incorporated. All rights reserved. This booklet is designed and approved for use with **DUNGEONS & DRAGONS** <sup>tm</sup> by Tactical Studies Rules Inc. The contents of this booklet may need to be changed by the individual judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Map Location System utilized courtesy of Simulations Publications, Inc. New York, N. Y. Printed in the United States of America.

---

### Credits

Designed by: Creighton Hippenhammer and Bob Bledsaw

Assistant Designers: Rudy Kraft, Clayton Miner

Mark Holmer

Typeset by: Penny Gooding

Cover by: Paul Jaquays

Art by: Kevin Siembieda

Layout by: Dave Sering

### Shops

This book contains the listing of all Shops and Stores. It includes places where bulk purchases of foods are made. Restaurants/Eateries, Taverns and Inns are covered in Book 3. The listings are arranged alphabetically. Note that no specific location is given. This is so that each Judge may personalize the arrangement of the city to better reflect the tone of the campaign he or she moderates. The location is given in terms of the "Quarter" of the City, such as "Merchant Quarter, Thieves Quarter, Nobles Quarter, etc." These Quarters are delineated on the map in Book 3. A special space is provided right after the name of each shop to write the location hex code number.

The listing for each shop gives first in boldface type the name of the shop or the type of goods or services sold here. Next is listed the major people at this establishment in order of importance. Minor personages are listed in the text of the shop description where appropriate. Listings for each person are in order: Name, Class, Alignment, Level, Hit Points, Armor Class, Social Level, Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, and most favored Weapon. In the text of the description are listed any specific treasure items appropriate to this shop. At the end of the description may also be listed "cache". This refers to the tables in the center of this book, pages 40 and 41. These tables permit a Judge to locate and describe in whatever degree of detail necessary those "stash"es of valuables that persons were wont to make in an era that does not have banks with safe deposit boxes. Lines are provided at the end of each shop for the Judge to record whatever items of interest he or she desires. Two lines are also provided for most shops with those establishments which are of greater import having a greater number of lines.

Persons of note are listed in the Important Persons Index in Book 3. Only those persons of note are listed. This means that only those persons of moderate to high social level or those important in game terms because of special functions or talents would be listed. As a general state of affairs people in the City State of the World Emperor tend to be a level or two higher than those in the City State of the Invincible Overlord owing to the tougher level of competition. Also since more trade flows through Viridistan the level of cash flow and total of treasure are slightly greater. Beware; since the guards and traps are tougher too!



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Accountant \_\_\_\_\_

Intapic Maimer FTR N 2 14 7 6 15 10 12 11 10 9 Short Sword

Maimer owns a flying pen that will write numbers by command at a distance – very handy when unnoticed last minute changes are needed. Has expensive tastes like Fillet of Fish stuffed with Rubies, Dragon Steak, Bugbear Wallets, Wereboar Ham, Were Bear Cloaks, etc. Hidden room in thick wall contains jewels, valuable art and 1000 GP in jars.

Actor \_\_\_\_\_

Mummer Gyor IL N 5 19 9 5 10 15 16 15 16 17 Dagger

Gyor the Barb is widely known for his biting humor and commanding stature as a performer. He makes a hobby of collecting trivial pieces of information about the City State. Gyor wears a Gold Brooch worth 150 GP. Tucked away in a small cabinet are twenty Theater Posters, ten Plumes, and a Spyglass. The entrance is lined with 15 Masks and 12 Hats from various plays. In an ornate Heirloom Chest, Gyor keeps his inheritance: a Pouch with 156 GP, 215 CP; a Bronze Statuette of a forgotten Family Totem worth 510 CP; a badly nicked Longsword; a Porcelain Ox; and an Earthenware Bowl inscribed with a map to a Dragon's lair. Tapestries decorate the otherwise austere walls. Gyor charges 2 GP for each hour of performance and is well known for his generosity in the taverns. There is a 50% probability of one or two Female companions with Gyor at any one time.

Actress \_\_\_\_\_

Sipercan Ringwood MU LG 1 4 9 5 7 16 10 8 13 16 Dagger

Sipercan wears 45 fake Diamonds and lacey, silky, flowing garb. The ring in her nose is made of a perfect unbroken circle of carved wood.

Alchemist \_\_\_\_\_

Yigu'ha Sv'uss AL CE 11 54 9 8 13 15 16 13 15 12 Dagger  
Tass FTR N 4 13 7 7 8 13 15 14 12 16 Short Sword

Yigu'ha has long paid for a mistake when he was young when he experimented with making potions permanent in effect. His legs have been in gaseous form for 30 years. He enjoys taking on the unusual request and relishes a nasty challenge. Careful – PROB 12% his potions will backfire. Four special caches. He has three secret basement rooms lined with strange potions he uses occasionally. (He always keeps a recipe and sample of everything he creates.) Due to age, 60% of these potions have become useless, poisonous, or inconsistent in effect.

Alchemist \_\_\_\_\_

Spydan Moondragon	AL	N	8	29	9	8	6	12	14	12	14	10	Dirk
Patmis the Pleasant	AL	CG	6	18	9	7	10	14	15	6	12	14	Dagger

Spydan Moondragon specializes in Disappearing and Control potions and Patmis reproduces Finding and Restoring potions. They serve the middle SLs and are kept busy, mostly with routine requests. Two caches.

Alchemist \_\_\_\_\_

Short-Stick Cavor	AL	N	8	39	9	8	9	12	10	14	15	15	Dagger
Kasluna Fairbeard	AL	N	7	20	9	7	12	18	14	14	14	8	Dagger

Cavor is a very reliable alchemist and is sought out by the wealthy. His potions are expensive at 4500 GP per LVL and they have only a 1% fail rate. He has a jug of alchemy, libram of alchemy, 13 spell and 57 non-magical potions in his workshop. Over 400 GP are in a large chest hidden in the secret closet in his room. The chest has contact poison on the lock and lid. The real success behind Cavor is his friend and partner, Kasluna who is extremely intelligent and creative at inventing new potions (75% PROB he can create just the potion you want with 20% having side effects). Kasluna collects rare copper pieces and has 951 CP hidden beneath trays in his laboratory.

Ale \_\_\_\_\_

Tiishat Khelidd	FTR	N	1	7	5	6	16	11	12	13	15	10	None
Ohya	FTR	CE	1	5	4	5	15	8	6	12	12	7	None
Azha Histonael	FTR	N	1	6	3	5	14	12	9	15	14	8	None

Tiishat produces and distributes ale to many of the taverns throughout the City. Ohya and Azha are his two assistants who are in charge of delivering the ale whilst Tiishat is in charge of producing it. Tiishat is rumored to be able to supply substances other than ale to those willing to pay enough. Prices: 5 CP per pint of ale, but only deals in large quantities. He does not serve individuals. Customers: NA 1 - 3, Levels 1 - 12.

Ale \_\_\_\_\_

Bracken Spaxe	Mc	LG	2	10	9	6	13	7	10	9	12	10	Sword
---------------	----	----	---	----	---	---	----	---	----	---	----	----	-------

Bracken adds good flavoring herbs to his ale if requested – they have mild, healing qualities. Bodius, his Ostrich, struts around the shop keeping order.

Ale \_\_\_\_\_

Gnasthar Phung	FTR	N	3	22	9	5	12	8	9	11	16	17	Rapier
----------------	-----	---	---	----	---	---	----	---	---	----	----	----	--------

A little sour man who can charm the loveliest lady when he wants to, Phung deals with illegal aliens, Orcs and other nasties. Has pointy hat, glittery eyes, and wears a necklace of Snake Skulls. Tricky. Two caches.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Animal Trainer													

Emblef Trazlit	FTR	N	1	5	7	8	16	12	14	10	13	5	Mace
----------------	-----	---	---	---	---	---	----	----	----	----	----	---	------

Trazlit trains cats, small dogs, rodents and certain insects and spiders. Trains message carriers, attackers and game trackers. One cache in a cat's skin.

## Apothecary

Whitefire	MU	CE	30	125	9	17	16	19	17	18	20	17	Dagger
Wanhina Tabenya	FTR	N	3	15	4	5	14	12	10	17	11	10	Short Bow

Located close to the palace wall, Whitefire's Apothecary caters mainly to richer folk but others come, too. Specializing in medical supplies and medicines, magical potions and chemicals useful to guildsmen and merchants makes the shop a popular one. Short and hefty Wanhina (bones through her earlobes) tends shop. Whitefire is a shadowy figure who never lets his features be clearly seen. Dressed in black heavily hooded robes, he slinks about the city only at night; his name "Whitefire" comes from the unearthly flames that often unconsciously grace his fingers. No one in the city, not even his father Hautulin Seheitt, knows his true identity. Whitefire is also the Archimage for all Natchai; Fa Pok and Wu Ug know him only as Whitefire and only they know he is the Archimage. Whitefire has met Natch Ur twice, a record for mortals. A tunnel leads from the apothecary basement under the wall and into the palace with a side tunnel going to the caves under Obelisk Zeph. Eight magically hidden and sealed rooms line the tunnel to the palace; half of the rooms contain chemical laboratories, the other half, treasure. Treasure room example: three golden horned pigs; 25 carbelium tipped spears; four chests of jewels mechanically protected (poison needles, spring daggers, fast closing lid that severs fingers, and a glop of glue that squirts at the opener); 11,000 GP in stone coffin within which lives a wraith; a bronze toad with ruby eyes that can send death rays (match the Shunna statue); one silver lizard, 4 foot; one dried lycantrope skin in corner (will animate upon wetting); hanging Orlandine rugs; obsidian and pearl marbles.

Whitefire has his own plans for taking over his father's rule but although he has managed to steal eleven magical items from the palace, he cannot find where his father has hid (he thinks) all the other magical sources of power.

## Apothecary

Hooktong Ash	MU	N	6	27	9	7	14	18	17	16	17	17	Wand
Zhrana	FTR	N	2	7	5	5	17	10	8	13	10	10	Sword

Hooktong runs a large operation dispensing medicines and brews to the middle and lower classes. Favorite elixirs & cures: narwhal tusk powder in cod liver oil; crocodile teeth necklace for curing warts; owl eyes and water lily root extract mash for eye problems and skin rasher; laurustine and centipede tea; barley-mint-whale-blubber-mustard plaster; dextrodiacetylhydroxylmethorfone-benzene acid for curling hair. Nineteen Altanian servants, FEM, FTR, N, LVL 1, HP: 2, 4, 1, 5, 2, 1, 2, 3, 4, 3, 1, 4, 3, 3, 1, 1, 4, 1, 2, Knives; 15 Apothecaries, MU, N - CG, LVL 1 - 3, HP: 1 - 12, Acid Bulbs; 28 Runners, Dwarves, FTR, N, LVL 1, HP: 1 - 8, Axes, Swords.

Business chest, 132 GP, 401 SP, 227 CP in the library; pucuric acid (stink from one drop lasts for three weeks) in stoppered flask reading "Heroism Potion - Taste Me" in locked cabinet with other average chemicals in staff workroom. Map to dragon hoard in Starrcrag Mountains near the Valley of the Dead Queens located in table drawer false bottom. Zhrana wears a large diamond on her necklace between her amplexes; she oversees the servants.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Armorer \_\_\_\_\_

Starwulf Joktar III FTR N 2 12 5 7 14 13 8 12 13 10 Short Sword

Starwulf specializes in making chainmail armor and he can rarely be induced to make any other kind. His anvil is magical and will detect flaws in workmanship as they occur. He has one Apprentice: FTR, N, LVL 1, AC 7, HP: 7, Short Sword. Chainmail is 70 GP. Customers: NA 2 - 12, Levels 1 - 8.

Armorer \_\_\_\_\_

Willing Doysirun FTR N 2 11 9 7 16 8 9 17 16 7 War Hammer

Willing the Wolf-Catcher finds his three pet wolves; N, 2 HD, 7-3-5 HP, Bite 1-6; more companionship than any human he has met to date. Specializing in custom-made swords (30-180 GP and 20-120 days), Willing never has more than 1-6 swords taken in on trade for ready sale (10-60 GP). Cache.

Armorer \_\_\_\_\_

Mikkaen Seffolk FTR CE 5 37 7 8 17 7 10 8 12 8 Morning Star

Mikkaen is famous for his violent temper which comes and goes but mostly comes. Once, he tore down the house of a neighboring armorer who kept dogs and recently has been getting upset over people who flash their wealth or swagger when sober. PROB 75% of rage on above topics, 15% other topics. He makes excellent swords however, and many are willing to risk his rage to get one. Daggers 4 GP, Swords 9 - 16 GP, Mace 6 GP, Plate Mail 60 GP, takes 15 days to make to exact fit. Three apprentices (badly beaten but glad to learn from him) FTR, N, LVL 1, HP: 8, 4, 6, AC: 8, Swords. There is a +3 War Hammer under a pile of junk in the storeroom and a bag of 616 GP and 350 SP inside a plate mail shirt hanging on the wall.

Artists' Hall \_\_\_\_\_

Bentgnarl Whelping	FTR	N	1	3	5	4	10	10	9	8	16	10	Dagger
Unwin the Acute	Mc	CG	5	16	8	6	9	14	13	12	15	14	Quarterstaff
Albann Lokyar	FTR	N	2	8	7	6	16	11	13	11	16	6	Hand Axe
Vacklin the Benign	FTR	N	3	10	9	5	11	7	14	8	18	10	Short Sword
Ogdar the Urbane	FTR	N	1	3	9	5	10	9	10	10	12	8	Dirk
Hadra Zintannen	FTR	LG	1	4	9	4	11	9	13	10	7	9	Rapier

Bentgnarl is good at portraits, 1 - 10 SP/sketch; 90 - 150 SP/painted portrait; landscapes 130 - 240 SP; religious subjects 90 - 900 SP, depending on size and subject. Donates his compensation to Thoth Temple. Cache, 12 CP.

Unwin is the stone sculptor of the city and Albann works in metal, mainly bronze and iron. Unwin prefers to do his sculpting lifesize but for additional gold (2 - 3 times) will increase or decrease size. Busts, 50 - 100 GP; full figure, 100 - 300 GP; full figure plus animal or other object, 200 - 500 GP. Albann has 4 GP in his pocket, 9 GP in his mattress and 32 GP and 75 SP in the base of one of the neglected-looking statues in his chiseling room, his forge has nine caches hidden in it. Bronze statues, 200 - 600 GP; iron, 200 - 800 GP; gold plated, 500 - 2000 GP.



Vacklin works in wood, majoring in small objects, 3 - 30 GP but will take commissions on larger sculptures, 30 - 300 GP. The large carved base to the stone statue of the Type III Demon has several secret drawers, hidden by trapped doors with camouflaged releases – five caches, three special caches, one drawer holds a Ring of Fireballs.

Ogdar and Hadra are minor artists but competent, doing a little of everything. Good at making copies of things.

---

---

Assassin \_\_\_\_\_

Massac	Bluedagger	FTR	N	14	54	7	7	16	15	14	13	16	12	None
--------	------------	-----	---	----	----	---	---	----	----	----	----	----	----	------

One-legged and pock-faced, Massac still gets around with amazing speed and stealth. He is extremely accurate with the Long Bow. He sells blood of all creatures to three temples and five witches. Cost of a murder: Average citizen, 50 GP; SL 6 up, 100 GP; SL 10 up, 1000 GP; SL 16 up, 15,000 GP; Maim: SL 9 down, 30 GP; SL 10 up, 300 GP; SL 16 up, 5,000 GP.

Massac's dagger glows blue when flying towards a victim on a death course to the heart. Wears +1 Ring of Protection. Owns Chime of Insanity and a Crossbow made by the great Alnorefshar worth 11,500 GP (very accurate). Two caches. Uses carbelium arrowheads when the need arises.

---

---

Assassin \_\_\_\_\_

Cuttre	Abdallim	AS	N	5	3	9	6	10	14	14	14	15	11	Dagger
--------	----------	----	---	---	---	---	---	----	----	----	----	----	----	--------

Cuttre hires out for approximately 1,750 GP depending on the job. He likes to create diversions, to confuse his victim and then strikes during the fearful flight. Likes danger.

---

---

Astrologer \_\_\_\_\_

Fiiya	Red Star	CL	LE	3	8	5	7	15	15	14	13	14	13	Staff
Xiiji	Red Star	CL	LE	3	9	5	7	15	14	15	14	13	13	Staff

The Red Star sisters read body and extremity crevices and moles. While doing a reading, their eyes glow red, their bare navels flash lights and the room gets foggy, chances of fortune told correctly, 66%. Four caches each.

---

---

Author \_\_\_\_\_

Domhnall the	Rowdy	Mc	CG	3	9	9	5	8	12	8	10	8	15	Dagger
--------------	-------	----	----	---	---	---	---	---	----	---	----	---	----	--------

Writes learned tretises on herb roots, bulbs and crowns. Is quite poor but happy with many friends. Wood of Aloes chest with rare plants on it sits by the window. Is hiding a Temple Tender, Sansalel.

Author \_\_\_\_\_

Feustmop the Wacky MU N 1 3 9 7 8 14 10 7 12 13 Dagger

Feustmop and his two helpers, Krudpot and Pinkpo write funny letters, directions, maps, songs, ballads, stories, etc. In great demand, always travelling.



Baker \_\_\_\_\_

Aldwerth Laeghe FTR N 1 5 7 7 14 6 7 10 13 10 Short Sword

Alderwerth bakes mainly Biscuits, Rolls and Shortbreads. He hates fish and loves Snake Steaks and Houris. Cache.

Baker \_\_\_\_\_

Aldwin Bacchus FTR N 3 18 9 8 14 8 9 10 12 12 Dirk

Specializes in crusty Worm Bread and Corn Stalk Bread. Aldwin hates his apprentice, Kildrum, but keeps him on because of blackmail. Has a Bag of Sneezing and Choking.

Baker \_\_\_\_\_

Aylmer Power FTR CG 4 23 9 7 13 8 8 8 12 14 Dirk

Aylmer makes unusual breads: Fluff Rock, 4 CP; Holey Heavy, 2 CP; Flake Flat, 3 CP; Millet Lump, 1 CP; Fat Biscuit, 4 CP; Fine Sop, 3 CP. He has a pet Fallow Deer that has magical horns that are equal the power and effect of a +2 Sword. The Deer likes sugar cakes. One special cache.

Baker \_\_\_\_\_

Venswyth Knede FTR N 1 4 9 7 16 8 4 9 14 6 2 HD Sword

Knede bakes hard breads and rolls, cakes and pies. His wife Aigtes and nine children all help. Owns a bag of magical sticks (for instant fire making).



**Baker** \_\_\_\_\_

Zenorsha the Pretty	FTR	CE	3	10	5	7	8	12	13	14	15	17	Dagger
Harti Spak	FTR	N	1	2	5	4	15	10	14	11	16	10	Short Sword
Vellina	FTR	N	1	6	5	4	15	11	10	9	17	10	Dagger
Curly Flowlock	CL	CG	1	3	7	4	13	17	10	16	16	16	None
Dissy Redeina	FTR	CG	1	4	4	3	15	16	10	12	12	10	Dagger
Mummon Pur	MC	LG	1	1	9	3	10	14	9	10	16	15	None

Zenorsha has a lot going in the town with important people. She spends most of her time contacting the rich and getting their business. Her five cooks put out the best pastries in the City. She has been given special gifts many times for her favors – her favorite is a gold and silver Pegasus. Fourteen caches.

**Baker** \_\_\_\_\_

Eckert Fagge	TH	NG	4	12	7	8	10	12	9	14	12	8	Dirk
--------------	----	----	---	----	---	---	----	----	---	----	----	---	------

Eckert acts rough and tough but enjoys putting his cakes in exquisite pans, pots and dishes. His decorated cakes are much desirable. Owns a brass box in which is a Rope of Climbing. Hobby: a little high-class robbery (rich people only) and gives the take to the poor. One small cache.

**Baker** \_\_\_\_\_

Goldwit Baikaen	MU	LE	4	9	9	7	7	13	10	8	12	10	Dagger
-----------------	----	----	---	---	---	---	---	----	----	---	----	----	--------

Goldwit has 40 Slaves in his huge kitchen turning out cheap but nutritious bread, two per 1 CP. His demanding treatment of his workers is tempered with occasional gifts and incentives to maximize production. Enjoys mixing with higher Social Levels than he is. Wears fancy clothes but his ugliness turns some people off in spite of his fine manners. If he gets **really** angry, Goldwit might try to sic his Zombie on you.

**Banker** \_\_\_\_\_

Kajua Lightmaster	Mc	LG	12	48	9	11	13	15	17	15	13	12	Dagger
Rodhar Prog	FTR	N	9	39	6	10	16	14	6	13	12	6	Sword

Rodhar is a social climber, trying to incur favor with the Emperor. Recently, over Kajua's objections, Rodhar gave the Emperor 40 Black Slaves, 60 Altanian Slaves, 80 Common Slaves and vessels of Agate, Jasper and Marble – Head Banker, Kajua, is thrifty but gives generously to friends in the Holy Cities. The Bank has nine vaults including a specially made one with magical protection for special items of interest to Magic Users. Rumor: An evil magician is after a talisman in the vault.

Barber	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Dorn Horseface	FTR	LG	1	6	9	6	12	8	10	10	12	5	Dagger

Cuts and trims hair of both sexes but also arranges hairdos for the wealthy ladies. Does amateur counseling and knows much gossip. Special interest in the whereabouts of treasure maps. Will sell information, too, for the right price. Never goes on a hunt himself, though.

Barber	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Kendrick Polywt	BA	LG	2	7	8	7	12	14	15	15	16	16	Dagger

Kendrick entertains customers with yarns and ballads (daughter sometimes accompanying). He is also a part-time leech, being friends with Atlan. Large cache in basement wall and another in the rock floor. Has a pet foot-and-a-half long Spider in the basement (two inch fangs).

Barber	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Arvo Faesten	FTR	CE	5	13	7	8	13	12	10	12	14	9	Dirk

Painless Method, 9 CP; Painful Method, 4 CP. A Wraith dogs Arvo's steps but never touches him; but it **will** touch someone who means to harm him. Cache.

Bard	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Longlegs Fenjakenlurker	BA	N	8	23	9	7	13	16	15	15	12	15	None

Longlegs is one of the more experienced and feisty Bards who is not afraid to rattle a few cages. He often makes up ballads on the spot to please or embarrass guests.

Bard	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Serdu Bouzh'l	BA	N	4	10	9	7	12	13	14	13	15	16	Dirk

Serdu sings soprano and tenor due to an accident but is in great demand to sing seldom sung parts of songs.

Bard	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Eldok Togs	BA	N	3	12	9	8	14	15	14	15	14	15	Dirk

Eldok Togs makes friends with wolves and other canine species easily. Kuttor, a Wolf, 2 HD, HP: 13, AC 7, accompanies him on all his travels. Togs has a good luck charm made up of Mermaid scales; put to his face it enables him to breathe under water.



**Bard** \_\_\_\_\_

Glendower Keig BA N 4 19 9 7 14 14 15 15 16 14 Rapier

Glendower fancies himself as a ladies man, and indeed, he is. He is rather foppish, and likes to duel when insulted. He rarely kills in duels, as he likes repeat customers. He is also noted for his talent. It is said that he can charm birds from the trees with his song. His Rapier is richly bejeweled; a Ruby for each duel, and a Garnet for each woman.

---



---

**Bard** \_\_\_\_\_

Corless Brodmar BA N 3 18 9 9 12 14 16 14 15 16 Short Sword

Corless travels much but spends the winter months in the City. Hates Ferman Slikdert for ruining his playing hand in an unnecessary operation. Spins an excellent tale, though.

---



---

**Bard** \_\_\_\_\_

Habbitsinger the Bard BA N 6 21 9 7 14 15 16 13 17 16 Short Sword

Habbit is more a thief and pickpocket than a storyteller and singer, but he does well both ways. Owns Wings of Flying and a Telekinesis Ring.

---



---

**Bathboy** \_\_\_\_\_

Lewellyn Pugnose FTR N 1 4 9 3 9 10 8 5 6 10 Dagger

Pug steals valuable items from the clothes of bathers but nothing obvious. Drying cloths, 2 CP. Fond of pork crackers. Full moneybag.

---



---

**Bathboy** \_\_\_\_\_

Rhondo Toll FTR N 3 10 9 3 8 11 6 13 15 9 Dagger  
Jibbur Dog N 7 9

Rhondo has trained Jibbur well. She delivers drying cloths, collects money and runs errands. Has a large cache of valuable in the changing room under a stone bench.

---



---

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Bazaar													
Maldagon Finesheen	MU	N	1	4	9	7	7	15	10	8	11	15	Dagger

The finest silks and other exquisite cloth materials are available here. Maldagon also has a good selection of jade, diamond and gold jewelry. Rings start at 75 GP. Two Female helpers, FTR, N LVL 1, HP: 3, 6, AC: 7, Scimitars. Stock worth 1300 GP. Maldagon trips his automatic door locker when more than two people come in. Shop protected by two air elementals. Maldagon wears an amulet under his tunic that keeps them bound.

---



---

Bazaar													
Ralvord the Ravisher	FTR	LE	2	10	7	6	15	10	10	14	16	12	Long Sword

Large (one arm's length and bigger), strange and exotic play things and other useless objects for sale here; e.g., a vase breaker, wicker exercise cages in four sizes, reed play mats, carved oak animals, sunball and stick games, defective weapon decorations, floating rocks, flying air boxes, etc. Ralvord dresses in fancy clothes, the gaudier the better, and thinks he's a lady's man. His personal jewelry is worth 600 GP. Cashbox, jewelry box caches.

---



---

Beer													
Hjalmar Crossbiter	FTR	LG	3	18	9	6	15	7	12	8	10	6	Scimitar

Hjalmar is the infamous town drunk. His wife Odowa carries on the business in his absence. He's currently serving time for vomiting on a Lord. There might be a skeleton or two in the keg room. Five caches.

---



---

Beer													
Hablott Malster	FTR	LE	3	21	9	7	14	10	8	10	9	8	Longsword

Hablott sells wholesale only and does well since he cheats the farmers. Shadows follow him everywhere and knock bones together at night to remind Hablott of his past Big Mistake and Future Misfortune. He continues his search for a spell to break this spell. Will pay much. Three special caches.

---



---

Beggar													
Trost Heywood	FTR	LE	1	5	9	2	10	18	16	14	12	6	Dagger

Trost has no legs, one eye and facial scars that make him look pitiful. He plays on this and rakes in the money. He lives in a widow's basement but has a chemical laboratory in a secret room beyond the wall. Mixes poisons to sell to assassins.

---



---

**Beggar** \_\_\_\_\_

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
--	-------	-------	-----	----	----	----	-----	-----	-----	-----	-----	------	-----

Snarling Peleg	FTR	N	2	7	9	2	11	8	9	5	7	5	Dagger
----------------	-----	---	---	---	---	---	----	---	---	---	---	---	--------

Peleg is an invertebrate beggar and is good at it. A lucky charm protects him from knives and an Amulet of Unnoticeability encourages patrol to overlook him. He gets away with outrageous treatments of non-givers regardless of rank but his sour temper gets him into much trouble.

---



---

**Beggar** \_\_\_\_\_

Lucky One Leg	TH	N	3	11	9	2	10	10	9	11	16	12	Dagger
---------------	----	---	---	----	---	---	----	----	---	----	----	----	--------

Hopping about in busy thoroughfares, Lucky always seems to be in the right place at the right time. His sticky fingers net him much more than his begging, however. Has strongboxes hidden around the City full of SP, GP, and jewelry. Notorious for attracting skeletons who haunt him at night during full moons.

---



---

**Beggar** \_\_\_\_\_

Woodfin the Wise	FTR	CE	2	12	9	2	13	4	6	15	9	5	Cudgel
------------------	-----	----	---	----	---	---	----	---	---	----	---	---	--------

Woodfin tries to double as an astrologer and scholar but is so poor at it that nobody is fooled so he has to beg. His tongue-in-cheek nickname "the Wise" is laughable-sad but he doesn't know it. Very poor, but he does have evil female friends who help him. Has 14 CP in his pouch.

---



---

**Beggar** \_\_\_\_\_

Griswald Gaunter	FTR	N	1	6	9	2	17	9	6	8	14	4	Dirk
------------------	-----	---	---	---	---	---	----	---	---	---	----	---	------

Griswald is a spelunker and knows all the tunnels and interconnected basements under the City. His begging is not very successful but he and his pet cat scrounge the City for rats and other rodents. No money.

---



---

**Beggar** \_\_\_\_\_

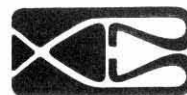
Warrender Nitwit	FTR	N	2	5	9	2	16	5	7	8	7	10	Cudgel
------------------	-----	---	---	---	---	---	----	---	---	---	---	----	--------

Warrender knows the ways of the streets almost by instinct but is so dense that he can't count money or remember faces. His crossed eyes and wild hair make him popular as the town dunce. He is funny and endears people to him so many persons take care of him. No money. Rumor: If you don't study at school, learn to count or eat enough leeks, you'll get as stupid as W. N.

---



---





**Beggar** \_\_\_\_\_

Strakhan Orlibon FTR CG 2 6 9 2 12 10 5 16 15 8 None

Unable to pay his pork-due, Strakhan lost all and is now begging. Experienced in cleaning out henhouses. Is always melancholy due to having lost his wife in his business fiasco. Would like work.

---



---

**Beggar** \_\_\_\_\_

Wolf Wortley FTR CG 1 4 9 2 9 4 7 5 8 4 Dirk

Wolf sells good luck amulets carved from wood or soft stone for 3 - 6 SP, small clay idols for 1 - 2 SP and prayer beads and stones for 3 - 4 CP, all very poor quality. He makes more begging for CP. He has 10 - 30 CP on him.

---



---

**Bell Tower** \_\_\_\_\_

Windham the Weasel BA N 4 20 8 6 12 14 14 15 15 16 Dagger

In charge of ringing in the morning market, high noon and gateclose, Windy talks so much that all suspect him of being tricky and nosey. Bell rings at night mean danger or patrol call. Loves visiting other towns and travelling in treasure expeditions. Owns a Mammal Control Ring. He is looking for the Wolf Chime. Five caches.

---



---

**Birdtrainer** \_\_\_\_\_

Fluff FTR N 1 6 9 6 10 17 12 12 16 15 None

Fluff trains Gerfalcons and Kestrels for Nobility. He knows Barnacle, the innkeeper, and trains his hawks, but, Fluff prefers sparrows and crows for their unnoticeable qualities. He also sells pen quills at 6 CP each. Knows several bird languages.

---



---

**Boatmaker** \_\_\_\_\_

Nob Nomad FTR LG 2 12 9 7 11 10 6 9 12 10 Short Sword

Nob detests Mer Shunnans and Natchai and spends a lot of time in float meditations. He practices at home in his ornate sarcophagus so he can show off his amazing powers at temple. One of his boats is said to float on air. Two caches.

---



---

**Boatmaker** \_\_\_\_\_

Bowjen Basfui	Mc	LG	4	9	9	7	12	12	13	10	11	14	None
---------------	----	----	---	---	---	---	----	----	----	----	----	----	------

Bowjen's special gifts allow him to seal bows and sterns with words (as well as pitch) and his boats are most seaworthy. Many caches. Two boats were stolen last week. He has 15 apprentices.

---



---

**Boatmaker** \_\_\_\_\_

Valiant Calderon	FTR	N	3	1	5	7	16	10	8	8	12	9	Cudgel
------------------	-----	---	---	---	---	---	----	----	---	---	----	---	--------

Anxious to gain wealth, Calderon loves going adventuring, building boats at a good profit and using personal relationships for his own benefit. This Dwarf has only one eye and limps. Four caches.

---



---

**Books & Art** \_\_\_\_\_

Musi Suleim	CL	LE	24	119	6	13	17	18	18	15	18	16	Club
Rauff Sarru-Kaat	CL	CG	3	12	7	5	16	10	17	15	14	13	Mace

Musi Suleim is a very studious type, always reading. He sells books (quite expensive, 35 - 135 GP); non-magical Scrolls, 15 - 30 GP; and Clay Tablets, 3 CP - 2 SP. Treasure maps, 500 - 1000 GP, accuracy or authenticity not guaranteed. A separate room displays art objects – ceramics, stone and metal statues, portraits, etc. Musi excells at spells like *Inflict Disease*, *Continual Darkness*, *Hold Person*, *Finger of Death*, etc. This is helpful in Musi's real work since he is the leader of the Limit Team of the Black Adders. The Limit Team majors in disappearances, new identities, hiding kidnappees, debilitations, bad luck, and other holding actions not requiring much physical exertion. Since Musi (while not exactly fat) is a bit hefty, he prefers armchair dirty work to more active brow-sweat nasty projects. Riffin Zhard wants to be head of the team and Musi has a hard time keeping him in check; Musi prefers the cerebral approach, Zhard prefers action by brawn. Rauff likes to read but doesn't understand much. He does do well with money, however. A ceramic coiled snake behind the desk will spit poison at Musi's will. Some vicious Red Ire Spiders live above the rear door (leads to cellar), and will attack if anyone attempts to go through without talking with them pleasantly, insuring the spiders of his/her good intentions. The stone horse head in the corner is actually gold.

---



---



---

**Bootmaker** \_\_\_\_\_

Chuffy Widdman	FTR	N	1	5	9	7	13	8	9	11	12	7	Rapier
----------------	-----	---	---	---	---	---	----	---	---	----	----	---	--------

Chuffy likes honey and honeycakes and will trade unwisely to get them when he has his cravings come on. Repairs Boots, 2 - 4 GP; new Common Boots, 9 - 16 GP; fine Travelling Boots, 17 - 36 GP. Ruddy, splotchy appearance. Two caches.

---



---

Bootmaker \_\_\_\_\_

Kangmor the Slipshod	FTR	N	2	10	4	6	15	8	6	15	15	9	Mace
Rhila Hartnale	FTR	N	1	3	5	6	12	13	10	14	15	13	None
Rona	CH	N	1	4	9	2	5	12	8	8	16	15	None
Lorin	MU	CG	15	33	9	4	7	18	16	11	18	12	None
Unstric	CH	N	1	3	9	3	9	19	7	10	5	8	None

Kangmor produces a good product but is known for his messiness; his boots last but are not beautiful. Rhila helps him get supplies and puts what order there is in his life where he needs it. There are 45 GP under a brick in the workshop, 6 GP, 25 SP, 16 CP in a sock under the bed.

Two of Kangmor's children are average ruckamuck kids but the third, Lorin, has special gifts and talents and though he is but a young man, he consorts with powerful types. He has special seeing "states" different from MUs and Mcs and he also enters catatonic comas; the former adds one LVL to him and the latter to his Wisdom or Charisma. He is under training from a high LVL Mc and also three MUs (including one witch). Other kids look on him as sickly but not unusual – they don't know the real Lorin as he hides it. Lorin has gotten a part time job running messages in the palace. There is no doubt that he is a key figure in the political future of the City State. He is now practicing the levitation and platting of objects the size of sceptors. Retrieval comes next. Lorin's pet giant lizard is in the basement.

Bootmaker \_\_\_\_\_

Sargh Zakiw'ahib	FTR	N	2	9	2	8	17	10	10	14	14	7 +1	Hammer
Sarah Bastajir	FTR	N	1	6	5	6	16	10	12	10	14	10	Hammer
Daxon	CH	CE	1	4	7	3	13	10	9	12	13	9	Hammer
Stanni	CH	N	1	2	9	3	13	10	9	12	13	9	Knife
Shantor	CH	N	1	3	9	3	10	11	12	14	13	13	Knife
Nami	CH	N	1	6	9	2	11	10	10	9	11	10	None

Boots measured to fit any type of creature, half down, rest on delivery. Rough boots, 3 GP; riding boots, 4 - 16 GP; dress boots, 13 - 24 GP. Repairs 40% of original cost. Wife, Sarah, and son, Daxon, assist. Savings hidden under stack of leather in storage area. Special boots with hidden compartments, metal straps and other modifications are made to order in 3 - 18 days and cost 21 - 120 GP. The family is knowledgeable about all military gossip as many officers leave their boots here for waxing.

Bootmaker \_\_\_\_\_

Pinkham Hornjinx	FTR	N	1	3	9	7	10	7	9	7	15	16	Dirk
------------------	-----	---	---	---	---	---	----	---	---	---	----	----	------

Majors in special Boots: Hard to Fit sizes, 117 - 132 GP; Never Wear Out Boots, 1156 GP. Makes all the boots himself.



**Bowmaker** \_\_\_\_\_

Wark Bolang      FTR LE      1      8      9      7      15      10      9      7      14      13      Rapier

Wark thinks it great to work in a pit of Snakes. All his Bows have Snakes carved onto them; cost, 36 - 54 GP. Owns a snake rope. Three caches.

---



---

**Bowmaker** \_\_\_\_\_

Surfey Yerdien      FTR N      4      11      7      8      14      8      11      12      15      14      Rapier

Apprentices Markas, Harleck, Krak and Tahrjun are twice a year sent on long journeys to get especially rare woods for Bowmaking. Bows, 25 - 48 GP; special Rare Bows, 49 - 96 GP;

---



---

**Bowmaker** \_\_\_\_\_

Boyar Blackbark      FTR LG      5      32      9      6      10      9      12      15      14      6      Dirk

Boyar makes bows of average quality. He was once a Paladin but lost that status through a minor transgression. In an attempt to regain it, he was cursed resulting in a very low Charisma. This so discouraged him that he retired from adventuring. He tells his story to anyone who will listen. He employs two Assistants: FTR, N, LVL 1, AC 9, HP: 4, 7, Short Swords. Shortbow, 15 GP; Longbow, 60 GP; Short Composite Bow, 75 GP; Long Composite Bow, 100 GP. Customers: NA 2 - 12, Levels 1 - 12.

---



---

**Bowmaker** \_\_\_\_\_

Nimble Novmira      FTR N      1      6      9      8      15      8      8      7      14      15      Mace

Nimble is not a very good bowmaker though she herself doesn't realize this. As everyone else does, she is forced to sell her bows at a bit less than the normal price. However, each bow has a 10% chance of breaking when first used in a combat situation. Nimble is very pretty and her shop will usually contain several young Fighters, flirting with her. She has one Assistant: FTR, N, LVL 2, AC 9, HP: 11, Short Sword (Female). Shortbow, 10 GP; Longbow, 50 GP; Short Composite Bow, 65 GP; Long Composite Bow, 85 GP. Customers: NA 2 - 12, Levels 1 - 6.

---



---

**Bowmaker** \_\_\_\_\_

Hasty Gammon      FTR N      1      2      9      9      10      8      5      10      12      9      Shortsword

Hasty, while, a real nurd, makes some of the best Composite Bows around, with a high moisture tolerance and long life. These beautiful bows are so finely made that an excellent Archer can send a shaft 800 yards. Functional, direct fire is considerably less, but is 1/3 greater than the average Composite Bows. They also cost 500 Gold Pieces, with a waiting time of 2 months. He stocks a good number of lesser quality bows as well, with plenty of equipment. He has 10 GP on hand, hidden in an old bow case under the counter.

---



---

**Bowmaker** \_\_\_\_\_

Chlodig the Calm FTR CG 2 12 9 8 16 12 10 11 15 16 Dagger

Wife Gnorsona beats Chlodig to work, work, work, but he sees no hurry. Makes good quality Bows, and some of the biggest available. Has a wineflask hidden that's full of Agates. The Agates are protected by the rune sign Keth. Chlodig likes his ale. Rumor: A Sea Monster is living in the moat.

---



---

**Bowmaker** \_\_\_\_\_

Whitefeather Whoedd FTR N 5 13 9 8 17 10 12 8 8 7 Dirk

Carcadon the Great Warrior hates Whoedd because he beat him at battle once with a feather. Whoedd is not scared and is ready should he show up again. Concentrates on making light portable Bows and strong Crossbows. Strongbox is dart trapped.

---



---

**Bowmaker** \_\_\_\_\_

Loonquarl the Limp FTR LG 3 6 5 7 12 10 12 12 10 6 Cudgel

Loonquarl makes only special ordered bows as to design, size, strength, etc. Base prices of basic models are Shortbow, 35 GP; Longbow, 50 GP; Light Crossbow, 25 GP, Two weeks minimum to fill order. Two caches. One giant sized longbow in the back.

---



---

**Bowmaker** \_\_\_\_\_

Goodbowe Waart MU N 3 8 9 7 8 16 10 7 15 14 Dagger

Goodbowe, as his name suggests, is one of the best bow makers in the City. He is especially adept at making Crossbows which function underwater. Despite his occupation, Goodbowe does not get along well with Fighters and will take every opportunity to insult them. He employs two Assistants: MU, N, LVL 1, AC 9, HP: 3, 2, Daggers. Underwater Crossbows (heavy), 200 GP; Shortbow, 20 GP; Longbow, 70 GP. Customers: NA 2 - 12, Levels 2 - 16.

---



---

**Bricklayer** \_\_\_\_\_

Larken Hejemon Mc LG 4 19 8 7 15 6 10 11 10 7 WalkingStick

Larken laughs a lot and is overly merry and backslappingly happy to compensate for the fact that his daughter was kidnapped by unknown persons or creatures. He is very active in the anti-human sacrifice movement.

---



---

**Bricklayer** \_\_\_\_\_

Krou Kanven FTR N 2 6 7 7 17 8 6 16 15 10 Short Sword

Drou hobnobs with Gnomes and keeps 2 - 5 hidden in his quarters. Makes brick kilns and ovens. Cache.

---



---

**Bricklayer** \_\_\_\_\_

Blain Hebbenor FTR N 3 14 7 8 16 12 5 10 13 5 Dirk

Has three pet Foxes: 1 HD, HP: 5, 2, 4, AC 7; and a pet giant Mantis: 4 HD, HP: 21, AC 4. His cash box contains 55 GP, 13 SP and a platinum figurine. Musclebound.

---



---

**Building Supplies**

Rustafa Loenirgal FTR LE 3 17 9 7 15 7 11 12 10 11 Rapier

Beer guzzling, women hopping, high living Rusty seeks compensation from the Carpenters' Guild from non-paying members. Eight Altanian Slaves: 1 HD, HP: 2 - 8, AC 6.

---



---

**Butchers** \_\_\_\_\_

Kineshank FTR N 3 16 5 7 13 9 7 12 14 10 Sword

Hindleather FTR N 1 7 7 4 15 10 12 13 15 17 Mace

Dumpy Olantra FTR N 1 8 6 7 10 14 15 16 16 12 Rapier

Kineshank hacks up carcasses so fast his apprentices have a hard time picking up the trade. Fresh meat only; sells blood, too. Olantra likes to drink blood and Kineshank usually doesn't have much blood to sell. Sells mostly razor-backed Hogs.

---



---

**Butcher** \_\_\_\_\_

Paschal Knatchbull FTR N 1 4 9 7 16 8 10 9 10 8 Dirk

Paschal specializes in butchering and selling various forms of pork (although other meats are available). His nominal prices are well below average but he frequently "misweighs" cuts of meat to make up for this. He employs one Assistant, Salir Telet, whose hair is bright green: MU, N, LVL 1, AC 9, HP: 3, Dagger. Prices: 3 SP per pound of pork; 6 SP per pound of other meat. Customers: NA 1 - 8, Levels 1 - 6.

---



---





Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

### Cages \_\_\_\_\_

Alf the Wacky FTR CN 4 25 7 6 16 10 12 12 12 14 Short Sword

Alf is weird and funny, dresses strangely and does crazy things; Sleeps in his cages, swings from rafters, etc. Reed Cages, small, medium and large — 12 SP, 22 SP, 36 SP; Oak Cages, 5 - 14 GP; Iron Cages, medium to very large, 20 GP - 190 GP. He has a strange zoo in his basement, all in cages: a giant Spider from Dankbark Forest; an Orc child; a gray Ape; and a Chasm Imp. A Flaming Sword +2 hangs on the basement wall in front of a hidden compartment containing jewelry worth 400 GP.

### Candle Maker \_\_\_\_\_

Dripper Hotdip	FTR	N	2	14	7	6	8	10	7	9	6	5	None
Missela	FTR	N	1	7	7	4	12	14	15	12	10	17	Dagger
Ripit	CH	CE	2	7	9	4	10	15	14	10	13	10	None
Hervus	CH	N	1	5	9	4	7	16	12	8	15	12	None
Steena	CH	CG	1	3	9	4	5	12	10	9	14	18	None

Wife, Missela, has Charisma 17; daughter, Steena, Charisma 18. Dripper and Ripit have a fast two man system for producing practical everyday candles cheaper. But arty, decorative candles run much higher. Cheapies, 1 CP; Arty, 1 SP - 25 SP. Has a pet Sea Horse.

### Candle Maker \_\_\_\_\_

Balte Hagnueji Mc LG 2 7 9 6 10 10 8 9 12 10 None

Balte makes a candle with a brighter flame than anyone else; also, he makes a "Monster Candle", 98 GP, that will blind anything as long as it is lit and in its line of sight.

### Carpenter \_\_\_\_\_

Rutpind Biknef FTR LE 4 17 7 6 17 10 12 15 16 16 Rapier

A nasty sort, Natchai by birth, Rutpind steps on animals, kicks children, scoffs the handicapped and belittles the insecure. PROB of fight, 10% per day; of serious argument, 96% per day. Makes enemies, 1 - 4 per week. Two caches. One special cache that includes diamond studded velvet Wimple, a gold imbued satin Camise and an emerald decked Whip Handle. Visits Paramswarn the Red often in the City State of the Invincible Overlord.

**Carpenter** \_\_\_\_\_

Methuen Capstock FTR N 1 8 9 7 17 8 16 9 14 9 Battleaxe

A hard drinker, Methuen is rarely found in his shop, usually found in an inn, and almost always found under a table. When he is sober, he is a fair carpenter, and as long as a project involves wood, he can handle it. He is usually mildly in debt, but still charges fair prices for his work. Usually he has a little money with him, but it seldom exceeds 25 SP. He charges 10 GP an hour.

---



---

**Carpenter** \_\_\_\_\_

Gebhard Sayer FTR LE 1 5 9 7 12 10 9 15 12 11 Short Sword

Excellent carpenter but he refuses to work for anyone who isn't evil. Employs 11 Assistants: FTR, LE, LVL 1, AC 9, HP: 3, 8, 7, 4, 2, 6, 6, 6, 5, 7, 3, Short Swords. Charges 15 GP an hour for himself and 3 GP an hour for his assistants but if business is slow he can be bargained down a bit.

---



---

**Carpenter** \_\_\_\_\_

Cadmar Wraight FTR CE 1 7 7 7 16 10 12 14 10 11 Dirk

He appears remarkably trustworthy for his alignment but he sells plans of all buildings he builds to the local Thieves Guild. He is very tall with long dark hair and is generally well muscled. Although he has few friends he does not act overly hostile toward anyone. He employs no regular assistants, but hires them as needed. He charges 10 GP an hour plus expenses (which usually include a couple of assistants at 2 GP an hour).

---



---

**Carpenter** \_\_\_\_\_

Kurd Sobben FTR LG 1 5 7 7 16 10 8 10 9 10 Dirk

Kurd sells and makes average quality furniture at 2 - 40 SP; he occasionally will do repair work on buildings and furniture at 5 GP/day. One cache in false bottomed chest, flying dagger protected.

---



---

**Carpenter** \_\_\_\_\_

Byrne Cupstoom FTR CG 3 18 9 6 15 11 14 13 12 11 Dirk

Has a potion hidden in one of the handles of his four mallets: Oil of Slipperiness. Very quick work but average quality. Byrne's daughter, Valarona, has Charisma 17 and Intelligence 4.

---



---

**Carpenter** \_\_\_\_\_

Nawabbe Hodkar CL N 3 12 9 7 10 12 15 10 15 16 Dagger

Likes his ale – drunkenness PROB 40% per day; Builds crooked houses; Whittles for fun; Eats raw fish; Has found two buried treasures in his life; Heals bruises by Touch. Special cache.

---



---

**Carpet Weaver** \_\_\_\_\_

Megan the Palfry FTR N 2 12 9 7 14 9 6 4 12 11 Handaxe

Weaves shag canvas and reed pallets. Megan loves barley cakes and gooseberry tarts and can be bribed by them. Has two pet Herons who will lay a Silver Pellet once a month. Collects knives.

---



---

**Carpet Weaver** \_\_\_\_\_

Gowen the Fierce FTR CE 5 29 9 7 16 15 10 12 13 6 Short Sword

Sends smoke signals by waving carpet over smoke. Gowen has been under an enchantment for 4½ years where he must be mean to someone once a week or lose his life. He has only six months to go. Big double cache in chest under floor.

---



---

**Cartographer** \_\_\_\_\_

Bottyl Nimbys MNK LG 4 13 9 6 12 14 16 17 14 15 None

Bottyl redraws dungeon maps and keeps a copy for himself as well as charging 150 GP. He has a large number of charts and maps of the Emperor lands (PROB 5% inaccurate) and nearby bodies of water (PROB 25% error). Common trail maps, 3 SP; uncommon trail maps, 7 - 12 GP; hidden dangers maps 100 - 400 GP; unknown or distant lands maps, 60 - 240 GP (PROB 20% inaccurate). No treasure maps. Only 45 GP, 31 SP, 2 EP in the till as Bottyl was recently robbed.

---



---

**Cartwright** \_\_\_\_\_

Swarthy Zlante FTR CE 2 12 7 7 13 12 13 10 15 6 Hand Axe

Zlante builds and sells carts, two wheeled at 110 GP and four wheeled wagons at 230 GP each. He has a foul mouth and terrible temper; his two slaves: FTR, N, LVL 1, HP: 4, 6, AC: 9, Hammer, stay out of his way as much as possible which isn't much. A wheel chest holds 60 GP.

---



---



Carver \_\_\_\_\_

Obed the Mighty	FTR	N	1	5	9	7	16	9	10	14	14	15	Scimitar
-----------------	-----	---	---	---	---	---	----	---	----	----	----	----	----------

Carves only statues and idols from wood. Has 260 SP buried in basement. There are Orc bones strewn around the basement. One talks. Vessels burning charcoal and incense overwhelm the shop with odor.

Casks \_\_\_\_\_

Astolf the Swift	FTR	N	1	5	9	7	12	13	9	12	14	5	Hand Axe
------------------	-----	---	---	---	---	---	----	----	---	----	----	---	----------

Astolf makes four sizes of casks: tun (252 gal), butt (126 gal), hogshead (63 gal) and barrel (31½ gal), 27 GP, 15 GP, 10 GP, 7 GP respectively. Astolf is a loner and cannot stand crowds. The only method of transportation he uses is his feet as he runs wherever he goes. Two caches. For an extra 5 GP, Astolf will add a false bottom to a cask. Astolf is sweet on Shirl the Swift.

Caterer \_\_\_\_\_

Jadd	FTR	N	4	14	4	6	14	9	8	9	12	10	None
Zhays	FTR	N	2	13	5	7	15	10	11	14	14	12	Sword
Anib	FTR	N	1	3	6	6	17	12	12	10	15	10	Dirk
Isama	MU	N	4	20	9	5	10	17	10	12	16	10	Dagger
Fnayah	FTR	N	2	13	7	4	16	14	11	12	14	12	Cudgel
Tyae	FTR	N	2	9	8	4	15	13	16	15	15	11	Cudgel

Jadd the Caterer, a dark, brooding, mysterious fellow, has some very interesting staff. Isama gives magical flavors and chemical surprises to the cook Anib who assembles and cooks them and then Zhays gets them for artistic arrangement. Specialties: Roved out Boar Lungs and Honey Meat Pies and Verjuice. The two maids are blackmailers and rich (two caches each of 100 - 600 GP plus gems). Isama has a large special cache plus many valuable items in his lab.

Caterer \_\_\_\_\_

Topham the Jocund	Mc	LG	3	12	9	6	12	10	10	14	12	13	None
-------------------	----	----	---	----	---	---	----	----	----	----	----	----	------

Topham has a pet Kestrel and two mobile plants with whom he communicates. Caters plain food fancifully served. Grows vetches in his courtyard for his cow.

Cattle \_\_\_\_\_

Eldred the Hairy	FTR	N	2	3	9	6	14	9	4	13	10	8	Handaxe
------------------	-----	---	---	---	---	---	----	---	---	----	----	---	---------

Eldred sells live cattle in his market stalls and he lives right off market row; most run 20 - 40 GP. He carries 30 GP and caches 600 GP at home. He has five Freeman Cattle Drivers.

### Chainmail/Smith

Jaxel Farrain	FTR	N	1	4	5	6	16	12	7	13	10	14	Hammer
---------------	-----	---	---	---	---	---	----	----	---	----	----	----	--------

Jaxel specializes in chainmail, working iron, copper, bornze and some silver and platinum. There is about 960 GP worth of metal laying about the shop. Although but a journeyman, Jaxel has already made a name for himself among the nobility for beautiful and costly armor, 100 - 1000 GP and up. One cellar cache of silver and platinum wire. Neighboring smiths who look in on him to check his work agree he is almost ready to become a master craftsman.

### Cloaks & Tunics

Sug	MU	LE	20	103	9	13	16	18	16	17	18	11	Staff of Power
Kiya	FTR	N	3	11	5	4	14	9	7	10	11	15	Dagger
Mih	FTR	N	1	4	4	4	16	8	16	17	15	8	Scimitar
Jifwaddle	FTR	N	1	3	5	4	15	10	12	14	14	12	Dagger
Bellytoe	FTR	N	1	3	5	4	14	9	10	15	16	10	Dirk

Light Cloaks, 21 GP; Heavy Cloaks, 40 GP; Anti-Wind Cloaks, 60 GP; Anti-Weather Cloak, 100 GP; Tunics, 2 - 10 GP; Shimmer Tunics, 15 - 20 GP; Camouflage Tunics, 10 - 15 GP. The cashbox "till" consists of 9,850 GP, 1542 SP, 403 CP. One *Charmed* giant Tick dances on counter for paying customers but sucks blood of mere lookers and browsers. Tick has a phony diamond studded back and a made-to-fit cloak. Kiya sews cloaks but his halfling friends tend shop. Sug is often gone. Sug is the Magic User of the Black Adder Strike Team. Serious looking and formidable in height, he excells in aggressive, offensive magic: *Lighting Bolts, Fire Balls, Slow spell, Wall of Fire, Animate Dead, Flesh to Stone, Death spell, Move Earth, Control Weather, etc.*

### Exotic Clothing

Jamiq al-Hiij	FTR	N	4	20	4	6	14	9	8	16	17	17	Dagger
Minamina	FTR	N	3	15	5	6	11	8	7	14	16	16	Sword
Kelstut	FTR	N	3	13	2	5	10	8	6	13	15	15	Club

Jamiq and her two bodyguards/clerks, Minamina (FEM) and Kelstut, run the large clothing shop of rare and exotic under and outer garments. Satin robes, 10 GP; decorated leather or polished stone encrusted fitted jerkins, 12 GP; lace gowns 16 GP; gold necklaces, 4 - 24 GP; masks, 1 - 20 GP; cloaks, 7 - 14 GP; dazzler robes, 90 GP; shimmer gowns, 32 GP. Jamiq dazzles all male shoppers into spending more than they intended. She has a jealous pet spider who bites anyone who touches her - bite, 2 - 40 plus stun immobile five turns.

Concubines \_\_\_\_\_

Freya the Radiant	TH	CE	4	19	9	4	10	9	10	11	14	15	Dirk
-------------------	----	----	---	----	---	---	----	---	----	----	----	----	------

Freya runs a rent-a-wife business. She has 30 young girls willing to serve a master in any way. All are: FTR, N, LVL 1, HP: 1 - 8, AC 9, Social Level 1 (Slaves), and intelligent hard working girls wanting to increase their Social Level and eventually marry well. Experience building. Jewelry stashed in lockers. Some cache.

---



---

Cordsmith \_\_\_\_\_

Irial Rapier	FTR	CE	3	13	8	7	8	9	16	12	14	14	Dirk
--------------	-----	----	---	----	---	---	---	---	----	----	----	----	------

Irial makes light rope and cord, both 100 hand spans for 2 SP. 2% PROB of breaking under medium load, 50% PROB of breaking under heavy load. Two apprentices, Ho and Hae, FTR, N, LVL 1, HP: 2, 4, AC: 7, Dagger. Two caches in bags, one hidden in a coil of rope, one under pile of jute.

---



---



Dancers \_\_\_\_\_

Tittle Dansi	CL	LE	4	17	6	6	15	10	16	10	16	18	Mace
Illia	FTR	N	2	10	6	5	10	11	10	11	15	17	Dagger
Matia Aleena	FTR	N	4	16	7	5	11	10	9	16	13	16	Dirk
Maisa Lyrr	FTR	N	3	13	7	5	13	12	8	10	14	17	Dirk

Tittle runs a genteel business, catering to gentlemen and nobility. Her 43 dancers command 3 GP per LVL per hour and she gets twice that. The girls cannot be bought but may be asked for further services (PROB 5% per CHAR point). Tittle also teaches dance at 8 SP per hour to those SL 6 and up. Each of the girls own 2 - 12 GP worth of jewelry, Tittle owns 1450 GP worth of jewelry and has 100 GP, 435 SP in her strong box in her room. Two vicious dogs, HP: 15, 12, AC: 6, guard the premises.

---



---

Dancer \_\_\_\_\_

Verna the Jewel	FTR	CG	1	6	8	5	9	10	8	13	16	16	Dagger
-----------------	-----	----	---	---	---	---	---	----	---	----	----	----	--------

Blinded by an enraged Lord, Verna still dances well and enchants the Nobility. She wears a large Ruby in her navel. She never married for a lost unrequited lover of a Wood Elf. She likes skinny men, though. She is rich.

---



---

Dancer \_\_\_\_\_

Ingeborn the Fair IL N 3 10 9 5 7 17 16 14 17 15 Dagger

Ingeborn spins dancing illusions to make up for her advancing age but she does still please audiences. She is training two apprentice Illusionist dancers, Zanqua and Deriabelle: IL, N, LVL 1, HP: 4, 1, AC 9. Magic Users seem to appreciate this exotic sort of dance the most. Lord Kodadaf, a King from a southern Kingdom, visits here whenever he can. Cache under doorstep inside back door.

Glove and Wand Dreamhall \_\_\_\_\_

Bleskill the

Fore-Knowing MU N 4 14 9 6 10 12 12 12 15 12 Dagger

Bleskill spends much of his time divulging "Forbidden" knowledge of lost otherwhen and elsewhere gates in hushed tones before a roaring fire.

Dried Foods \_\_\_\_\_

Moxfieln the Quaint FTR N 2 10 9 6 14 10 8 9 12 14 Dirk

Moxie dries and sells vegetables, spices, crabapples and grapes. He has a pet Phase Spider that likes him who guards the premises. Cache.

Dried Meats \_\_\_\_\_

Lonpo Hojalar Mc LG 1 7 9 5 8 16 14 10 13 9 None

Lonpo dries and sells Capon, Duck, Pigeon, Pheasant, Partridge, Razorback Hog, Squirrel and Venison. Yellow Mold is seeping into the basement drawn through underground tunnels, by smell of game.

Dried Meats \_\_\_\_\_

Gerd the Raker FTR N 1 4 9 7 16 12 10 10 12 8 Short Sword

Gerd's primary customers are adventurers who need dried meat for their long journeys. Gerd happily supplies them with this along with rumors and information which he gathers in the course of his job. Those adventurers who pay his inflated prices (rather than bargaining him down to something reasonable) will be freely supplied with this knowledge. Gerd employs two Assistants: FTR, N, LVL 1, AC 9, HP: 3, 7, Short Sword. Prices: 1 GP per pound for most meats. Customers: NA 2 - 12, Levels 2 - 12.



Dyer \_\_\_\_\_

Owen Cutbeard	FTR N	2	8	9	7	12	9	10	8	12	5	Rapier
---------------	-------	---	---	---	---	----	---	----	---	----	---	--------

His shop is open roughly 16 hours a day and does a fair amount of business, mostly with local residents who have just purchased linens and want them colored. Thin and somewhat nervous, Owen is generally suspicious of people he does not know, but open and friendly to new comers with his multi-colored hands and wild, bristling hair, but he is usually harmless. If attacked, any hints of him being nervous vanish and he becomes a highly efficient fighting machine. However, he thrusts with his rapier only to incapacitate, but will kill if forced to do so. His rapier is a rarity in itself, and this is compounded by the fact that it is made of steel. If asked he will tell the person asking that it came from a ruined castle far to the east, and that there were others, but that he had left them because he had no need for another.

Dyer \_\_\_\_\_

Halbex Vilrokin	FTR LE	2	19	3	7	17	18	10	11	13	13	Poniard
-----------------	--------	---	----	---	---	----	----	----	----	----	----	---------

Halbex Vilrokin squeezes berries, mashes roots, steams leaves, crushes stems and takes scrapings to form his dyes. Wood waxen, soot, fustic and minium are examples of the variety of materials he uses. He likes reds and bright blues, especially. Will dye to suit. However, PROB 5% the dye makes the material itch, PROB 5% of allergic reaction, PROB 10% dye will bleed. If Halbex doesn't like you, you'll get a material (PROB 100%) that does all three. Cache: 825 GP, 230 SP, jewelry.



Employment \_\_\_\_\_

Shirl the Swift	FTR N	1	2	7	7	10	12	9	15	12	14	Dirk
-----------------	-------	---	---	---	---	----	----	---	----	----	----	------

Shirl advertizes that she can place anybody in a job but of course they can't be picky. It costs 1 SP to be put on her list, and once placed, the cost is 10% of the first three months income. Recently placed: an Ogre as houseguard; an Illusionist as public relations specialist; 20 Mercenaries sent on dangerous mission; a Magic User as a fireworks inventor; a Merman as an underwater basket weaver; a Mycretian as a gardener, etc. Shirl loves to run; her favorite jogging partner is Astolf the caskmaker. There are 633 SP in the wall directly behind her desk. Cashbox and till.



Engineer \_\_\_\_\_

Lardwell Ginnen	MU	N	4	18	9	8	8	16	12	12	13	12	Dirk
-----------------	----	---	---	----	---	---	---	----	----	----	----	----	------

A short chubby Magic User, Ginnen specializes in war machines and weapons and construction of wall. Hates Orcs and Snakes; Loves roast Spider; Hires out on illegal projects (is a challenge, he thinks).

---



---

Executioner \_\_\_\_\_

Aldis Bunnar	FTR	N	6	34	7	6	16	7	5	15	16	6	Battleaxe
--------------	-----	---	---	----	---	---	----	---	---	----	----	---	-----------

Aldis is very good with an axe but not too smart with knotting rope. He is fearful that he is being stalked by Invisible Stalkers and Ghosts. A Demon's Amulet he has in his secret cache is bringing him bad luck. He leads prisoners down to the dungeon under the palace but he never inspects the various levels himself like he is supposed to.

---



---

Exotic Herbs and Spices \_\_\_\_\_

Ronan the Grey-eyed	FTR	LG	3	17	9	7	13	8	4	10	12	10	Rapier
---------------------	-----	----	---	----	---	---	----	---	---	----	----	----	--------

Gets paid by the City to keep the moat clean while he inspects his herbs and spices that grow along it. Spices, 1 SP - 3 GP; Herbs, 3 CP - 12 SP per bunch.

---



---

Exotic Meats \_\_\_\_\_

Lamrila Hatrishem	FTR	N	6	36	6	6	14	12	13	13	14	12	None
Sanlow	FTR	N	5	25	4	5	17	10	8	14	16	10	Sword
Mafati	FTR	N	4	26	2	5	16	15	10	14	10	13	Sword
Morsug	FTR	N	3	21	7	4	16	10	12	12	16	10	Saber

Lamrilla sends her three hunters out on campaigns with groups going after monsters. They cut up steaks, dry or salt them down and cart them back for sale at high prices. Price per Steak: Roc, 805 GP; Griffon, 625 GP; Purple Worm, 29 GP; Displacer Beast, 346 GP; Stirge, 180 GP; Dragon, 975 GP; Giant Slug, 22 GP; Beholder Eye Stalks, 210 GP each. Much in demand for high Social Level parties. Ten caches.

---



---





	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
--	-------	-------	-----	----	----	----	-----	-----	-----	-----	-----	------	-----

**Falconist** \_\_\_\_\_

Waring the Hick	FTR	CG	1	5	7	5	10	9	10	12	13	8	Dirk
-----------------	-----	----	---	---	---	---	----	---	----	----	----	---	------

Waring trains Falcons only. He is quite eccentric and simple but does well by his birds. He has a vial of Animal Control Potion. He visits Basteina of Playa Hel Fey.

---

---

**Feed and Seeds** \_\_\_\_\_

Ekmonre the Frothy	FTR	CE	1	3	7	6	10	8	3	14	10	7	Longsword
--------------------	-----	----	---	---	---	---	----	---	---	----	----	---	-----------

Sacks of feed in Ekmonre's storehouse are loved by rats. He keeps five cats who can't keep up with them. A former farmer, Ek is trying to better himself but what with rats, Sanquinair after him and back taxes to pay, he's getting fed up. He's looking for a smuggling job. He's a good Owl Bear tracker and wears a Ring of Protection. Cache in bed stand.

---

---

**Fire Brigade** \_\_\_\_\_

Plummer the Chump	FTR	CG	4	20	9	6	14	6	10	15	12	10	Sword
-------------------	-----	----	---	----	---	---	----	---	----	----	----	----	-------

Plummer stores buckets, tin jugs, etc. but his volunteers seldom do much good unless the fire is caught early. Plummer has a Potion of Fire Resistance to help him in his fire battling.

---

---

**Fisherman** \_\_\_\_\_

Zebulon Roc	FTR	N	3	10	7	4	10	8	8	8	13	10	Scimitar
-------------	-----	---	---	----	---	---	----	---	---	---	----	----	----------

Zeb has an arrangement with two Lizardmen. He trades bodies of temple sacrifices for special rare fish that bring good prices. Cashbox, 765 GP.

---

---

**Fisherman** \_\_\_\_\_

Emnor the Pious	CL	LG	2	11	9	5	10	9	14	12	10	9	Mace
-----------------	----	----	---	----	---	---	----	---	----	----	----	---	------

Emnor makes other fishermen nervous because he is so honest. Catches Crayfish which he sells and eats. A magical, speaking Crayfish once gave him a large bag of Pearls which he still has hidden.

---

---

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

**Fisherman** \_\_\_\_\_

Barnacle Bart	FTR	N	1	7	7	5	13	14	10	11	11	8	Dagger, Harpoon
Sloppeena	FTR	N	1	6	7	4	9	9	9	14	6	13	Quarterstaff

Bart catches a variety of fish with the help of his beloved wife: Bluefish, Porgy, Croaker, Pompano, Whiting and Shad. Owns a Glass of Underwater Seeing (1 - 6 fathoms). Special cache of Pearls on his boat.

---



---

**Fisherman** \_\_\_\_\_

Odo the Brave	FTR	CG	3	16	5	6	14	10	11	9	8	7	Dagger
---------------	-----	----	---	----	---	---	----	----	----	---	---	---	--------

Catches mainly Shad and Snapper. It is though by some that Odo saved a whole large group of Mermen from a Sea Monster and that is why his catches are always so full.

---



---

**Fisherman** \_\_\_\_\_

Libjarrem the Cordial	Mc	LG	2	10	8	5	12	10	9	12	14	12	WalkingStick
-----------------------	----	----	---	----	---	---	----	----	---	----	----	----	--------------

Fishes fresh waters only; catches Mountain Trout, Perch, Pike and Sunfish. Libjarrem salts it down and packs it to the nearest town. Gets seasick and doesn't like ships.

---



---

**Fisherman** \_\_\_\_\_

August Oldsod	FTR	LE	4	19	7	6	10	11	11	12	10	6	Dirk
---------------	-----	----	---	----	---	---	----	----	----	----	----	---	------

Fishes up north for Sea Trout and Tuna and does a good trade. "Suction" scars on his arm and face "prove" his story that he battled a giant Squid and won. Three caches.

---



---

**Fishing Tackle** \_\_\_\_\_

Aksheh Subbi	FTR	N	3	19	9	6	12	13	9	9	8	6	Spear
--------------	-----	---	---	----	---	---	----	----	---	---	---	---	-------

After campaigning and gaining a modest fortune, Aksheh decided on a simpler life. But past enemies haunt him and drive him to drink. Wife, Murya, tires of this. Orcs try sneaking in but are repelled by Aksheh's Orc Sword, Knasher. Three caches, one containing eight large Diamonds.

---



---

### Fishing Tackle

Amadis the Barbarian FTR CE 3 7 9 6 12 8 6 10 11 10 Mace

Harpoons, hooks, lines and especially nets are sold here. Amadis, a rude type, sails on trading voyages when he can. Hobby: looting and pillaging. He has a figurehead of a Mermaid with gem eyes mounted in the shop. Four caches.

### Fletcher

Arthol the Tedious FTR N 3 18 9 7 11 10 12 11 13 4 Dagger  
Aldegott Sprig FTR N 1 6 9 8 13 10 4 12 13 7 Dirk

Arthol trades regularly with bird specialisits at Kevalla getting the finest feathers. He occasionally makes trips to the Aves Sanctuary himself to search out every new varieties of feathers himself. Aldegott Sprig makes the shanks and does the tying and glueing. The most balanced and perfect arrows get Carbelium arrowheads. Some get a "Fly True" spell from Magic User friends. There is a vault of arrowheads worth 1,000 GP. 30% chance of visitors that come in are allergic to something in the shop. 10% chance of uncontrollable sneezing.

### Fletcher

Harwood Beardless FTR LE 1 2 9 9 10 8 10 11 12 10 Dirk

Horrid Harwood is awe-inspiring in his abnormal fear of strangers as he cowers into a fighting stance. Friends usually announce themselves before entering his shop. A fair Fletcher and the son of a Noble, Harwood commands high prices (4 SP per shaft). His many children swarm in the dark corners and drool from the rafters. Cache.

### Fletcher

Gudmundur the Vapid FTR CE 1 5 9 9 12 12 8 9 8 10 Rapier

Gudmundur has many friends in high places which explains why he hasn't been slain by some Irate Bowman years ago. His arrows are beautiful and appear quite true although they bestow - 6 to hit and always break. He demands 1 GP each and a minimum order of 24.

### Fletcher

Throck Unkacid FTR CG 2 10 9 7 10 10 5 7 10 9 Cudgel

Fletcher keeps Pigeons and Doves and Ducks. He makes cheap arrows; brags about adventure he never had. Poor. 20 CP and 5 SP are in sock beside bench.



Fletcher \_\_\_\_\_

Faraday Trifling	FTR	CE	1	8	9	8	10	9	8	8	13	14	Dirk
------------------	-----	----	---	---	---	---	----	---	---	---	----	----	------

His work is of excellent quality but he has a tendency to be extremely picky about the slightest mistake or other annoyance. He makes friends easily but he loses them just as easily because he constantly complains about and points out their character flaws. He works alone because his help never stays very long. Arrows are 1 GP per dozen; Single Silver Arrow is 1 GP. Customers: NA 2 - 12, Level 1 - 12.

Fletcher \_\_\_\_\_

Howland the Slack	FTR	CG	4	19	9	9	13	10	9	10	14	10	Short Sword
-------------------	-----	----	---	----	---	---	----	----	---	----	----	----	-------------

Howland is one of those unique Elfs who gets along with Humans, dislikes Hobbits, and treats Half-Elves as someone equal in evolutionary perfection. Besides his bizarre behavior, Howland is noted for his arrows which, while being expensive, always fly true. Each arrow costs from 2 - 8 GP depending on length, style of point, etc. But before a person can purchase any arrows, Howland demands to watch them shoot under many different circumstances so he may better judge what arrows to sell. Howland's shop is frequently closed as he is off on a sort of mini-adventure with his clients. Howland has been known to refuse to sell his arrows to people he either feels are no hope archers or he dislikes. Customers: NA 1 - 6, Levels 2 - 10.

Fletcher \_\_\_\_\_

Fysst the Fast	FTR	CG	7	28	5	7	14	13	14	13	17	16	None
Shummer Shoven	FTR	N	2	8	5	7	9	13	13	11	16	13	None
Matta Mbozni	CH	N	1	1	9	3	10	14	8	12	15	12	Dagger
Slinegga Pree	CH	CE	1	2	9	3	12	10	9	7	13	12	None

Fysst buys nothing but the best arrowheads for his arrows, uses excellent, durable wood stock and only the best Fleeder Bird Feathers. He has a well-known reputation as a very good bowman, too. Arrows, 1 GP each; quarrels, 13 SP each. There is a quiver of +2 arrows and silver-tipped arrows along with 195 GP inside a locked cabinet, poison trapped.

Flower Shop \_\_\_\_\_

Fothergill the Clever	MU	N	4	17	9	6	8	16	10	12	11	12	Dagger
-----------------------	----	---	---	----	---	---	---	----	----	----	----	----	--------

Fothergill loves smelling and contemplating flowers and is a specialist on applying spells to smells. Be careful when smelling posies! Special flowers, 10-80 GP each depending on the spell (no death spells). Fothergill has a Tome of Clear Thought as well as several other spell books and flower guides. Cache and special cache.

### Fazhur Pink's Flower Shop

Fazhur Pink	CL	LE	18	78	7	10	14	18	19	18	17	17	Staff
Sata Fariq	FTR	N	3	12	8	3	13	9	11	15	13	17	+1 Dagger

Fazhur Pink, while no herbalist, does have a good eye and nose for flowers and his shop is well visited. His wife, Sata Fariq, runs the shop while he does the back-of-the-scenes work including roaming far and wide for new and unusual species to grow in their extensive garden houses.

Pink appears mild mannered, almost foppish, but is in fact a devoted Natchai as well as a **Black Adder**. A member of Eleina the Fair's Strike Team he is often called on to cure serious wounds, dispell good and create food. But he also stalks like a tracker, has the stealth of a thief, protects against good and communes well with the powers below. Pink specializes in curses – such as temporary blindness whenever the cursed tries to use a weapon; induced vertigo upon sighting female CHAR 18 (includes vomiting); cursed Mur Shunnans to loathe mermaids; gray ooze to grow in footprints if wet; flowers to wilt within 10 feet of cursed, etc.

Pink owns Drums of Panic, Buttons of Hold Attention, Boots of Stumbling, Bag of Holding and Snake Staff. Three large rubies of unknown purpose grace his wife's necklace, 400 GP are hidden behind a hidden sliding door in a cubby hole with a bag of jewels, large diamonds and scarlet lychnis stamen dust. The Strike Team's main order of business is murder, kidnapping and grand theft, in that order.

### Foreign Clothing

Wyziff Notwitt	FTR	CG	2	7	7	6	14	12	10	14	8	6	Rapier
----------------	-----	----	---	---	---	---	----	----	----	----	---	---	--------

Wyziff sells bright colored Tunics and Sashes of strange design. Satin, lined in serge are popular, 4 - 80 GP. One hat of Ostrich feathers has red burning feather eyes that numb the Lawful mind with Chaotic Psionic power. 10% chance of getting a foreign skin rash upon wearing clothes from this shop.

### Forest Protection

Marsh the Masher	FTR	CG	6	19	7	6	12	10	12	10	14	10	Short Sword
------------------	-----	----	---	----	---	---	----	----	----	----	----	----	-------------

Marsh roams the Emperor's forests reporting any illegal cutting or other harmful activities. He's made friends with the Wood Elves and is tolerated by most animals and some monsters. He has a reputation for being fair but harsh.



**Fortune Teller** \_\_\_\_\_

Zhara	MU	CE	5	19	9	5	9	16	15	17	17	3	None
-------	----	----	---	----	---	---	---	----	----	----	----	---	------

Madame reads hands, cards, leaves, faces and body language. Her Crystal Ball is one of the best and is extremely attuned to her. There is 50% chance of good luck being forecasted; 40% neutral advice or information; 10% bad luck. Short reading involves recent past, present and near future, only 2 GP. Long reading involves much of your important past moments, concerns of the present and many possibilities, dangers and forecasts of the future and why, 10 - 40 GP, depending on Social Level. Several gem and jewelry caches about the walls and ceiling, magically protected.

---



---

**Fresh Meat** \_\_\_\_\_

Balladonny	MU	LG	1	1	9	6	8	16	15	10	12	17	Dagger
------------	----	----	---	---	---	---	---	----	----	----	----	----	--------

Sells old worn out oxen beef cuts just butchered. Spells keep away flies. He has a soft heart for beggars. A Rhyming Lurgi is his constant companion.

---



---

**Furniture** \_\_\_\_\_

Colgitabo Somme	FTR	LE	1	7	7	6	16	8	9	12	14	7	Morning Star
-----------------	-----	----	---	---	---	---	----	---	---	----	----	---	--------------

Small tables, simple chairs, stools, benches and plain beds are cheap here. Colitabo is an ardent Mer Shunna. Also makes wooden statues of Mermaids. Cache.

---



---



**Games** \_\_\_\_\_

Kuno Gommonor	FTR	LG	4	24	9	6	10	11	6	15	10	6	Dirk
---------------	-----	----	---	----	---	---	----	----	---	----	----	---	------

Kuno loves Chess and has a standing bet of any game he sells he'll give away to anyone who can beat him in Chess. He can mind block Magic Users. A Monk beat him once but he cheated. Elnavor the Elf designs many of the games but many are too intellectual for most people. So Kuno stocks Dwarvian games, ball, chance and hoop games, bone ice skates, javelins and dice games. Cache. Cashbox: 60 GP, 300 SP.

---



---

Games \_\_\_\_\_

Truesdall Gamman	FTR N	1	2	5	6	14	12	13	14	10	8	Rapier
------------------	-------	---	---	---	---	----	----	----	----	----	---	--------

Leather Gaming Boards, 9 SP; Brass Playing Pieces, 3 SP; Ivory Knucklebones, 2 GP; Carved Rat Raceways, 3 GP; Inlaid Ebony Boards, 4 GP; and Exotic Games of Dwarven Manufacture, 20 - 120 GP, line the shelves of Truesdall's colorful shop. He is usually to be found gaming with his friends: Kratofar the Javelin: FTR, LVL 1, HP: 4, AC 9, Short Sword; Goraprax Follyman: FTR, LVL 1, HP: 8, AC 8, Rapier; and Lingvat the Liar: MU, LVL 1, HP: 1, AC 9, Dagger; at the rear of the shop. Five Slaves: N - CE, LVL 1, HP: 5, 5, 4, 3, 2, AC 9, Daggers; wait on customers and guard the merchandise. One wooden playing board has a badly weathered map carved on its' reverse side which depicts all the coastal areas for 120 miles with currents listed. The map is worth ten times the cost of the game (25 GP).

Games \_\_\_\_\_

Unwin Gamman	FTR N	3	20	9	6	10	9	12	15	9	10	Dirk
--------------	-------	---	----	---	---	----	---	----	----	---	----	------

Unwin spends most of his proceeds as quickly as he earns them. He arranges Gladitorial matches for the arena being the middle-man between Nobles and the Gladiator schools. Unwin the Unwise is noted for his unfailing inaccuracy at predicting winners (many gamblers wait for Unwin to place his bet before placing theirs). In any event, Unwin has first hand knowledge of all the fighters scheduled to appear within two days. Unwin's prize possession is the split Shield of a Barbarian contestant said to have slain 326 Gladiators in one year. The mouth of a stuffed Baboon's head mounted over the door contains 12 SP and 34 CP.

Games \_\_\_\_\_

Tarkrog Vozmerell	FTR N	3	19	6	6	17	12	10	15	16	12	Battleaxe
Happy	FTR N	1	8	2	7	16	8	12	14	15	10	Hammer
Izzadan Noe	FTR N	2	19	4	6	14	10	11	13	14	8	Short Sword
Sevador Gadan	FTR N	1	3	2	6	16	9	10	14	10	12	Dirk
Filtarg Mordawl	FTR CE	3	4	6	7	17	15	7	12	12	14	Short Flail
Mogwort Wibe	FTR LE	7	5	2	7	16	14	8	16	15	13	Broadsword
Huckster Hothar	FTR N	1	8	8	6	15	8	12	18	11	12	Rapier
Lonar Zadd	FTR CE	1	4	5	6	14	13	13	15	13	11	Handaxe

Tarkrog charges 9 SP door fee for gamers to enter his commodious gaming room. Curses, shouts, and laughter make his shop so noisy that conversations are quickly turned to shouting matches. Brawlers are often tossed out the door by Terrible Tarkrog's burly bouncers. Huge miniature wargames are most popular especially between those which can afford the services of an Illusionist. Tarkrog demands a 10% fee for any gambling done at the gaming tables. Bormulea, a Female Orc: 1 HD, HP: 5, AC 6, Dirk; sells Bear Jerky to the gamers and cleans the shop.



### Gemcutter

Glabrus Gemstone	FTR	N	3	9	2	9	10	12	10	15	17	14	Rapier, Knife
Rok	FTR	N	1	5	5	1	17	10	8	14	10	10	Sword
Bok	FTR	N	1	3	5	1	12	9	7	13	8	11	Sword
Nok	FTR	N	2	10	5	1	14	8	5	15	11	9	Sword

Eagerly sought after by jewelers and valuable stone miners, Gemstone is a master of masters of all types of faceting and cutting. He charges 50% of uncut value for all his work and he keeps the scraps (often larger than they have to be). He has three slave halfling guards. The strongbox double locked and sealed with contact poison contains 354 GP, 437 SP, 8 PP, 22 uncut gems at 20 - 100 GP each and 4 cut gems at 60 - 300 GP each.

### Geologist

Huntz Shail	Mc	LG	6	30	9	7	12	10	12	6	12	8	None
-------------	----	----	---	----	---	---	----	----	----	---	----	---	------

Knows the hills and dales, where to dig for water, minerals and oil and is 30% accurate on locating gems. Dwarves seek his advice but he says he's no good on Gold and Silver.

### Ghost Chaser

Woodlock Fer	MU	CE	23	98	9	14	15	18	16	17	19	5	Corporeal Wand
Xenia Pollienna	FTR	N	5	18	6	5	14	10	11	17	9	18	Dagger
Juglak Fug	FTR	N	4	18	7	2	14	10	10	16	8	15	Club
Bumkswill	FTR	CE	3	11	8	2	9	8	9	10	8	14	Club

Woodlock Fer is known to be a nasty character (he keeps company with thieves and cutthroats) and no one approaches him without some trepidation. He is an excellent murderer, kidnapper, catcher and finder of supernatural beings. Recent escapades: one errant chasm imp now has several large sunshine crystals in his stomach; 20 spectres in the Barradine Ruins now have corporeal heads; King Dalsar the IV of Stukwrak is no longer a wandering Ghost haunting the Lake Pernicus area but is chained to a wall under Dacil Vonidar. Wooklock collects pieces of his victims that he occasionally shows to ambitious young ruffians to put the fear of the devil into them.

Juglak Fug and Bumkswill guard Woodlock's treasure in the basement: Jewel studded skulls, ex-dragon hoards, wyvern tails, manticores spikes, obscene amulets of platinum, paralysis orbs, a silver-plated purple worm, five witches' brooms, etc. Woodlock does the seamiest jobs assigned to the Limit Team of the Black Adders. Woodlock has more creativity as to methods than all the other Black Adders.



**Gladiator Trainer** \_\_\_\_\_

Barlon the Brute      FTR N      4    17    8    5    17    15    10    17    17    16 Longsword

Barlon won his freedom by defeating four Lizardmen he is wont to brag. As overseer of Paragon of Prowness Gladiatorial School, Barlon is often called upon by the aristocrats of the City State. His quarters are filled with well-oiled and finely honed weapons of exotic manufacture. He has collected six Throwing Knives, twelve Daggers, two Handaxes, a heavy Throwing Axe, two War Picks, a Dwarven Hammer, two Morning Stars, three Flails, two Rapiers, a Silver-studded Cudgel, a Scimitar, three Spears, two Tridents, a weighted Net, four Broadwords, and five Short Swords. Barlon's Adamantive Chainmail Tunic +3 is carefully hidden within a concealed (and poison-trapped) compartment of his overstuffed bed. Four Guards: FTR, N, LVL 1, HP: 7, 7, 8, 9, AC 4, Short Swords; and three Slaves: FTR, N - CG, LVL 1, HP: 5, 6, 6, AC 9, Daggers; roam the premises.

**Glassblower** \_\_\_\_\_

Egron of Erd      FTR LE      2    6    9    7    10    11    10    12    13    8    Rapier

Egron is well known for his cheap jewelry and paste gems for decorating armor and weapons (3 - 18 CP each). He is also well known for his shockingly hideous pet dogs (of an unknown breed): 1 HD, AC 6, HP: 3, 2, 4, 1, 1, 2, 2, Bite: 1 - 6. Egron is the head of the Nantyer's Clan and his enemies are reputed to have been found hanging from lantern posts completely drained of blood. He likes to recite parables of a menacing nature and is easily upset with customers wishing to barter for lower prices. Egron keeps a poisonous dart within a blowgun disguised as a glass-blowing tube. Three cowering Apprentices: FTR, LVL 1, AC 9, HP: 3, 2, 3, Daggers; assist Egron.

**Glassblower** \_\_\_\_\_

General Gurtzon the Glazier FTR CE 4 21 9 8 14 8 5 11 12 10 Rapier

A venerable old warrior, Gurtzon is reputed to be the offspring of some Demon Prince. His utter disdain of all things considered civil or genteel results in many arguments and cursings (an art highly developed by Gutzy Gurtzon). While the object of the hatred of many street urchins, his customers are amazed by Gurtzon's elegant and airy sculptures of glass. He specializes in glassware shaped as exotic animals and water fountains. Specially designed glass sculptures up to four foot high run 20 - 120 GP each. His shop is filled with objects-de-art priced 3 - 18 SP. Gurtzon was humiliated out of military service after claiming to have overheard a treasonous conversation between a wolf and a Gypsy wearing heavy earrings. He also breaks into a mystic chant at odd times.

**Glassblower** \_\_\_\_\_

Pepperell Verrier      FTR N      3    9    9    8    12    10    12    14    12    10    Dirk

Blows nicknacks only, no containers. Glass Sailboats, 120 GP; Glass Mermaids, 35 GP. Cache.

**Glassblower** \_\_\_\_\_

Fielding the Duncer FTR CE 3 11 7 8 10 4 5 6 9 8 Dagger

Fielding makes simple but beautiful cups. His temporary insanity seizures cause him to become violent to living things so he must be restrained. Once, though, he claims he outstared a Troll until daylight and he turned to stone. A piece of that stone (he says) is in his workshop propping up a bench. He has a pet giant Leech.

**Glassblower** \_\_\_\_\_

Evinth Glotsur FTR CG 1 5 8 7 9 15 10 12 14 5 Short Sword

Evinth is a glassblower who makes only bottles, vases, cups and mugs but he also sells stoneware, clay and metal containers as well. Mugs, for example, are clay 3 CP, stone 12 CP, glass 6 SP, copper 9 SP, silver 20 GP, and gold 50 GP. There are over 4000 containers in the shop (the 2% gold and 4% silver are locked up). A ferocious (at command) dog, HP: 10, is his only bodyguard. Strongbox and one gold statue worth 918 GP is hidden under trap door in bedroom floor. Occasionally Evinth will give cups free to children.

**Goldsmith** \_\_\_\_\_

Marquis Goldbeter IV Mc LG 3 12 9 6 12 10 14 14 13 10 Dirk

Goldy, as his friends call him, has a very high reputation for honest weights and superb craftsmanship. Three Dwarves: FTR, LG, LVL 1, HP: 4, 8, 6, AC 6, Hammers; and four Halflings: FTR, LG, LVL 1, HP: 3, 4, 4, 5, AC 8, Daggers; work the bellows forge and tongs. Goldy requires customers to provide guards for their jobs as they progress through the shop; NA 4 - 24, FTR, LG - N, LVL 1 - 2, AC 5, HP: 6, 9, 6, 5, 8, 9, 5, 2, 5, 3, 4, Swords. The raw Gold (985 GP) is stored within a twelve foot block of granite covered with iron plates. Access is gained through the iron door in the top of the block. Three mechanical scythes hanging from the ceiling must be locked via a trapdoor in the second floor and three large locks disengaged (requiring a minimum of one hour). Four Cobras: 1/2 HD, HP: 2, 1, 2, 1, AC 8, Fangs 1 - 2+ Poison; are kept within the four foot chamber within. Goldy charges a 5% fee for storing valuables per month.

**Goldsmith** \_\_\_\_\_

Fenic Finegelder FTR N 4 13 2 7 14 12 11 10 9 9 Sword  
Wily Finegelder MU LG 1 4 9 8 6 16 12 10 16 13 Wand of Cold

Wily Finegelder is known among the nobility for her intricate work and pleasing designs (30% PROB floral designs have luck charm worked into it). There are five small statuettes (125 GP each) on display at the front of the shop. Gold bars and gold leaf stored in small iron and stone room, walls two hand spans thick with thick iron door, double-locked; husband Fenic wears the keys around his neck. Two guards, Kaerr and Dragan, FTR, N, LVL 3, HP: 17, 15, AC: 4 are on constant duty. Iron room contains 635 GP, 7 gold bars and 805 GP worth of gold leaf. Wily must have a secret weapon because he has never been successfully robbed.

Goldsmith \_\_\_\_\_

Elberk Beter	FTR N	3	7	9	7	18	8	12	15	16	15	Longsword
--------------	-------	---	---	---	---	----	---	----	----	----	----	-----------

Elberk specializes in finely engraved arm bands and neck rings. Through some ancient process known only to himself, Elberk's gold ornaments stretch and return to shape up to 20%. His three daughters, Cernia, Lizina, and Janien: FTR, N, LVL 1, HP: 2, 3, 4, AC 9, CHAR: 14, Daggers; administer Elberk's ten Laboring Slaves: FTR, N - LG, LVL 1, HP: 4, 3, 7, 2, 5, 7, 1, 2, 3, 1, AC 9. His four sons, Rogue Elran, Elorix, Minot Bushynose, and Eglathor the Wraith: FTR, N, LVL 2, HP: 4, 9, 8, 6, AC 7, Swords; are in charge of the twenty Guard Slaves: FTR, N, LVL 1, HP: 3, 5, 1, 1, 7, 8, 8, 6, 5, 7, 3, 2, 2, 4, 5, 8, 2, 1, 2, 3, AC 4, Spear and Sword. Elberk, himself, finishes the last stage of the process in a carefully locked rear room. Patrons can never enter the workshop and prices range from 30 - 180 GP per armband and 50 - 300 GP per neckband. Ten Gold Bars (200 GP each) are suspended in midair by block and tackle chains which enter the rear room. Six Crossbow traps must be disarmed before anyone can step onto the platform safely. It is rumored that Elberk was once a sailor and shipwrecked upon the Isle of Blood whence he gleaned the ancient process of his fame from an injured bird-man.

Goldsmith \_\_\_\_\_

Rock Varkellit	FTR N	8	45	3	7	17	9	8	15	15	15	Sword
Lledmar Tul	FTR N	6	36	2	6	14	15	14	10	13	12	Flail

These two unlikely friends work together making Golden objects. Blustery Rock concentrates on the larger items like Gold Plated statues, idols and figurines, while lean Lledmar does the intricate jewelry like chain necklaces, rings and pendants. Each has a pet Hodag: 4 HD, HP: 13, 15, AC 2, Bite: 3 - 18, Poison Type 8. Legend of the Blinkerg Ruby Pendant. . .lost somewhere in the City's dung heap is a pendant that severely (if not mortally) wounds any LE type upon command of the wearer.

Goldsmith \_\_\_\_\_

Pashiell Ringe	FTR N	2	10	7	7	12	10	5	13	10	12	Short Sword
----------------	-------	---	----	---	---	----	----	---	----	----	----	-------------

Pashiell does mostly Gold Plating and Alloy work. Makes his own wine and obtains his own grapes. His Gold stock is protected by a Bloodlapper (3 HD, HP: 18, AC 5, Bite: 11 - 20), a crouching form like a rock but has many telescoping arms with dagger claw-like "hands". The head on top has no mouth but many long protruding black tongues. Keeps 3.000 GP worth of Gold in his vault. Cashbox: 700 GP, 950 SP.

Guide \_\_\_\_\_

Marl Surefoot	FTR N	3	14	7	4	15	13	9	18	10	15	Short Sword
---------------	-------	---	----	---	---	----	----	---	----	----	----	-------------

Surefoot, the halfling, is very friendly and tends to trust people because he can tell Alignment (PROB 90%) on sight. Knows the City intimately and the Greater Emperor Lands as well as anybody. Charges 1 GP per day plus 2 SP per mile. Carries 80 - 100 GP on him.

## Locations of Caches: Dwelling

I. Floor	II. Ceiling	III. Walls	IV. Basement
1) Porch	1) Chimney	1) Outer, Front	1) Loose Brick
2) Hallway	2) Hallway	2) Outer, Rear	2) Stone Wall
3) Bedroom	3) Bedroom	3) Outer, Right	3) Dirt Floor
4) Main Room	4) Main Room	4) Outer, Left	4) Rafters
5) Kitchen	5) Kitchen	5) Fireplace	5) Tunnel
6) Other Room	6) Other Room	6) Kitchen	6) Chest
7) Threshold	7) Rafter	7) Bedroom	7) Room magically hid
8) Hearth	8) Hanging Lantern	8) Hallway	8) Dugout Trap
9) Rug	9) Attic	9) Main Room	9) Shelving
10) Stairsteps	10) Roof	10) Other Room	10) Pile of Junk

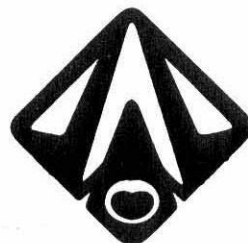
### Area of Location

- |                     |                     |
|---------------------|---------------------|
| 1) Upper/Front      | 6) Lower L Quadrant |
| 2) Lower/Rear       | 7) Upper R Quadrant |
| 3) Right (R)        | 8) Lower R Quadrant |
| 4) Left (L)         | 9) Top/Above        |
| 5) Upper L Quadrant | 10) Bottom/Under    |

## Location of Caches: Furniture & Accouterments

I. Boxes	II. Has Legs	III. Useful Objects	IV. Fine Objects
1) Jewelry	1) Bed	1) Book	1) Picture
2) Tool	2) Vanity Table	2) Lantern	2) Statue
3) Chest	3) Desk	3) Broom	3) Lyre
4) Wooden	4) Dresser	4) Kettle	4) Lute
5) Crate	5) Chair/Bench	5) Utensils	5) Flute
6) Magically protected*	6) Stool	6) Dishes	6) Crystal
7) Metal	7) Spinning Wheel	7) Rug	7) Vase
8) Chamber pot	8) Bookshelves	8) Blanket	8) Clothing
9) Bread	9) Dining Table	9) Jar	9) Linen
10) Cash	10) Wardrobe	10) Basket	10) Flowers

\* Throw again, excluding 6 for further description.



LVL GL	Carried Valuables Worth	Caches** Less Than 600 GP
1 - 6	1 - 6 CP	1 - 6 SP
1 - 6	3 - 18 CP	1 - 6 GP
1 - 8	1 - 6 SP	2 - 12 GP
1 - 8	1 - 6 GP	6 - 36 GP
1 - 12	1 - 10 GP	7 - 42 GP
1 - 12	2 - 20 GP	9 - 54 GP
2 - 16	4 - 24 GP	11 - 66 GP
2 - 16	6 - 36 GP	10 - 100 GP
2 - 16	4 - 40 GP	30 - 180 GP
3 - 18	5 - 50 GP	40 - 240 GP
3 - 18	6 - 60 GP	50 - 300 GP
3 - 18	9 - 90 GP	60 - 360 GP
4 - 24	12 - 120 GP	80 - 480 GP
4 - 24	16 - 160 GP	100 - 600 GP
4 - 24	20 - 200 GP	100 - 600 GP
5 - 30	30 - 300 GP	100 - 600 GP
5 - 30	40 - 400 GP	100 - 600 GP
5 - 30	50 - 500 GP	100 - 600 GP
14 - 34x	100 - 800 GP	None
14 - 34	200 - 1200 GP	None
14 - 34	10 - 100 GP	None
15 - 40y	1 - 10 GP	None
15 - 40	None	None
24 - 100z	None	None

x 4D6 + 10

\*\* 1 in 6 roll, Special Caches.

y 5D6 + 10

z 4D20 + 20



## Special Caches Less Than 600 GP (Roll for GP accompanying, see Hierarchy table)

- 1) Pretty buttons (one black, one an amulet of protection from Cleric spells)
- 2) One regular sword with beautifully carved handle
- 3) Dagger +2
- 4) One half page of a beautiful poem (from Red Book of Ragd'lharn)
- 5) An incriminating letter between two Padishah
- 6) Potion (Flying) in a perfume bottle
- 7) A tiny locked wooden box; inside is a piece of parchment with five runes on it (translated, it spells the Green Emperor's true name — it's wielder cuts Seheitt's power in half when in his presence)
- 8) Shield +2
- 9) Magic Bow
- 10) A copper bracelet with a silver latch (keeps the wearer's spirit hidden from Mycretians)
- 11) A treasure map, no visible directions
- 12) Flaming sword, (cold) wand
- 13) A vial of acid and an obsidian arrowhead (flies true)
- 14) One red +2 chain mail suit made from carbelium (highly illegal and valuable)
- 15) Potion (Giant Control) another matching vial of water
- 16) A carved mermaid made of blue crystal, five inches high
- 17) Efreet bottle among 28 regular bottles
- 18) Spear +3
- 19) Potion (Invisibility — dehydrated dust in bottom of bag)
- 20) A book of ancient tales from the South

Each of the above should be used but once in a game. After use, replace even numbers with a small gem, odd with a small magical object.







Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Hatmaker \_\_\_\_\_

Allar Shutferg FTR CE 1 6 4 7 8 11 10 18 11 12 +1 Dagger

Selling hats is big business and Allar carries an incredible variety of materials from straw hats (1 CP) to fur, silk, velvet and gold hats as high as 275 GP. Over 30 FEM, FTR, N, LVL 1, HP: 1 - 4, AC: 9, Dirks, work from sun up to sundown sewing hats to keep up with demand. Special ordered hats are twice as expensive. Stocked shelves are worth 87 GP. Two caches.

---

---

Herbalist \_\_\_\_\_

Fernlace (Rusaadi Gaatael B'Harim)	Mc	LG	29	235	9	21	18	18	18	18	18	18	Quintuple Thong
Red Oak (Taroya)	Mc	LG	6	37	9	6	15	16	10	12	16	14	Double Design Ring
Shadbark (Jafila Ziq)	Mc	LG	12	61	9	7	14	15	14	8	14	12	Triple Protection Circle, Pentar Onyx Necklace

Fernlace is the top Herbalist in all the land. There is scarcely a plant he doesn't know and he can work wondrous things using them. He can shrink a very large tree down to its original seed overnight. He can *shapechange* into a tree and back. He can speed healing, draw up water from underground for drinking or filling moats, surround a castle with thickets. Fernlace is, in fact, a Mycretian Prophet. He has written three Herbalist texts, 29 commentaries (some banned), five Holy Book Declarations and two Prophecies. He lives simply, has few possessions but many friends. He appears ageless; he is an Old One. Fernlace has a long history of involvement with the Holy Cities, the City State and Viridians. He is personally responsible for the survival of the Mycretians several times during Seheitt's reign and for the protection of Cneninadus for as long as he was able (incredibly so) to avoid assassination. Twice before Fernlace had almost brought about Seheitt's demise but the Green Emperor managed to extricate himself. Now Fernlace is masterminding his "Great Magical Item Theft Escapade" with the help of his closest Apostle, Akii Liydala Hu'i and his good "fellow-herbalist" friend, Pakarrion Fah. Executed patiently over twenty years; the careful and precise thefts of the Emperor's many objects of power have angered, confused and worried him. Fernlace now has designs on his Scepter of Sa'annak via a child with special powers. Encased in special Sye wood the objects are transported to the Holy Cities as conditions permit and new trees grown overnight to replace the missing trees. Fernlace invented the herbalist technique that gives the Sye tree its power to hide magic; only he and Pakarrion Fah know the technique and only a few others know of its existence. Red Oak is a young student herbalist showing great talent and Shagbark is an herbalist specializing in the geographic distribution of plants and is a great help in obtaining plants necessary to the work of advanced herbalists. All three Mycretians live simply and the only things of monetary value present would be certain plants in the greenhouses.

---

---

---

---

## Horse Trader

Pritjan Flenner	FTR	N	3	15	4	5	12	10	12	11	15	9	Short Sword
-----------------	-----	---	---	----	---	---	----	----	----	----	----	---	-------------

Pritjan's stock varies between 300 - 500 horses; 45% are draft horses, 30 - 50 GP; light horses (25%) 50 - 70 GP; 20% are medium war horses at 100 - 160 GP; 10% are heavy war horses at 180 - 260 GP. If the buyer does not ask what his horse has been fed and fails to change its diet gradually, it will die (PROB 30%) within three weeks or PROB 10% within one week. Pritjan has 20 servants who care for and drive the horses where needed. Buys one half of selling price for average horse. He has an ornate chest of 915 GP and 10 gems buried in the ground under his front steps to his office in the stables.

## Houris

Rima Sartenna	FTR	N	4	13	7	4	14	13	11	15	16	18	Dirk
Lurhyoo	FTR	N	3	13	4	2	16	14	15	14	16	12	Dagger
Basteina	FTR	N	2	3	5	2	15	14	12	11	16	17	None
Khelaret	FTR	N	2	8	5	2	10	15	15	10	17	16	Short Sword
Sysaazh	MU	N	1	5	9	2	12	16	14	12	15	15	Dagger
Zhuwwa	FTR	N	1	3	7	2	12	17	13	14	14	14	None
Shafa	FTR	N	1	3	7	2	11	13	10	16	13	15	Dagger

Dressed in open, loose satin or taffeta gowns or belted tunics, Rima's sexy ladies are very playful. All sizes and shapes, all colors of skin or fur, some have Dirks or Daggers. The Houris usually have a cash flow problem as they are often paid in gems, jewelry, clothes, pets or livestock. A short whistle from any girl will bring Rima to the rescue. There is 2,000 GP worth of jewelry and gems stashed.

## Hunter

Darstagen Dragonshorn	FTR	CG	5	26	7	6	17	14	15	16	15	12	Crossbow
-----------------------	-----	----	---	----	---	---	----	----	----	----	----	----	----------

Hires out to hunt down non-magical Beasts only. He likes big game. Karstagen keeps a pet Chipmunk with him. He once tangled with a Wyvern. Never again, he says. Prefers Crossbow but also has a Long Bow, Sword, and Daggers.

## Hypnotist

Isaq Binadyc	MU	CG	5	20	9	5	11	12	15	14	16	15	Dagger
Baraaj	FTR	N	2	8	4	5	15	9	13	15	14	10	Sword
Gisnazh	FTR	N	2	8	4	5	17	10	10	16	13	11	Club

Isaq and his two body guards avoid crowds as Isaq is **not** popular. He digs so much out of a person's unpleasant past (supposedly to help the present) it makes one insecure. About 50% of his patients, he helps; 40%, he angers; 10%, freak out. Charges only modest fees and they live spartanly. However, his interest in sordid details is a bit much. Cache: 45 CP, 21 SP, 18 GP.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

### Illusionist \_\_\_\_\_

Blansomfeather Skyvalley IL N 4 7 9 7 9 16 17 10 17 16 None

Blansom loves changing the scenery for people and he is really very entertaining. He often throws in a commercial for his Mer Shunnan religion. A Gnome, Zuntkin, FTR, N, LVL 3, HP: 14, AC 4, keeps him company. Rumor: Five Trolls are coming south at night to attack Sunwatch.

### Insect Trainer \_\_\_\_\_

Tugfoot the Creepy FTR CG 4 23 9 5 10 15 9 10 17 6 Scimitar

Tugfoot loves creepy crawlies — Annelids, Spiders, Leeches, Slugs, Midges, Maggots and Ticks. His Flea Show is quite interesting. Cache below slime trough.



### Jeweller \_\_\_\_\_

Moon Silver	FTR	N	4	21	5	7	12	11	14	11	12	13	None
Starshine	MU	LG	5	39	9	7	7	14	16	8	16	18	None
Moonshine	CH	CE	1	6	9	2	5	10	13	9	13	14	Dagger

Moon Silver and his wife make and sell jewelry, mostly of silver and gems. Stock on hand is worth 14,000 GP. Six FTRs, N, LVL 5, HP: 25, 28, 21, 29, 24, AC: 4, Swords, guard the premises and so the selling. Two caches plus locked vault containing 71 small silver ingots and three large boxes of unpolished gems. Watch out for the kid. She's a mean one.

### Juggler \_\_\_\_\_

Antrim Protor MU CE 4 6 9 7 12 15 9 11 18 13 Dagger

Is very good and has been complimented by the Emperor himself. Will juggle explosives for the right fee — 1000 GP. This bug-eyed turkey-necked Magic User has a mean streak and will souse audiences with paint or mild acids, etc.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
--	-------	-------	-----	----	----	----	-----	-----	-----	-----	-----	------	-----

**Lamplighter** \_\_\_\_\_

Bidwell Turner	TH	N	3	10	8	5	13	8	6	11	15	8	Dagger
----------------	----	---	---	----	---	---	----	---	---	----	----	---	--------

Bidwell lights the street lanterns at dusk, douses every other one at midnight and extinguishes the rest just before dawn. A trained Blink Dog accompany him on his rounds for protection. Bidwell is also an expert dagger thrower and carries 8 - 12 on his body at all times while working. Carries no more than 1 SP on his person. The City pays him well and he lives well. Four caches.

---

---

**Lampmaker** \_\_\_\_\_

Woorsipdrang	FTR	N	5	20	6	7	16	10	10	12	14	8	Poker
Darsawain Puk	MU	N	3	11	9	5	10	15	12	12	15	10	Wand
Phinna	CH	N	1	3	9	2	6	10	9	8	10	13	None

Phinna is a lovely young child who works for her two uncles but is training on the side to become a dancer. Her finishing touch to lamps stems hopefully will encourage Genii to come inhabit them. The brothers will not keep one themselves because of the danger it draws. Brass Lamps, 15 GP.

---

---

**Lampmaker** \_\_\_\_\_

Higglarp the Lean	FTR	N	1	3	9	6	10	9	8	17	10	15	Dagger
-------------------	-----	---	---	---	---	---	----	---	---	----	----	----	--------

Tall, fairhaired Higglarp makes only lanterns but makes them cheaply so all can afford them. He has a Potion of Diminuation. Cache.

---

---

**Lampmaker** \_\_\_\_\_

Vyner Flatrock	CL	LE	4	15	7	7	16	16	15	12	18	10	Mace
----------------	----	----	---	----	---	---	----	----	----	----	----	----	------

Vyner fabricates delicate lamps of brass, silver, and crystal with mechanisms which are actuated by heat. Tiny birds flutter, trolls yawn, and dwarves leapfrog on his lamps (6-36 GP). Vyner specializes in lamps for religious ceremonies being himself a cleric of a flame worshipping religion. He frequently gets stormy with haggling customers and has been known to destroy a month's work in a rage of anger. His most treasured work is a skull which grins crazily and drools hot oil on Malcontents strapped to the lamp's base.

---

---

**Twin Torch Towers (Lampmaker)** \_\_\_\_\_

Estriday Past-Slayer FTR CE 5 27 9 6 14 11 7 8 5 10 Mace

Estriday's corrosive and sarcastic humours have often resulted in heated arguments (which he loves).

---

**Lampmaker** \_\_\_\_\_

Bal'Duin Banem MC LG 2 8 9 7 15 8 14 6 14 15 Staff

Bal'Duin the Bold is widely known for his lamps of brass shaped like Hobgoblins, Demons, and Gargoyles (2-12 SP). Bal'Duin also sells an unusual variety of oils which burn with different scents and colors (1-6 GP). He is assisted by an elderly Gnome; Truckle Direbol, FTR, LG, 2 LVL, 16 HP, AC 8, Dirk.

---

**Laundry** \_\_\_\_\_

Bjanni the Abject FTR LG 3 17 9 7 13 7 9 12 10 9 Dirk

Not having handy access to water, it is fortuitous that Bjanni owns a Decanter of Endless Water. Owns three slaves who do most of the washing. Cache.

---

**Laundry** \_\_\_\_\_

Vagi Doizh	FTR	N	1	5	7	4	17	4	8	16	10	4	Dagger
Maati Soothey	FTR	N	1	3	7	4	12	13	13	12	15	16	Dagger
Batts Soot	CH	N	1	3	9	3	12	11	11	16	15	10	None
Vaqs Dooz	CH	N	1	4	9	4	10	12	10	12	14	8	Cudgel

Vagi and his wife, Maati, live by the outer curtain, their house over a hot spring. They have an extremely large business and charge expensive prices. Twenty Slaves do the actual washing, the family does the public contact work. Son, Batts, has recently found half of a Mirror of Mental Prowess which he is secretly experimenting with. Cache.

---

**Leather Craftsman** \_\_\_\_\_

Roderk Belger FTR N 2 8 9 7 13 5 7 10 12 10 Short Sword

Roderk and his three apprentices major in leather armor, saddles and miscellaneous leather decorations. Kinst, Martu and Kelt FTR, N, LVL 1, HP: 5, 4, 3, AC: 8, Swords, bring Roderk military trade due to their friends and family. Cache in wall — one leather magical amulet, 65 GP, 89 SP.

---



**Leather Craftsman** \_\_\_\_\_

Canon Tanur FTR N 3 15 7 8 11 15 14 9 9 10 Dagger

Canon enjoys tanning hides including those of his children. An animated Broom lies in the corner but Canon knows not to touch it. Owns a +1 Sword (+2 against Magic Users and Enchanted Monsters) but seldom uses it. Sells his work mainly to shoemakers. He spends much of his money in an anti-Mer Shannan organization. Cache.

**Leather Craftsman** \_\_\_\_\_

Zergun Cantar Mc LG 2 12 9 7 10 12 6 7 10 9 None

Location: Tanner's Street. Specializes in quality Slave Harness, which are noted for their functionality and beauty. He prides himself that each one is custom fitted and that no mere flunky does the job. His prices are somewhat inflated 3 - 4 times, somewhat like his ego. He cannot abide to see leather products produced by any other craftsman, and will insist on reworking and improving the merchandise. He has a business arrangement with the local iron worker for the interesting appliances (locks and shackles) he adds to the leather goods. Slave Harnesses, 15 GP; Leather Armor, 10 GP; Customer: NA 1 - 6, Level 1 - 10.

**Leather Craftsman** \_\_\_\_\_

Hislop Goyster FTR N 1 6 9 8 14 9 8 8 10 5 Rapier  
Apprentice CL N 1 3 9 3 13 10 14 11 14 10 Hammer

Working mainly on what might be termed 'accessories' such as Falconer's equipment, decorated Scabbards and Quivers. Quivers, 15 SP; Scabbards, 14 SP. Hislop turns a fair profit. His products are somewhat expensive due to the quality work and time involved in each item. He is currently taking some time to train a new apprentice, and is currently looking for a second. Currently in the shop are a matching leather breastplate and quiver which is not for sale. If pressed, he will mention that he is expecting the owner to pick it up later. In the back of the shop are several hides ready for use, and under a floorboard in the corner is a small coffer containing 73 SP and 2 GP.

**Leather Craftsman** \_\_\_\_\_

Ellingwood Baelgen FTR CE 5 19 7 8 12 10 12 11 9 11 Short Sword

Baelgen collects pelts from hunters and trappers, has his apprentices, Mathey, Trewalla, Iman, Sammar, and Doyvan (FTR, N, LVL 1, HP: 5, 3, 2, 8, 3, AC 7) skin them, tan and stretch the leather, as he spends most of his time tooling. An expert at his trade, Baegen can make anything out of leather that can be made. He does, however, enjoy watching animals suffer and human sacrifices. Caches in leather bags stashed in empty oak tannin metal tins. Various decorative styles of leather armor available for 15 - 25 GP.

Leather Goods

Dukang Luppweddin	FTR	N	2	6	6	6	16	16	13	10	10	14	Sword
Rodab Ardwil	FTR	CG	1	6	6	5	12	15	14	16	17	10	Flail
Hafnek Zor	FTR	N	2	11	7	3	12	15	12	13	14	10	Halberd

Dukang and his two sons buy "wholesale" from many leather workers and can offer in one place many styles and toolings not available locally as well as hawking skills most Guildmen don't have. Specializes in lockable leather Chastity Belts, Pit Pads for sweating arm pits, Boot Cushion Liners, replacement parts to leather suits of Armor, Tunics, Breeches and Saddles. They all constantly fight the Leather Pin Worms that eat holes in their leather — 10% loss. Leather Deer statue up front in shop.

Leech (Doctor)

Fanjhou Eepheom	Mc	CG	4	20	8	9	10	6	12	13	9	12	Staff
-----------------	----	----	---	----	---	---	----	---	----	----	---	----	-------

Adding his herb knowledge to inorganic powder training from his apprenticeship under Uffin, a famous leech from the western lands, Fanjhou treats disease as well as any. Will not treat LE types except to save a life. Has a special gift of "Cleaning Blood."

Leech (Doctor)

Heasli Cuppenne	MU	N	5	13	9	9	10	13	10	16	12	13	Dagger
-----------------	----	---	---	----	---	---	----	----	----	----	----	----	--------

Heasli carries her healing potions around in the saddlebags on her donkey. She enjoys serving the rural areas and avoids cities as much as possible (all except winter months usually). Her pet Blink Dog protects her.

Leech (Doctor)

Ferman Slikdert	FTR	N	3	16	7	9	10	14	14	15	15	9	Awl
Yadara	FTR	LG	1	3	7	7	15	15	11	15	16	12	Cudgel
Atlana	FTR	N	1	6	7	7	16	14	16	10	15	14	Dagger
Roich	FTR	N	1	1	9	6	17	13	14	11	17	15	Rapier
Zendi	CH	N	1	6	9	7	10	12	10	16	12	14	Dirk

Ferman always carries a supply of live Gnathobdellas, medicinal Leeches, to bleed the poisons out of feverish patients. He knows his powders and herbs such as Foxglove Leaf for certain heart palpitations, Blueberry Leaves for diabetes, Knitbone or Comfrey for internal wounds, Day-flower Blossoms for aphrodisiac tea, Elecampane for asthma, Hyssop for infections of eye and throat, Pipsissewa for urinary infection, Hawthorn Berries for dropsy and Fever Few for insect repellent. He has four young ladies "learning powders".





Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Magician \_\_\_\_\_

Orfellis Maltaran ("Malt")	MU	CE	7	49	9	7	12	15	16	16	16	15	Staff of Cancellation
----------------------------	----	----	---	----	---	---	----	----	----	----	----	----	-----------------------

A carved teakwood and ivory chest in Malt's private chambers holds 35 crystal Balls of different sizes, luminosities and power. He specializes in fortune and future telling for the rich only (145 GP per session) and is really rather good at it (75% accuracy) – another 145 GP is due upon prediction coming true (if beneficial to the customer).

Malt has such a loud voice for such a small body that many are taken aback at first. Four caches, one special cache in a basement. He wears a protection ring and is the motivator for three skeletons (in the magically hidden room off the basement) that guard a mermaid statue of solid platinum. The long box in the corner (no lock) contains three Staves of Cancellation.

Magician \_\_\_\_\_

Thordansalf the Peace Maker	MU	CG	4	10	9	9	10	13	10	16	12	13	Dagger
-----------------------------	----	----	---	----	---	---	----	----	----	----	----	----	--------

Thordansalf once found a small white worm in some ashes and was about to squish it when he realized what it was. So he put the worm and ashes into the bottom of a large cage and three days later he had a caged Purple Heron of Lalyn Heights, a never before accomplished deed. In exchange for its freedom, the Heron granted Thordansalf peace for himself and all his descendents for the next 500 years. So no matter where he goes, peace descends on all those around him (within 200 feet as long as he is present). His magic is weak except what he can do at a distance. Poor.

Magician \_\_\_\_\_

Haefinstaff the Blue	MU	LG	14	92	9	9	13	16	17	15	18	16	Dagger
Xaxul the Young	MU	LG	6	34	9	6	15	17	18	14	17	16	Sword
K'Shah	FTR	N	6	23	4	5	17	12	13	9	14	16	Rapier
Gehshem	CL	LG	5	21	7	5	16	10	18	17	15	17	None

Working among the poor in the city, Haef and his two friends, Xaxul and K'Shah help whoever they can for whatever pay can be afforded. The various chickens and pigs running about the premises are such pay. All three major in the Healing Arts – Staff of Healing, Healing Potions they make, *Cure Wounds*, *Bless*, *Dispell Evil*, *ESP* and *Remove Curse*. Mycretian friends often help in their work.



**Magician** \_\_\_\_\_

Greytael the Wolf	MU	N	10	28	9	8	12	15	15	14	16	14	Wand
Ardaxil the Learned	MU	N	6	25	9	7	11	17	18	11	17	8	None
K'baaya	MU	N	1	3	9	4	16	17	12	15	15	8	None

Greytael the Wolf and Ardaxil the Learned are partners. Greytael takes care of the mundane matters (food, money) while Ardaxil conducts magical research. K'baaya is an apprentice they have recently taken on, so far his primary duties have been to run errands and to watch over Ardaxil when Greytael is away. Spells cost 150 GP a level and extra 100 GP if K'baaya can't cast the spell.

**Magician** \_\_\_\_\_

Fothergill Urchin	MU	LG	7	22	9	7	17	9	10	9	12	15	Dagger
-------------------	----	----	---	----	---	---	----	---	----	---	----	----	--------

Fothergill believes that as a magician he should help others who are not blessed with magical powers. Thus he wanders the City aiding those he feels need his aid (he has been known to throw invisibility spells on drunks in the gutter to prevent them from being picked up by patrols). He only charges for his spells when he believes the person can afford to pay.

**Magician** \_\_\_\_\_

Malgethon the Noble	MU	N	8	24	9	10	14	10	14	9	14	18	Dagger
---------------------	----	---	---	----	---	----	----	----	----	---	----	----	--------

Malgethon has been a very lucky Magician. A long time ago, while rummaging through an abandoned Dragon's lair, he discovered a Dragon Stone which imbued him with the power to talk with Dragons and guess their names. He talked one Swamp Dragon to death, cut out its heart and ate it which gave him the ability to speak all human languages. Magethon cannot remember spells very well, though, nor can he work much magic dependent on Dexterity. He does have the Dragon's hoard worth 20,000 GP buried off his cellar.

**Magician** \_\_\_\_\_

Dalfindin Gangar	MU	N	4	13	9	7	14	18	17	9	15	8	None
------------------	----	---	---	----	---	---	----	----	----	---	----	---	------

While really a respectable fellow, adroit in many ways, Dalfindin spends most of his time entertaining at parties, banquets, (executions) and what have you. His standard price is 40 GP per hour plus what the crowds throw at him. The shows feature a large portion of slight of hand, some illusion, some escapes, and several amusing and satirical sketches. Dalfindin has been known to go overboard on his satire once in a while and has spent more time studying the internal architecture of the City jail than is proper for a man of his standing. He does not like to be bothered by Fighters, or as he calls them "tin-plated battering rams", and will try to send a group of adventurers on errands for him to Tegel Manor (heh! heh! heh!).

Maskmaker \_\_\_\_\_

Sterndale the

Lofty CL CE 3 13 7 7 9 11 6 8 15 10 Mace

Masks of all types 2-12 GP hang all over the walls of Sterndale's tiny ship. Custom made masks cost 5-30 GP and require 4-24 days. He worships the Red Demon Raider; CE, 12 LVL, 70 HP, AC -6, Two Claws 4-24, Drum of Panic; which appears once per month in the Temple above the shop to feast upon Sterndale's latest sacrificial offering. Sterndale has prepared one mask with impregnated drugs which renders any wearer unconscious for 1-6 hours (ST Applicable). Cache.



Mason \_\_\_\_\_

Pyke Falstag

CL CG 4 20 8 7 7 5 11 15 10 11 Mace

Pyke and his 20 helpers, FTR, N, LVL 1, HP: 2 - 5, AC: 7, Swords, build brick walls for 12 SP/cubic foot, houses at 400 GP and up, bridges 600 GP and up. Pyke hates indolence and loves teaching street urchins the meaning of a good hard day's work. About 50 GP, 127 SP, 130 CP are hidden inside an unlit broken down kiln.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

**Mason** \_\_\_\_\_

Hewarj the Quaint	Mc	LG	3	15	9	7	9	11	6	8	15	12	None
-------------------	----	----	---	----	---	---	---	----	---	---	----	----	------

Hewarj enjoys training Bears and has three in stone cages in the basement. He works fast laying stone. Owl Bears hate him.

---



---

**Mason** \_\_\_\_\_

Jephson Odious	FTR	N	3	2	8	8	14	10	8	13	10	8	Two-Handed Sword
----------------	-----	---	---	---	---	---	----	----	---	----	----	---	---------------------

Jephson never bathes and people can't stand to be around him. His house is a mess and his pet monkeys add to it. It's good he works on outside jobs. Baischar, a stranger new to the City, has recently claimed he is his long lost uncle and wants him to come south. "Close" friends are urging him to do so. There is treasure in the deal, of course, but Jephson is undecided. Cache.

---



---

**Mason** \_\_\_\_\_

Oldham the Shrewd	FTR	N	1	4	5	5	7	8	10	13	16	9	Rapier
-------------------	-----	---	---	---	---	---	---	---	----	----	----	---	--------

Oldham is an apprentice Mason who's Master-Craftsman, Feeknop, was recently eaten by a Manticore, which left him in charge of the shop. He trains under neighboring shops but does his work here unless on site. No caches.

---



---

**Massage** \_\_\_\_\_

Arta Wiglim	FTR	N	2	6	7	5	18	11	10	13	13	17	Axe
Jidma	FTR	N	1	3	5	4	10	9	14	8	16	14	Bludgeon
Hosdanura	FTR	N	1	4	5	3	12	10	13	12	15	16	Dirk
Fahmena	FTR	N	1	1	5	3	13	8	10	10	13	14	None
Kiya	FTR	N	1	2	5	3	15	10	6	9	14	12	Dagger
Buzhma	FTR	N	1	5	5	3	8	12	13	15	15	16	Dagger
Hija'ing	FTR	N	1	4	7	3	12	11	11	14	16	15	None

Arta, called "The Dame" of the City, runs a large comfort house where all physical needs are satisfied or tended. The 96-female floor show draws customers of every class. Specialization of exotic talents: Jiggling Jidma jiggles every part of her body separately; Fahmena belly-dances; Kiya hip wiggles; Bazhma strips; and Hosdanura and Hija'ing do the bounce dance with two 10 foot long snakes. 75 Guards: FTR, N, LVL 1, HP: 1 - 8, AC: 7, Clubs; 17 Minstrels. Back Walking, 4 SP; Back Massage, 6 SP; Front Massage, 1 GP; More, 15 GP; Water Play, 24 GP. Five caches in jewelry boxes, poison trapped. The Dame will spy out nobility for the right price but will not blackmail.

---



---

Message \_\_\_\_\_

Messenring Crock	MU	LE	4	12	9	6	9	13	13	12	9	8	Dagger
------------------	----	----	---	----	---	---	---	----	----	----	---	---	--------

Messenring has discovered a Wand that pulsates tingling radiations that relax muscles but does not work through clothing. Only Magic Users can work them (three assistants help). Very popular. Six caches.

Messenger \_\_\_\_\_

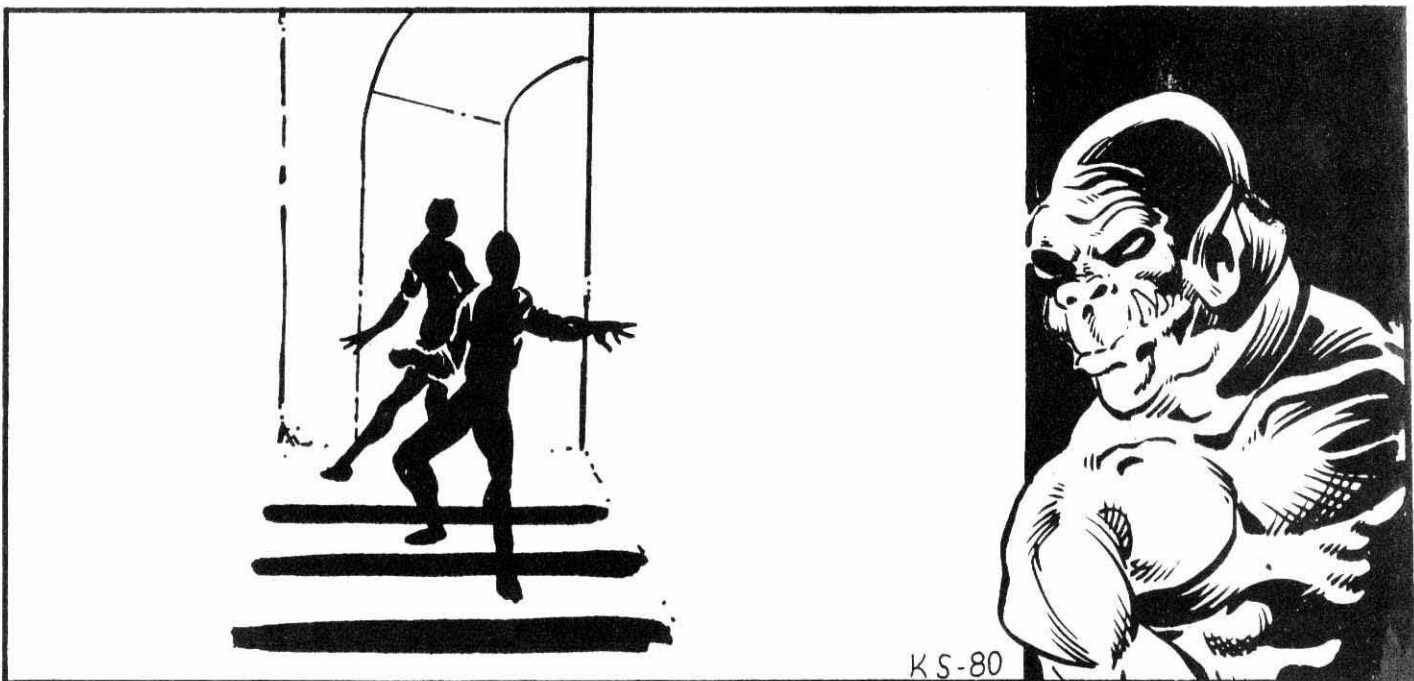
Dunnar the Hulk	FTR	N	2	16	5	5	17	4	5	13	11	3	Mace
-----------------	-----	---	---	----	---	---	----	---	---	----	----	---	------

Dunnar is huge but not very bright and can therefore be trusted not to read his dispatches. He protects the messages with his life.

Messenger \_\_\_\_\_

Zaalit Ishan Vammar	FTR	N	3	19	7	7	12	13	11	15	15	14	Whip
Nur Zaki	FTR	N	1	5	7	7	15	12	12	16	17	10	None
Akajur	FTR	N	1	2	7	6	16	11	13	17	16	12	None
Fanstor	FTR	CE	1	1	7	6	16	10	14	14	14	9	None
Zekpa	CH	CE	1	1	9	7	14	9	10	15	13	10	None
Gormidda	FTR	N	1	8	9	6	13	12	12	16	14	11	None

Zaalit, the Messenger Master, hires young teens to run messages about the town for 66% of the 6 CP cost. By running fast, the boys and girls can make several SP in one day. Bumping Nobility (PROB 5%) is a serious hazard, usually resulting in five lashes.



KS-80

### Metal Worker

Edgam Cutbeard	FTR	N	3	6	5	5	13	11	10	11	14	14	Dirk
----------------	-----	---	---	---	---	---	----	----	----	----	----	----	------

Using both Iron and Bronze, Edgam gets more varied effects in the household items he makes than most and much of it is beautiful. Tankards, 25 - 35 SP. He now keeps his red beard cut to keep it from getting burnt in his smeltery. Cache.

### Miner

Ichor Badon the Hunchback	FTR	N	1	6	7	7	15	8	11	14	7	3	None
---------------------------	-----	---	---	---	---	---	----	---	----	----	---	---	------

Ichor, while not a Caveman, still likes to mine and will hire out to different crews depending on where the money is. His back does not hinder him, he is strong and he swings a pick well. He drinks up everything he makes but is always sober on the job.

### Minstrel

Silverstring	BA	N	6	19	7	6	17	16	15	15	17	17	Dagger
Jumping Jocka	Dog	N		4	9	1							

Silverstring plays harp and lute and he and his dog bring much happiness and merrymaking to the streets of the cities to which they travel. The dog does tricks days. Jocka is actually an enchanted princess who is a dog during daylight hours only and her real self at night. They seek a cure.

### Minstrel

Ekalduk Tepotin	Mc	LG	3	11	8	6	12	12	13	12	11	18	WalkingStick
-----------------	----	----	---	----	---	---	----	----	----	----	----	----	--------------

Dkalduk directs a choir of Bees, Crickets, Locusts, Katydid, and invisible Fleas and accompanies them on the Flam-Flam. Always produces a laugh.

### Moneychanger

Xygbenth Pepsifub	FTR	CE	4	17	6	5	9	10	7	12	3	6	Rapier
-------------------	-----	----	---	----	---	---	---	----	---	----	---	---	--------

Because of his lack of Dexterity, Xygbenth Pepsifub spills his change 1 - 6 times a day. Fortunately, he has a competent clerk, Stentil, CL, N, LVL 3, AC: 8, Staff, who handles the larger transactions. Usury rates for exchange are 5% except for PP and EP which are 8%. Coin collection in case in bedroom is worth 4,473 GP (all the coins are foreign).

Moneychanger \_\_\_\_\_

Dranedax Pockitt	MU	N	4	13	9	6	9	15	16	7	16	10	Dagger
													Lightning Bolt Wand
Quibble	FTR	N	5	16	2	6	14	14	14	11	12	8	Sword

It is the habit of the partners Dranedax and Quibble to undersell other moneychangers at 2 - 4% by aiming at volume business with moveable stalls to set up where the action is. Bosum buddies, these two can take care of themselves. All change and caches are kept in bags of holding.

Moneylender \_\_\_\_\_

Maefon Teppenthor	FTR	N	4	18	4	8	15	14	16	13	14	15	Dagger
P'Clun Yari	FTR	N	2	11	2	4	17	9	10	15	11	13	+1 Dagger

Lends to Humans the amount of 40 GP/CHAR; Elves, 30 GP/CHAR; Dwarves, 10 GP/CHAR. The higher the SL, the faster the service. Charges 10% interest, 2% per week overdue. If Maefon decides that you're not going to pay up (10%/week overdue PROB), he'll send his three strongarms to collect. FTR, N, LVL 3, HP: 18, 15, 10, AC: 4, Swords. Door to basement has contact poison on it (STR 8). The vault is double locked with the symbol of hopelessness inscribed on both locks. Inside the vault is 3000 GP, 5100 SP, 69 PP, 5 golden goblets with gem studded stems, each 900 GP.

Moneylender \_\_\_\_\_

Rhom Hordar	FTR	N	8	25	3	6	12	14	9	11	17	11	Mace
-------------	-----	---	---	----	---	---	----	----	---	----	----	----	------

Rhom will loan anyone 100 GP or less at 12% per month, maximum 6 months. But 100 - 800 GP loans are to upper SLs only. Failure to pay will result in a summons to the Zhir Court as Ghata Arsensandi is a friend of Rhom's. Vault contains 8,214 GP, 11,476 SP, 4,052 CP, 55 gems at 80 - 120 GP each. The four locks must be opened in sequence or stun symbol goes off at 175 LVLs. Eight guards, six guard dogs.

Moneylender \_\_\_\_\_

Dazhmon Tollgried	FTR	LE	8	36	4	6	10	9	15	14	5	9	Short Sword
-------------------	-----	----	---	----	---	---	----	---	----	----	---	---	-------------

Dazhmon lends at the rate of 20 GP times (SL + LVL) plus 10% interest. The loan must be paid within the number of weeks equal to the borrower's CHAR. Early repayment increases possible future loans to 25 GP times (SL + LVL) maximum. Failure to repay is dealt with by four Sanguinair who moonlight for moneylenders as collectors, FTR, LE, LVL 7, 8, 8, 9, HP: 22, 29, 25, 24, AC: 7, Daggers and Swords. The whole "back room" is a vault sealed by Wizard Lock (permanent) and keyed to Dazhmon (cast by a 14th LVL Wizard). Vault contains 640 GP, 186 SP, 51 PP, three small chests of jewels, one small chest of poison mushrooms, two golden statues of mermaids, five bronze busts, one wearing a Helm of Telepathy. Three bodyguards, FTR, N, LVL 5, HP: 16, 14, 25, AC: 5, Swords, protect Dazhmon at all times.

Moneylender \_\_\_\_\_

Elwell Gabler	MU	N	3	15	9	6	7	16	14	17	9	9	Dagger
---------------	----	---	---	----	---	---	---	----	----	----	---	---	--------

Not your average moneylender, he caters to the tastes of the lower Nobility, and tries to aid them on their scramble up the social ladder. Always polite to any Noble man, he has no dealings with the lower classes, and will shun non-nobles. He seems to have no problems with supply of cash, and yet nobody as of yet has attempted to 'borrow' from him.

---



---

Monk \_\_\_\_\_

Moon Kemporak	MNK	LE	7	22	9	7	15	10	15	11	15	8	None
---------------	-----	----	---	----	---	---	----	----	----	----	----	---	------

Moon contemplates the moon and stars while standing on his head. Has a vicious kick if you get too close. PROB 80% his pet Scorpion will sting you if you touch him.

---



---

Monk \_\_\_\_\_

Brahi	MNK	N	12	42	9	8	16	18	17	18	19	18	None
Seetoo Faa	SG	N	1	3	9	6	14	18	18	10	11	8	None

Seetoo Faa and Brahi contemplate each other's navels half the day and read books on black holes the rest of the time. They are about to announce the discovery of a new theorem that explains the relationships between blackness and deepness.

---



---

Mountaineer \_\_\_\_\_

Rockinthald the Bold	FTR	N	8	48	7	11	17	17	14	16	15	13	Long Bow Pick
----------------------	-----	---	---	----	---	----	----	----	----	----	----	----	------------------

Rock guides groups over mountains and will lead mine searching parties. His reputation is solid as he is a real survivor. His caches of Gold and Food are buried at key points along trails and in the mountains.

---



---







Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Navigator \_\_\_\_\_

Fenik Brio FTR CG 5 28 7 8 9 10 12 7 12 17 Rapier

Fenik Brio hires on ships as third in command; he knows the sea well. He limps as he once got his toes crushed in a tangle with a Juggernaut. He has high gaming skill and most people like him. Collects Pearls.

---



---

Net Maker \_\_\_\_\_

Kolden the Silent FTR LE 2 4 8 7 12 6 14 9 12 10 Short Sword

Over 40 apprentices (FTR, N, LVL 2, HP: 1 - 6, AC: 8, Daggers) help Kolden knot nets of all sizes, 1 - 100 SP for 4" netting, 3 - 300 SP for 2" netting and 6 - 600 SP for 1" netting. Kolden hates idle chatter; he has a fondness for platinum needles. Cache 45 PP, 11 platinum needles and 313 GP in box among rafters.

---



---



Oil \_\_\_\_\_

Zebulon the Scant CL CE 1 4 5 7 7 8 12 16 12 14 Mace

Flasks of olive oil, 2 SP; poor oil, 1 GP (PROB of not igniting 20%); cod oil, 3 SP; ground oil, 340 GP per hogshead (worth 200 flasks); whale blubber oil, 720 GP per hogshead. Two slaves FTR, N, LVL 1, HP: 4, 7, AC: 8, Swords. Zebulon always measures scantily.

---



---

Orator \_\_\_\_\_

Zoltan Spejmok SG N 1 3 9 9 8 15 13 4 11 15 Dagger

Loquacious Zoltan's interlocution obfuscates luculent parlance. Circumvention, even eschewal of this supererogator is provident.

---



---



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

### Pawnshop \_\_\_\_\_

Wafim Sana the Unpredictable FTR CE 2 6 5 6 16 9 4 15 17 7 Handaxe

Wafim is so rich he can afford crystal plates in his windows and a separate room just for his toilet pit. He is good at reselling junk and buying good equipment cheap. He also deals in gems and jewelry and fine clothes. His more valuable items for sale are in a locked chest. Trained vicious Vampire Bats guard the store against looters.

### Perfume/Soap \_\_\_\_\_

Swit Snella MU CG 1 5 9 11 15 13 14 15 9 8 Dagger

Swit Snella is, for all practical purposes in two completely different lines of business. She produces soap which is sold to taverns, housewives, and so forth and she makes perfume which is very expensive (100 GP a bottle and up). The perfume is primarily sold to wives of Nobles and very rich merchants. Swit also produces a special perfume for adventurers to draw out those unpleasant smells which occur in dungeons. This perfume cost 150 GP a bottle. She employs two Assistants: MU, CG, LVL 1, AC 9, HP: 3, 4, Daggers. Soap is 1 SP/ounce, and Customers: NA 2 - 12, Levels 1 - 12.

### Perfumer \_\_\_\_\_

Jagadis Capstor FTR N 6 28 5 7 14 12 14 13 12 8 Long Sword

Jagadis' perfumes are in great demand, known for their powerful qualities, rareness or subtleties. Cost, 10 - 30 GP per tiny bottle. One Ogre guard in cage, who can be easily released when trouble strikes (HP: 20, AC: 5). Caches: two cashboxes plus 1100 GP and a potion of Fire Resistance hidden in a vase on a shelf in the back room.

### Pipes & Bells \_\_\_\_\_

Jinglin' Jermi FTR CE 1 4 8 7 14 7 5 10 11 12 Dagger  
Denlias MU CG 1 3 9 7 8 10 11 10 14 9 Metal Detection Wand

Jinglin' Jermi whittles his own pipes and casts his own bells. Depending on size, pipes cost 4 CP - 18 GP; bells, 2 CP - 64 GP. The light bells (2 SP) he has hanging about the shop jingle in the wind with a pleasant tinkle. Hence his name. Denlias, teaches pipe lessons at 2 SP per half hour to the talented only (30% PROB music ability present). A *Chime of Opening* is secured with other valuable musical instruments in a wall cabinet by a *Wizard Lock*. Cashbox and one special cache.

**Potter** \_\_\_\_\_

Birke Tanvin	CL	LG	3	9	7	7	11	6	8	11	13	13	Rapier
--------------	----	----	---	---	---	---	----	---	---	----	----	----	--------

Birke throws, bakes and sells vases, crocks and jars, 1 - 8 GP. He had two apprentices but they ran off. He'll give 5 GP for each for their return. There is 45 GP in a bag at the bottom of the largest vase in the shop.

---



---

**Potter** \_\_\_\_\_

Stenger Claypool	MC	LG	2	8	9	8	8	12	10	11	12	16	None
------------------	----	----	---	---	---	---	---	----	----	----	----	----	------

Stenger works very hard at his craft but wears rags because he donates half his pots to the poor and sells his best works for 1-6 CP. He has inherited a map to "The Stone of Alatvair" eighty miles due north in a ruined manor. The Stone will yield one potion of healing per week or will warn the owner of any pending danger within 200 feet. The healing potion will also cure any disease except Lycanthrope or Buonic Plague.

---



---

**Potter** \_\_\_\_\_

Stradwicke the Dapper	FTR	LG	1	5	5	7	10	14	15	17	16	17	Mace
-----------------------	-----	----	---	---	---	---	----	----	----	----	----	----	------

Stradwicke is never messy or uncouth. He prefers the red stone clay or the gray grit clay from the Lower Stickthorn River and Utscur Bogs respectively. Helps Mycretians in their anti-human sacrifice activities and collects urchins and waifs and provides sleeping quarters and a hot evening meal for them. Two caches.

---



---

**Precious Gems & Metals (Wholesale)** \_\_\_\_\_

Lufkin Marber	FTR	CE	5	27	5	9	9	12	8	7	4	5	Rapier
---------------	-----	----	---	----	---	---	---	----	---	---	---	---	--------

Lufkin is a small-minded, sordid, petty, pusillanimous sneak who will cheat, lie, steal and bamboozle to make an extra gold piece. Jewelers try to avoid him but he has some of the best gems in town and his five Bodyguards (FTR, N. LVL 3, HP: 20, 28, 25, 14, 20, AC 5) protect him well insuring delivery. Triple walled vaults and an array of locks, traps and intricate approaches protect his stock and savings.

---



---

**Puppeteer** \_\_\_\_\_

Poppy Pip Pooby	FTR	N	1	6	9	5	8	8	8	4	17	15	Dagger
Slappy Hup Snigger	FTR	N	1	3	9	4	9	9	9	7	15	15	Dagger
Novas Lankrana	CH	N	1	1	9	3	8	10	7	13	12	12	None
Stippa Sae	CH	N	1	2	9	2	10	9	12	10	14	14	None

The Pooby-Snigger family entertains with marionettes and puppets, from the Sunshine Cart. Sometimes the children have to beg to help make ends meet. Cashbox contains 4 CP.

---



---



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Rat Killer \_\_\_\_\_

Watti Qaesi FTR N 3 10 6 7 16 8 10 12 14 6 Dirk

Watti uses trained minks to hunt down rats and charges 5 GP per floor plus 5 SP for each rat killed and 15 GP for each mink killed. Watti has many thief friends who will pay him 5% of the take for the layout and family schedule of nobility and other high SL housing. Seven minks are released per job, ½ HD, AC: 5, HP: 3, 4, 2, 2, 4, 4, 3, 1 - 4/bite. Mice or other small vermin caught costs 1 SP each.

---

---

Roofer \_\_\_\_\_

Gylian Reeder FTR CG 1 7 7 7 17 10 7 12 10 5 Hand Axe

Gylian is known for his skill at repairing old roofs, or building new ones which last, and are somewhat watertight. He charges on the average, 6 SP persquare foot of work, but will modify his price based on complexity of the job and ability of the client to pay. The only problem is that he takes twice as long as any other carpenter to do the job. Not that he needs so much time to work, but that he is afraid of climbing ladders. Once up on a roof, however, he works dilligently and cheerfully. He claims that his fear of ladders is the result of a curse laid on him by a dissatisfied Wizard who did not care for water spots on his grimoires each morning after a rain. Gylian frequently advertises for Fighters who will go with him as "guards" to a parley with the Wizard. He will offer each person who goes with him 7 SP an hour. The only terms of this employment being that he will not object overmuch at the prospect of either helping to fix the roof when they arrive, or being turned to toads. As a side benefit, those who go with him will receive an introductory course in roof repair. So far the idea that his helpers are causing more harm that good has not dawned on Gylian, so he makes a call on the Wizard many times a year.

---

---

Roofer \_\_\_\_\_

Jotham Rusher FTR N 2 5 9 7 14 6 7 10 13 7 Dagger

Most houses get roofed with thatch and pitch but some of the better housing uses slate or tin and tile. Fire is a real problem and Jotham tries to add fire retardants to his pitch (only moderately effective). He wears a ring that squirts a blinding poison, effective for three hours. Cache.

---

---

Ropemaker \_\_\_\_\_

Guthril Rospdan FTR N 1 3 9 7 17 6 8 15 7 7 Flail

Guthril weaves rope out of Hemp, Leather, Hair, Burlap Strips, Hevanniculae Tendrils, Bark Fibers, Creeper Vines, Bindrushes and Wicker Withe. All prices from 4 CP per 50 feet to 18 SP per 50 feet.

---

---

**Ropemaker** \_\_\_\_\_

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
--	-------	-------	-----	----	----	----	-----	-----	-----	-----	-----	------	-----

Nubbos Suppin	FTR	N	1	6	7	6	14	10	6	10	11	10	Glaive
---------------	-----	---	---	---	---	---	----	----	---	----	----	----	--------

Nubbos sells only hemp rope at 11 SP per 50 foot hank. He and other Halflings gather hemp from Targnol Plains not only for its tough fiber but also for making bhang and hashish. Halflings love that comfort feeling.

**Rugs & Tapestries** \_\_\_\_\_

Leeminwa Xamasma	FTR	LE	2	2	6	6	15	16	14	12	17	18	Dirk
Saqiya Kum	FTR	N	1	5	5	6	13	10	11	9	11	12	Dagger
Rafika	FTR	N	1	7	4	5	11	8	12	14	13	9	Saber

Leeminwa and her helpers weave intricate Mats, Rugs, Wall Coverings, Table Cloths and Blankets and sew fabulously designed Fur Pattern-rugs. Leeminwa, from a noble background in the North, is fabulously beautiful but she hides it, painting herself to look common. Cashbox: 18 GP, 235 SP, 9 CP.



**Saddlemaker** \_\_\_\_\_

Ranjan Bastoth	FTR	LG	1	5	8	7	10	11	9	8	14	15	Broadsword
----------------	-----	----	---	---	---	---	----	----	---	---	----	----	------------

Half price: One Centaur Saddle and two Pegasi Saddles. Regular Saddles, 25 GP; specially decorated, 32 GP. Cache.

**Saddlemaker** \_\_\_\_\_

Mervyn Baster	BA	LG	1	4	8	8	15	12	16	10	15	15	Jo Stick
---------------	----	----	---	---	---	---	----	----	----	----	----	----	----------

Mervyn is somewhat eccentric, and refuses to make side-saddles, which he feels to be offensive. He is a very skilled worker, and his saddles are well worth the 30% above the usual price. Has 31 spingots as raw materials and large sack of leather. 25 GP in the till.

**Saddlemaker** \_\_\_\_\_

Scudamore Goyster	FTR	N	1	5	8	7	10	8	9	7	14	12	Military Pick
-------------------	-----	---	---	---	---	---	----	---	---	---	----	----	---------------

Scudamore is a klutz. His fingers are always bandaged from whacking them with a hammer. Despite this, his saddles are quite usable, if unadorned, and he gives a 10% discount because of the lack of ornamental trim. 10 GP hidden under a rock in a corner of the shop.



Saddlemaker \_\_\_\_\_

Ghenpo Pastaroth	Mc	CG	9	50	9	7	10	14	12	13	11	9	None
------------------	----	----	---	----	---	---	----	----	----	----	----	---	------

Ghenpo takes orders for saddles and has no stock on hand except for a few used ones he'll sell. Plain saddles, 45 GP; tooled with decorative designs, 55 GP; outlined in metal, 75 GP; color added, 90 GP. Ghenpo has a few special and unusual gifts: His Open Hand Channel works 100% of the time; damaging sparks fly out from his fingers during an Open Hand if he points his fingers forward; and has the gift of Kenning.

---



---

Sage School of Ancient Verities \_\_\_\_\_

Bransum Wen	SG	LG	1	1	9	8	10	17	18	13	14	16	None
-------------	----	----	---	---	---	---	----	----	----	----	----	----	------

Bransum Wen and his fellow Sages, Pottwick, Perea Panou, Baaldok, Kodadaf, Alamosit, Tantalar, Nygayak and Annis Bhurr, teach 175 students in astrology, logical thinking, science and fine trades' aesthetics.

---



---

Sage \_\_\_\_\_

Lockwood Graff	SG	N	3	7	9	8	6	15	15	11	6	10	None
----------------	----	---	---	---	---	---	---	----	----	----	---	----	------

Lockwood is a wanderer and any students who want to study with him will have to tag along. He currently has three students. Lockwood is good at survival skills, trapping, metaphysics and psychology.

---



---

Sage \_\_\_\_\_

Frey Penman	SA	LG	0	4	9	8	5	16	15	6	8	12	None
-------------	----	----	---	---	---	---	---	----	----	---	---	----	------

Frey has specialized in metallurgy, and his information in this field is 75% reliable. He proudly exhibits a coil of seamless copper tubing on the wall behind his desk. He is willing to sell that secret for 10,000 GP. His treasure consists of his library and 200 SP hidden in a hollow book.

---



---

Sailmaker \_\_\_\_\_

Tadeus Conevacer	FTR	N	1	3	9	7	15	6	14	7	15	10	Short Sword
------------------	-----	---	---	---	---	---	----	---	----	---	----	----	-------------

Tadeus is incompetent, and his sails shred at the first good blow (75%). Never do they last longer than six months. Despite the shoddy workmanship, they are very flashy, coming in all colors and designs, and he often gets the 20% over average price that he asks.

---



---

Sailmaker \_\_\_\_\_

Livermore Canevacer FTR N 1 7 9 7 14 10 8 17 12 13 Mace

Livermore makes quality sails that will last the season. He is known to be a soft touch for a handout, so he has no money at present.

Sailmaker \_\_\_\_\_

K'von Pevill FTR CE 4 25 7 7 10 15 10 9 16 16 Dagger

K'von secretes illegal drugs into hems of sails and certain sailor friends smuggle Diamonds and Emeralds back to him. Bag of gems stashed in chink in chimney. Keeps a vicious patrol Dog who attacks on command.

Sailmaker \_\_\_\_\_

Livermore Canevacer FTR N 1 5 9 7 14 10 8 17 12 13 Mace

Livermore makes quality sails that will last the season. He is known to be a soft touch for a handout, so he has no money at present. Sails, 2 GP per square yard. Customers: NA 1 - 3, Level 2 - 12.

Sailmaker \_\_\_\_\_

Farquhar Pavillonner FTR LG 3 24 9 7 12 10 6 16 15 10 Ranseur

Farquhar is a cantankerous old sod who is probably the best sailmaker in the city. While the sails he make are plain, they will last a minimum of 14 months, possibly two years. Charges 10% over list. His horde of 200 GP, 22 SP and one rare Dwarven Slug (a souvenir) are kept in a ship model on a high shelf.

Sailor \_\_\_\_\_

Suckatoon Saele	FTR CE	4	15	7	5	14	9	7	6	11	4	Dagger
Mosienna	FTR N	4	15	7	5	8	10	11	13	13	3	Dirk
Fobdib	FTR N	5	19	8	5	13	8	9	11	10	6	Sword

Home for a week before sailing again, Suckatoon, the quartermaster for the trading vessel, Majestic Charm, is getting reacquainted with his wife and 7 children N, LVL 1, HP: 1 - 4, AC: 9, Knives. Fobdib, Mosienna's leechy lover, is making himself scarce. Cache in trunk below: 51 beautiful scarves from exotic places. Bag of Invulnerability Potion, +1 Ring of Protection and a Flying Carpet are in false bottom to the chest unknown to the family.

Scribe \_\_\_\_\_

Narsok the Huge	CL	N	1	6	6	7	9	15	13	10	11	7	Mace
Coll Shrebden	FTR	LG	1	4	8	6	14	17	10	16	10	15	Dirk

Narsok and his journeyman, Coll, copy books, scrolls, letters, skins, etc. for nobility, Magic Users and Clerics. Books are 3 CP per page; scrolls, 5 - 8 CP; letters, 1 SP; skins, 4 SP. Magic items cost 90 SP/page for books and 110 GP for scrolls. Because of the danger involved (induced insanity, etc), each spell copied is an extra 45 GP. Diamond dust is inside each quill Narsok uses. "For balance", he says. Narsok must have giant blood in him but he is friendly and gentle. Narsok and Coll produce the best quality product in town but it is too florid for some.

Scribe \_\_\_\_\_

Punbar Natte	MU	CG	4	14	9	7	8	14	9	8	16	5	Dagger
--------------	----	----	---	----	---	---	---	----	---	---	----	---	--------

Punbar serves mainly MUs and CLs and knows the intricacies of spell copying. Magic Scrolls, 150 GP; books, 8 SP per page. He lives in a shack, eats strange unmentionables and never bathes. Cache inside table: Elven Cloak, Bag of Holding, +3 Dagger; cache in invisible chest in attic: treasure map to 3000 GP plus 8 large gems on an island, a magic bow, 80 GP, 20 PP, and a Protection/Magic Scroll. Punbar will tatoo (non-permanent type) any Female with a CHAR 14 or higher for return services.

Scribe \_\_\_\_\_

Mae Zhemaeta	Mc	LG	4	10	8	7	10	12	14	11	14	16	Walking Stick
--------------	----	----	---	----	---	---	----	----	----	----	----	----	---------------

Mae writes a fine hand but she prefers to serve anyone and everyone. Books, 1 CP per page; one page letters 3 CP, with each additional page 2 CP. No scrolls and no magic copied. In her sash, Mae keeps her change - 14 CP, 9 SP, 2 GP. Higher SLs do not get favored treatment so most of her business is with lower SLs.

Seal Maker \_\_\_\_\_

Eldred Carrier	FTR	CE	2	8	7	7	13	9	7	14	14	13	Sword
----------------	-----	----	---	---	---	---	----	---	---	----	----	----	-------

Casts and attaches your seal to a signet ring. Bronze, 2 GP; Silver, 24 GP; Gold, 190 GP; Gems, 50 - 100 GP extra. Also sells ink made of gum and soot, goose quill pens and reed and pulp paper. Will also sell forged seals for 1500 GP.

Shipbuilder \_\_\_\_\_

Evenaus Gynoyr	MU	LE	4	19	5	9	12	10	12	11	8	4	Dagger
----------------	----	----	---	----	---	---	----	----	----	----	---	---	--------

Evenaus practically sleeps in the latest ship he's building but his wife, Zomina, keeps him coming back to visit his estate occasionally at least. Seven servants keep the grounds and estate together and Zomina directs them plus keeps her husband's records. PROB 33%, Evenaus will curse ships he builds for LG types.

Shipbuilder \_\_\_\_\_

Astolphe Menknell	FTR	LG	9	20	7	7	17	17	10	5	7	14	Hand Axe
-------------------	-----	----	---	----	---	---	----	----	----	---	---	----	----------

Astolphe's ships are famed around the world as being either practically unsinkable or death traps. There is a 5% chance each week that an Astolphe-built ship will burst a seam in the first three months and sink rapidly. After that, they take double the usual amount of damage before sinking.

Shipping Line \_\_\_\_\_

Eilif Corser	MU	LE	4	8	9	7	11	14	11	7	13	10	Staff
--------------	----	----	---	---	---	---	----	----	----	---	----	----	-------

Eilif is a moderately honest man, but is known for his trickery shipping contracts. A past master of fine-print, Eilif will do his best to legally cheat his customers. Has a safe – (four doubled gas trapped) in his office containing 486 GP, 842 SP, 1400 CP and the left ear of a reluctant debtor.

Shoemaker \_\_\_\_\_

Dragutin Corwin	FTR	CG	2	7	9	6	8	9	10	14	10	9	Dagger
-----------------	-----	----	---	---	---	---	---	---	----	----	----	---	--------

Dragutin specializes in Expeditionary Boots that are very serviceable, and worth the prices he asks – straight list. Possesses a full Dragon hide (black) and will make armored boot and same for 100 GP.

Shoemaker \_\_\_\_\_

Walford Clouter	FTR	LG	1	6	7	7	14	11	17	5	10	17	Sword
-----------------	-----	----	---	---	---	---	----	----	----	---	----	----	-------

Ever since he was granted a wish by a grateful Fairy Queen (for services rendered), Walford's shoes have been famed for their sheer beauty and durability. They will not scuff or stain and never need oiling or polishing. Hidden in the back are a pair of Elven Boots and an Elven Cloak.

Silversmith \_\_\_\_\_

Damzha Sakoona	MC	LG	10	25	9	7	12	12	14	9	16	15	Dagger
----------------	----	----	----	----	---	---	----	----	----	---	----	----	--------

Damzha skill has made her wickedly known as an artificer of Magical, Clerical, and Alchemical Parathenalia. She has a large selection of Silver Crosses and Holy Stars, as well as Mirrors and Daggers. By a magical process known only to her, she is able to give Silver the hardness of Steel. Another spell gives Silver Weapons an everlasting edge. The cost for a hardened blade is 100GP extra as she does large numbers. The sharpness enchantment costs additional 500 GP, and both spells may be dispelled. She has 1000 GP and a necklace worth 1500 GP. Hangone wants to try and take it from her.

**Silversmith** \_\_\_\_\_

Lafjan Fytekeller      Mc   LG      2   10   9   8   16   11   14      5   13   10      None

Lafjan crafts rings, bracelets, necklaces and other jewelry. Enjoys herbs and mint teas. Travels a lot to the Holy Cities.

---

**Silversmith** \_\_\_\_\_

Gothl Finesilver      MU   N      2      6   9   7   15   16   11   10   12   14      Dagger

Gothl Finesilver hates the trade that was passed down to him and he hates that he's not good enough at magic to be in great demand. However, his finely wrought silver utensils, tankards, cups and platters are. A Rug of Smothering hangs on the wall. Gothl wants to get even with the world for his plight in life. Special cache basement vault, trap protected.

---

**Skins** \_\_\_\_\_

Olbat Squil      CL   CE      2      6   7   7   10   15   16   14   14      9      Dagger

Olbat is a scribe who will transcribe or copy letters, document, etc., for 5 GP per page if nothing is out of the ordinary. Forged signatures, 550 GP; forged wax seals, 400 GP plus expenses and danger quotient. However, Olbat's favorite love is obtaining and selling quality and exotic writing materials, mainly skins. Rubbery Troll hide, 130 GP; Warthog skins, 19 GP; Mummy leather, 27 GP; Orc skin, 5 GP; Balor hide, 902 GP, pieces all letter size. Cache in pouch and 900 GP worth of rare skins in back room.

---

**Skins and Hides** \_\_\_\_\_

Arthol Whythair      CL   LG      4   20   6   6   13   11   13   12   13   16      Dagger

Arthol buys and sells hides at fairly reasonable rates. MUs are among his biggest customers (PROB 20% that 1 - 3 LVL MU and PROB 60% 4 - 8 LVL MU is in the shop). Total hide selling price: Orc, 15 SP; Troll, 3 GP; Goblin, 9 SP; Dragon, small, 90 GP; Basilisk, 19 GP. Two caches. Buys at one half selling price.

---

**Slaver** \_\_\_\_\_

Bal Gatward      FTR   CE      4   26   4   7   15      6   10   16   16      7   Broadsword

Bal has a rotten reputation, even for a Slaver. He specializes in exotic women, and has four on hand. An Elf (Charisma 17), a Dryad (Charisma 18), a Female Centaur (Charisma 16 – in human form ½) and a rare mutated Human, with fur and tail (Charisma 18). 10 SP on his person. The girls are for sale, with a starting bid of 1000 GP each, but since he is hungry for cash, he will come down somewhat.

---



Slaver \_\_\_\_\_

Ingram the Selfish	FTR	N (C)	3	23	5	7	10	7	6	17	16	14	Spear
--------------------	-----	-------	---	----	---	---	----	---	---	----	----	----	-------

Ingram is, at the moment, looking for slaves to sell to a colleague in the City State of the Invincible Overlord — He may attempt to get players drunk to enslave them.

Slaver \_\_\_\_\_

Utibi Sa'oms	FTR	N	6	23	2	7	16	10	8	15	11	9	Partisan
Sajjil	FTR	N	4	20	5	5	14	8	10	16	14	12	Dagger
Tannyim	FTR	N	1	3	9	1	13	12	14	14	15	10	Sword
Sooyassa	FTR	N	2	5	9	1	16	10	15	12	13	11	Scimitar
De'hrekh	FTR	N	1	4	9	1	14	9	12	11	13	9	Broadsword

Utibi has villainous connections in Targnol Port with many undesirables. Most of his slaves come from there. Some come from Freeman who cannot pay their bills. Utibi always has three or four concubines of Charisma 17 or 18 hanging around him. He likes to feed his ale belly and dresses flashily. Many caches. Many rooms of clothes, some of great value. Has a collection of decorative Daggers.

Smith \_\_\_\_\_

Shallel Jejezm	CL	N	1	6	5	6	11	9	17	10	7	14	Hammer
----------------	----	---	---	---	---	---	----	---	----	----	---	----	--------

Shallel prays to each horseshoe, each iron bar, each plate mail piece as he shapes them as his hands are not steady. He cannot do intricate work. Has a pet Snakebird.

Smith \_\_\_\_\_

Aldis Ferrer	Mc	LG	3	15	7	8	10	10	10	10	11	16	Sledge-hammer
--------------	----	----	---	----	---	---	----	----	----	----	----	----	---------------

(Dwarf)

Aldis like many Dwarves, has a weakness for Mythrill, and has a standing offer to make anything at half-price if paid in the metal. As a result, he has one small 50 piece Ingot of Mythrill stashed under the anvil. Cashbox contains 60 SP, 25 CP.

Smith \_\_\_\_\_

Gurney Bellows	FTR	LG	5	20	4	6	8	14	14	5	12	12	Hammer
----------------	-----	----	---	----	---	---	---	----	----	---	----	----	--------

Gurney does only repairs and shoeing. Repairs on plate mail, 100 - 600 SP, depending on damage or he'll buy it for 50 - 300 SP; chain mail repairs, 100 - 400 SP, but will not buy it. Horses shod 5 SP per hoof. He has 676 SP, 45 EP, and 3 PP buried next to his anvil. **Does not like gold** and will not trade in it. Gurney has done Blansomfeather Skyvalley several favors who now is deeply in his debt.

Smith \_\_\_\_\_

Duald Goffe FTR LE 1 1 6 8 16 13 5 10 10 9 Hammer

Duald has a standing offer to buy scrap armor and broken weapons for 10% of list. 15 GP in sock under scrap metal pile. Shoes 3 CP, Stable Care 1 SP per day, grooming 2 CP extra.

Smith \_\_\_\_\_

Lightfoot Feaver FTR CG 1 5 5 7 14 9 10 14 18 7 Sword

Lightfoot keeps talking about dancing, and indeed, is thinking sobriously about converting his Smithy into a Discotesque. He will question customers about the advisability of this with great persistence. 150 SP on person.

Smith \_\_\_\_\_

Dyke Feaver FTR N 2 7 3 7 13 14 14 10 9 15 Spear

Dyke is Lightfoot's mother. She claims that she had him by Parthogenesis. Dyke is the treasurer for the Local chapter of the League for the Abolition of Childbirth, and keeps it's total funds 23 CP under a loose brick near the forge.

Spellbinder \_\_\_\_\_

Talonmouth Talar MU CE 9 18 9 7 9 15 13 7 17 4 Wand

Talar spins spells so intricately that they bind tightly and many higher Level Magic Users cannot undo her work. She is death on LG types as one depowered her father, the great Alafrakshah Mal Noro. Her specialties are Hold Person, Polymorph Self and Others, etc. She takes no jobs for pay but merely involves herself in projects that are rewarding and she can take what she wants. Mycretians are not her favorite people and she watches them closely. She has a Robe of Powerlessness that it takes Remove Curse from two Magic Users to shed the robe.

Spelunker \_\_\_\_\_

Trowbridge Longwalk RGR LG 5 22 5 6 14 11 13 15 12 9 Handaxe

Trowbridge is an excellent Tracker, Cave and Tunnel Explorer and Disguise/Camouflage Artist. He has made friends with Lupin and Canin, powerful King and Queen Wolves of the Western Mountains. They often accompany him on long treks, sometimes with their packs. His brother, who lives in another large city, trains Bears; sometimes they go Rangering together and the animals come along.

**Spice Merchant** \_\_\_\_\_

Alfred Bakon FTR LE 1 2 7 7 10 12 9 14 15 6 Longsword

Sell Capsicum, Cardamon, Zingiber, Lanton Ginger, Myristica, Phoeas Poppy, Turmeric and Hrenadine, 8 - 17 SP per ghru. Most are grown locally and traded for goods from afar. Consults three Mycretians for advice as to quality and varieties. Cache.

---



---

**Spices** \_\_\_\_\_

Ruggles Kelhroon FTR LE 2 12 6 7 15 14 8 12 15 10 Short Sword

Ruggles sells mainly locally but does some trading for fungi from the Holy Cities and rare herbs and spices from the North. He's known as being fair in small trades and not at all fair in big trades and purchases. Hot tempered and hold grudges. Four caches.

---



---

**Stables** \_\_\_\_\_

TodhunterStedmann FTR N 2 7 7 8 17 8 9 14 13 6 Shortsword

Todhunter administers these stables for five squadrons of Royal Cavalry (quartered above the stables). He is the Grand Humbug of a Secret Society to exterminate all Hippogriffs in the Empire. Todhunter is quite candid and often his information for sale to the right bidder. Ten slaves and twelve indentured servants: FTR, N-LG, 1 LVL, 5-3-3-1-5-8-6-7-4-5-4-4-5-6-6-3-2-1-2-3-7-4HP, AC 9, Daggers; work the stables constantly. Extra horses can be stabled (4 SP per day) if a squadron is on patrol PROB 40%.

---



---

**Stables - General Livery** \_\_\_\_\_

Gwyn Mascall FTR N 1 4 7 5 15 10 7 8 11 12 Dagger

Gwyn usually can be found asleep in the stables. He wakes up a couple of times a day to make sure the stable boys are doing their jobs and covering for him. There are eight Stable Boys: FTR, N, LVL 1, AC 9, HP: 5, 6, 3, 2, 8, 7, 5, 5, Dagger. Fees per horse per day (including fodder), 2 SP. Customers: NA 1 - 6, Levels 1 - 12. Horses: NA 2 - 40.

---



---





	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
--	-------	-------	-----	----	----	----	-----	-----	-----	-----	-----	------	-----

Tailor \_\_\_\_\_

Pugab	FTR	CG	3	16	7	7	8	11	12	10	15	11	Quarterstaff
-------	-----	----	---	----	---	---	---	----	----	----	----	----	--------------

Sews up tunics, cloaks and leggings, specializing in cold weather clothing. A Wyvern's bones are buried below the shop with much treasure. A curse is on the bones.

---

---

Tailor \_\_\_\_\_

Tolbech Stodd	MU	N	2	6	9	7	15	16	11	10	12	14	Dagger
---------------	----	---	---	---	---	---	----	----	----	----	----	----	--------

Weaves spells into cloth to repel rain and wind as he cuts out cloaks. He also collects needles made out of Silver and collects Gold threads. Two caches.

---

---

Tailor \_\_\_\_\_

Mollum Frew	Mc	LG	3	12	9	7	12	12	10	11	13	12	None
Kortienna	Mc	LG	1	3	9	6	9	10	12	14	16	17	None
Kort Penx	CH	N	1	1	9	3	8	8	10	14	12	9	None

Mollum and Kortienna live simply, repairing and tailoring clothes. Cashbox, 28 SP. Rabbits, ducks, geese and squirrels frolic about their house as friends. Giant snails keep the house clean and provide a semi-wet manna in their wake which when dried, makes a good bread. Picture of an open hand hangs on the wall.

---

---

Tailor \_\_\_\_\_

Baldor Walshman	FTR	LE	1	8	7	7	9	7	8	8	11	10	Dagger
-----------------	-----	----	---	---	---	---	---	---	---	---	----	----	--------

Baldor is a real dandy, and it shows in the cloths he makes. Since his clothing is so gaudy, and finely made, it is in great demand by the upper class. A full wardrobe of Baldor's will boost Apparent Social Level by 1 for every 500 GP expended. Baldor has a magic chest to hold his treasure in – the size of a small jewel box, it holds 1000 GP. Its additional quality is that, if disturbed, it will stick firmly to the nearest solid object, with the thief's hands firmly fastened to it (the tar-baby effect). Contains 500 GP, 20 SP, and 100 CP, also 1000 GP in assorted small gems.

---

---

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

**Tailor** \_\_\_\_\_

Duer Capron FTR N 1 2 9 7 11 16 13 8 12 8 Sword

Duer is fairly inept as tailors go. He does a satisfactory job of providing cloaks, hoods, and other such garments but whenever he attempts fancy clothes, they come out ill-fitting and ugly. He employs one assistant who is a much better tailor: FTR, N, LVL 1, AC 9, HP: 6. Customers: NA 1 - 8, Level 1 - 8.

**Tailor** \_\_\_\_\_

Ninian Snidkit FTR N 2 9 7 7 11 6 10 13 15 4 Dagger

Ninian is assisted by three apprentices and can usually offer next day service. Quickies: Robes, 2 SP; Tunics, 7 CP; Stockings, 1 CP; Cloaks, 4 SP; and Capes, 1 SP. Ninian's cheap prices counteract his poor personality. One Diamond is hidden in a stuffed Owl perched on the wall.

**Tanner** \_\_\_\_\_

Sallodrath Omar	FTR	N	5	28	9	7	15	12	12	13	14	11	Axe
Faurana	FTR	N	4	21	6	6	16	10	12	14	13	10	Sword
Sium Moh	MU	LG	3	12	9	7	10	16	14	10	12	13	Dagger
Zhalosh	FTR	LG	3	16	7	6	14	12	10	12	13	14	Short Sword
Bradán	CH	N	1	1	9	3	8	13	13	10	14	13	None
Masira	CH	N	1	1	9	3	10	14	16	10	15	10	None

Oaks are hard to find when so many of them close by are protected by Elves. So tannin is more expensive to collect than it should be. Sallodrath encourages and participates in raids on them and their forests. Friends of Elves are enemies to Sallodrath. Cache hidden in workshop table.

**Tanner** \_\_\_\_\_

Bercan Berker FTR CE 1 9 8 7 12 4 10 15 9 18 Longsword

Bercan's shop reeks of spoiled oils and foul chemicals. Huge vats can be seen at the rear of the shop where 16 Gnomes, HD 1, AC 5, Dagger Armed; swarm over the cutting tables and carry wooden buckets. Bercan claims to know a process of tanning the hides of Hell Hounds to a light absorbing quality which renders those wrapped in cloaks of these hides almost invisible at night. The floors are exceptionally slippery and the walls are hung with the hides of many animals. Cow Hides, 4 SP; Sheepskin, 3 SP; Horse Hide, 2 SP; Dog Hide, 1 SP; Ox Hide, 4 SP; Strips, 1 CP/Ft. Bercan's pride, a leather canoe, hangs near the ceiling. He often punishes his Gnome workers by dipping them in the vats, has fits of laughter, and enjoys stomping on the multitude of roaches running across the floor while singing at the top of his voice.



Tanner \_\_\_\_\_

Stopford Barkis	MU	LG	2	7	9	7	7	13	12	9	7	13	Dagger
-----------------	----	----	---	---	---	---	---	----	----	---	---	----	--------

Stopford loves chicken and keeps his flock in a coup at night but out and about during the day. Tans exotic hides with strong acids, tannins and fermenters. Magical Softening spells help, too.

---



---

Tattoo Shop \_\_\_\_\_

Arvo Pender	MU	CG	1	3	9	6	10	11	6	10	13	7	Dagger
-------------	----	----	---	---	---	---	----	----	---	----	----	---	--------

Sailors and Hunters frequent this shop the most. Mermaids are the most popular design. Safety rune is popular, too.

---



---

Teacher \_\_\_\_\_

Aemiery Bursar	CL	N	2	12	5	6	7	11	8	15	8	10	Mace
----------------	----	---	---	----	---	---	---	----	---	----	---	----	------

Aemriery is a firey, brash young Cleric, keen on bringing education to the populace. He is always willing to take on a promising, new student at no cost other than a basic outlay of 3 GP, which goes towards refreshments for the small class. If the student does not measure up to Aemiery's standards, he will find himself being educated by the business end of Aemiery's Mace. If the student continues to disappoint Aemiery, the student will be shown the door and then be deposited in the gutters out front. Aemiery loves riding and will frequently take one or two students on a field trip to find beings interested in a riding game. If no one can be found, Aemiery will conduct a small riding game with his students and when engaged in said manner, Aemiery is peaceful and tolerant of the errors of his students and strives to assist them instead of castigating them.

---



---

Teacher \_\_\_\_\_

Truffit the Cross	FTR	N	1	2	4	7	9	16	8	14	10	9	Dagger
-------------------	-----	---	---	---	---	---	---	----	---	----	----	---	--------

Truffit teaches only younger students reading and scribing. Truffit and his apprentices handle 30 kids a day who show up for learning three hours per day, either morning, afternoon or evening. Cache, 158 CP.

---



---

Teacher \_\_\_\_\_

Sleekbye the Skinny	FTR	N	1	3	5	7	8	17	16	7	14	12	Poniard
Ghurtanna	FTR	N	1	4	7	6	15	10	11	14	12	9	Dirk

Husband and wife teach a few rich students history, philosophy, herbalism, astrology and scribing. Giant Lizards live with the students and provide them with transportation.

---



---

Thief _____	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Cyryl Salty	TH	N	7	28	8	4	13	10	9	11	10	13	Dagger

Cyryl does most of his thieving under contract for other people. If no contracts present themselves before his money runs out, Cyryl will perform minor burglaries on his own. He owns a pair of Elven Boots and can be reached at the Thieves Guild.

### Thief \_\_\_\_\_

Tingur Purloin	TH	CE	4	12	7	5	9	14	13	14	18	10	None
----------------	----	----	---	----	---	---	---	----	----	----	----	----	------

Tingur is a small, unassuming man with piercing eyes and quick hands. Of no fixed abode, or at least no one has found where he lives, he moves with the shadows and is totally familiar with the City. If he attempts to cut a purse and is caught, he will quickly tell the person who caught him that all he was trying to do was get the person's attention. Tingur will further go on to say that he has been "following people around to try to find a quick-witted fellow, like yourself who will help me retrieve my stolen goods from the fat, odious cur who snitched them". If the party goes along to help, more the fool they, for when the job is over, Tingur will scatter off with the goods leaving them in the lurch.

### Thief \_\_\_\_\_

Stikkim Baggit	TH	N	5	31	7	4	10	12	11	13	17	9	Dirk
----------------	----	---	---	----	---	---	----	----	----	----	----	---	------

Stikkim's basement abode looks a mess but below the trash are many trapped pits full of booty. Only he knows the safe way into them. Stikkim always cuts his victims. Loot worth 980 GP.

### Tools \_\_\_\_\_

Riksl Suppin	FTR	CG	2	13	7	6	10	16	12	13	10	11	Dagger
--------------	-----	----	---	----	---	---	----	----	----	----	----	----	--------

Riksl works in wood making only Tool Handles, Mallets, Bench Clamps, etc.; but he assembles and sells many kinds of tools: Box Vises, Block Knives, Mortise Axes, Shingling Hatchets, Cobbler's Hammers, Carpenter's Adzes, Iron Scorps, Wedges, Froes, Drawknives, Barking Irons, Mortise Chisels, Planes, Tang Saws, Frame Saws, Burn Augers, Ream Awls, etc. Riksl shuns Spiders. Because of a curse, if one bites him, he turns into a giant marauding Spider looking for blood. Cashbox.

### Towncrier \_\_\_\_\_

Hagar Gorlkuk	FTR	N	4	29	6	5	10	16	12	13	10	14	Short Sword
---------------	-----	---	---	----	---	---	----	----	----	----	----	----	-------------

In the morning, Hagar cries, "Hey ho! Say so! Sazies stay low. Get up, Shut up, Here ye, Sun up!" At night, he sings: "To bed, To bed, The lights are out, Patrol's about, Enough is said, All's well – Sleep, sleep, sleep."

Trapper \_\_\_\_\_

Beastly Byre	FTR	N	5	38	4	6	7	9	12	9	13	12	Rapier
--------------	-----	---	---	----	---	---	---	---	----	---	----	----	--------

Two Wyverns are very angry at Byre for trapping their tails. He uses a Roe's Eye to keep them under observation so he can avoid them. He has a silver plated hook for a right hand. Money pouch contains 55 GP, 13 SP, 9 CP.

---



---

Trapper \_\_\_\_\_

Bulldarius	FTR	CE	3	15	5	6	16	10	9	14	13	11	Long Bow
------------	-----	----	---	----	---	---	----	----	---	----	----	----	----------

Bulldarius traps for soft furs like Rabbit, Chinchilla, Otter, Mink, etc. Women like him. Bulldarius has heard that a warren of giant Rabbits is out after him.

---



---



Undertaker \_\_\_\_\_

D'heegir Longface	FTR	N	3	25	4	6	14	9	9	16	10	4	Poleaxe
Suum Bombuff	FTR	CE	2	12	4	6	16	11	9	12	12	7	Mattock

These two scoundrels put on sad faces while secretly gleeful that more people are just dying to be their customers. Burying the deceased's loot with him or her is very unwise with "helpers" like these. Ghouls inhabit their graveyard. Eight caches about the office contain 150 - 300 GP each and another contains 2000 GP worth of Gems.

---



---

Undertaker \_\_\_\_\_

Aidan the Frothy	MU	LE	8	19	9	7	7	13	11	6	12	13	Dagger
------------------	----	----	---	----	---	---	---	----	----	---	----	----	--------

Aidan enjoys producing elaborate ceremonies with the help of his three special assistants and thirteen workers. Many of the mere customers are pressed into service as Zombies and Skeletons in the Mage's extensive laboratories far beneath the street level chambers. Complete silence is maintained at all times within the darkened parlors. All the workers are mute and the assistants communicate with sign language to please their master. Services range in price from 20 - 120 GP. The assistants, Gespire Toff, Tvashtarn, and Ribbus the Artificer: LE, MU, LVL 2, HP: 4, 6, 8, AC 9, Daggers; conduct all busines except with aristocratic customers.

---



---



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
--	-------	-------	-----	----	----	----	-----	-----	-----	-----	-----	------	-----

**Wagoneer** \_\_\_\_\_

Donial Pevill	FTR	N	3	11	4	7	15	17	17	16	13	13	2-Handed Sword
---------------	-----	---	---	----	---	---	----	----	----	----	----	----	-------------------

Donial Pevill sells wagons and tests new designs. He likes speed. He once cut a Troll in two by running over him so fast. Donial's most treasured keepsake is an Amulet of Safe Travel. Nevertheless, he keeps an Archer as a body guard.

---

---

**Warehouseman** \_\_\_\_\_

Usqik	FTR	N	5	23	2	4	13	10	8	7	11	9	Sword
Rigbah	FTR	N	3	19	4	4	16	10	12	11	14	10	Scimitar
Waffaq	FTR	N	1	3	6	4	15	8	9	10	11	8	Broadsword
Haklar	FTR	N	1	5	5	4	16	10	8	10	10	6	Pike
Mukfun	FTR	CE	1	4	2	3	15	14	10	11	8	10	Short Sword
Rudyak	FTR	N	2	8	7	3	14	13	13	12	15	6	Rapier

Usqik watches over the Emperor's food and stuffs he trades and keeps. When winter hits, most of the food is stored in the Palace pantries except for grain large storage. Grain tanks take up the Whole of Warehouse Two. Usqik is a good record keeper but is bribeable.

---

---

**Warehouseman** \_\_\_\_\_

Hazard Turnor	MC	N	1	7	9	4	14	11	12	12	5	15	Staff
---------------	----	---	---	---	---	---	----	----	----	----	---	----	-------

Hazard administers a staff of 22 freemen in a wood seasoning warehouse. He has been particularly disturbed lately by an attack by Giant Termites; NA 8-48, HD 1, AC 9, Bite 1-2. Hazard is offering a Bounty of 1 SP per Giant Termite destroyed. The freemen are scared witless of the warehouse at night fall when the insects swarm.

---

---

**Warehouseman** \_\_\_\_\_

Damian Barret	CL	N	4	13	8	4	7	10	12	9	10	13	Mace
---------------	----	---	---	----	---	---	---	----	----	---	----	----	------

Damian protects his private warehouses many of the City's common folk use. Five Fighters: N, LVL 1, HP: 7, 6, 2, 5, 3, AC 4, patrol it.

---

---

Weapons \_\_\_\_\_

Clinch Gowain	TH	N	2	7	7	7	10	13	4	10	15	11	+1 Rapier
---------------	----	---	---	---	---	---	----	----	---	----	----	----	-----------

Clinch keeps four Kobold Slaves, ½ HD, HP: 2, 1, 3, 3, AC 7, Dagger; and an old friend, Bymaster Bigears: FTR, N, LVL 2, HP: 14, AC 5, +1 Sword; to assist customers. Clinch imports his wares from Mountain Dwarves and commands exceptionally high prices. Falchions, 85 GP; Sabers, 80 GP; Cutlasses, 82 GP; Hand & Half Sword, 97 GP; Two-Handed Sword, 140 GP; Rapier, 92 GP; Broadsword, 94 GP; and Dirks, 45 GP. Clinch will haggle but never sells at less than 30% off of the asking price. He keeps a drugged flask of wine beneath the counter. Out of stock for any particular sword. . . .PROB 20%.

Weapons \_\_\_\_\_

Eilbard Cuttler	FTR	LG	2	12	6	6	12	7	18	6	14	13	2 HD Sword
-----------------	-----	----	---	----	---	---	----	---	----	---	----	----	------------

Sells and sharpens blades of all types. Handles come in Jade, Ebony, Gold, Silver, Bronze, Iron, Pearl, Oak, Emerald, etc. Sometimes Eilbard has his six Amazon Guards dance and march, showing off his knives in throwing exhibitions. Nine gems in iron filings jar.

Two Edged Weapons \_\_\_\_\_

Bobibar Belgaeforin	FTR	N	3	13	2	7	15	10	10	11	11	12	Sword, Dagger
Sergeant Gaxtor	FTR	N	2	8	4	7	17	14	15	17	16	15	Sword
Sergeant Zammar	FTR	N	2	6	2	7	16	12	13	15	15	12	Sword
Lakthorpe	FTR	N	1	8	2	5	14	13	14	17	12	10	Sword
Halfling Hossintook	FTR	N	1	3	6	4	13	14	13	15	15	14	Dagger
Wood Elf Elrafin	FTR	N	1	6	6	5	16	15	15	15	16	14	Dagger

Bobibar sells and takes orders for any weapons that have two sharp edges – Double Axe, Daggers, Swords, Dirks, etc. He has three armorers, a Dwarf, Halfling and a Wood Elf, who do good, fast work. Bobibar also employs two sergeants to round up used, lost, or captured weapons for refurbishing and selling. Used Swords, 3 - 12 GP; New, 5 - 40 GP; +1 Swords, 60 - 120 GP; Daggers, 2 - 8 GP; Dirks, 1 - 4 GP; Axes, 3 - 12 GP. Six caches.

Weaver \_\_\_\_\_

Dikl Weaff	FTR	LG	1	9	4	6	12	9	11	9	12	12	Broad Sword
------------	-----	----	---	---	---	---	----	---	----	---	----	----	-------------

Dikl weaves rugs 3 - 30 GP, clothes (lightwear, 2 - 40 SP; heavywear, 4 - 80 SP) and tapestries, 20 - 70 GP. Clothes and tapestries by special order only, one third down. There are 32 rugs (20 - 75 GP) in the shop. Ten FEM helpers, FTR, N, LVL 1, HP: 1 - 4, Daggers, also guard the shop at night. Cashbox contains 18 GP, 10 PP, 7 SP. Dikl wears a chain of gold and jewels worth 240 GP.



Weaver \_\_\_\_\_

Hildric Sakwebb	MU	N	2	2	9	6	9	14	13	10	12	8	Dagger
-----------------	----	---	---	---	---	---	---	----	----	----	----	---	--------

Hildric weaves only coarse gray winter wools. Part of his loom dismantles into a +1 Long Bow. Moths flutter about the lanterns which light the loom.

---



---

Weaver \_\_\_\_\_

Holden Wrac	FTR	N	3	16	7	7	12	10	10	10	12	10	Axe
Jahridnu	FTR	N	1	2	7	6	11	11	10	13	13	14	Dagger
Scirab Fas	CL	N	1	5	7	7	11	17	16	14	15	13	Staff

Holden and his friends, card, spin and weave fine threads into fine materials. Linen by flax, worsted wools by long fibered wool, satin by silk, felt by fur, gossamer by Black Bottom Spiders. Gold thread can be woven into your order if paid in advance. Black Bottom Spiders weave a tough "silk"; rowdies will find themselves all wrapped up.

---



---

Weaver \_\_\_\_\_

Phanthel Blott	MU	N	7	27	9	7	11	11	10	7	9	13	Dagger
----------------	----	---	---	----	---	---	----	----	----	---	---	----	--------

Phanthel keeps a Broom of Flying handy for his many trips and Elven Boots for his spying activities. He works for the Emperor, mainly finding out what the Invincible Overlord is doing. He is a master of Disguises.

---



---

Wet Nurse \_\_\_\_\_

Plump Plimmentheld	FTR	LG	2	8	9	5	14	10	10	17	11	8	Broadsword
Badra	CH	N	1	2	9	1	8	12	12	15	14	11	None
Chutt	CH	CE	1	3	9	2	9	15	14	11	15	10	None
Twik	CH	N	1	2	9	1	9	10	13	12	16	11	None
Brena	CH	CG	1	4	9	2	10	8	10	10	14	12	None
Mallo	CH	N	1	1	9	3	11	6	7	9	13	11	None

Plimm takes on toddlers and infants, caring for them while their high Level parents take care of the City's business. Her own five children "help". Eight cows in the barn provide fresh milk for those Plimm can't feed from herself. Her cookhouse is amazing for its cleanliness, the barn for its muck. Plimm hides runaway Serfs for a year and a day, helping them become villains (some become apprentices). The barn is so foul it is the perfect place to hide.

---



---

## Wet Nurse \_\_\_\_\_

Zenda Frump	FTR	N	1	5	6	5	9	9	6	10	15	8	Dagger
-------------	-----	---	---	---	---	---	---	---	---	----	----	---	--------

Mogan and Zenda scrape out an existence feeding infants and hauling firewood. Mogan is easy-going, Zenda is uppity and headstrong. She feeds and cares for three very hungry kids of Noble families. She occasionally gets a piece of jewelry as a gift which she immediately hocks.

---



---

## Wheelwright \_\_\_\_\_

Bannon Wayhb	FTR	CE	3	16	5	7	7	11	12	9	14	7	Mallet
--------------	-----	----	---	----	---	---	---	----	----	---	----	---	--------

Bannon's hub cradle holds his hubs (naves) which are mortised to receive the dished spokes. Carefully he fits the felloes to the spokes, backscrapes them smooth and measures the sheel circumference with his traveller for the Blacksmith's tiring. Marked with bacon fat for luck and initialed for identity, the wheel is ready for its wagon.

Chasm imps regularly steal Bannon's tools but he gets even with them with a certain potion he has and then they return them for awhile. Bannon owns potion of Diminuation. He keeps three Diamonds hidden in a hub mortise. Cache.

---



---

## Whips \_\_\_\_\_

Waldegrave Skiver	FTR	CG	1	3	8	6	13	14	7	13	9	9	Long Sword
-------------------	-----	----	---	---	---	---	----	----	---	----	---	---	------------

Ninetailer, 5 GP; Leaded, 4 GP; Tipped, 3 GP; Plain, 2 GP; Flogger (short handle), 1 GP. Waldegrave is a masochist.

---



---

## Wig Maker \_\_\_\_\_

Steponas the Eager	CL	LE	2	11	5	8	9	10	16	13	8	7	Mace
--------------------	----	----	---	----	---	---	---	----	----	----	---	---	------

The finest Wig Maker in the whole Empire, Steponas hard sells his wares, depending on his pitch mainly upon vanity. He constantly flashes his many rings, bracelets, wigs and fancy clothes, trying to shame the higher Social Levels and to increase his stature and visibility. It doesn't always work.

---



---

## Wine \_\_\_\_\_

Otton Bushem	CL	N	3	17	7	7	8	8	13	11	10	9	Mace
--------------	----	---	---	----	---	---	---	---	----	----	----	---	------

Bottles of Rotgut go for 8 SP; average domestic wine, 12 SP; good domestic wine, 2 GP per bottle; imported wines go for 3 GP and up. PROB 50% halflings will be given a free bottle (after purchase). Otton hates Mer Shunnans and charges them double.

---



---

Robek Wine Shop

Fleid Robek	FTR	CE	4	16	3	7	13	11	14	13	6	11	Long Sword
Brodnibb Urn	FTR	N	3	15	3	7	5	11	15	8	13	8	Short Sword

Specializing in cheap wines (280 GP per tun), Robek and Brodnibb do a booming business, keeping peasants happy. They also smuggle illegal drugs in false bottom tuns to keep the peasants happy. Caches: four in basement cask storage room including one that has a bag of gems; two in main shop selling area and three special caches in back room.

Zhama'at Wine Shop

Zhama'at	FTR	N	3	13	7	9	15	14	13	15	15	12	Dagger
----------	-----	---	---	----	---	---	----	----	----	----	----	----	--------

With the help of his assistant, Honor Mckthoth, Zhama'at sells 45 varieties of wines, most in the intermediate price range, around 360 GP per tun. Zhama'at's vineyardist, Fyfon Heneworth makes deliveries monthly from his cave winery along the banks of the River Leandor. The cool shop basement holds 350 large casks (tuns) plus 950 small casks (barrels, at 48 GP each, equal 31½ gallons; 8 barrels equal one tun). One barrel, cleverly devised, holds 100 PP and 60 GP plus a bag of gems in a large false bottom. There are two cashboxes in the shop.

Witch

Morkweb Green-Shoot	MU	LE	9	49	9	6	11	15	15	15	16	12	Wand
One Eye	CAT	CE		3	9								Claws
Long Nail	CAT	CE		1	9								Claws
She Cat	CAT	CE		2	9								Claws
Black Star	CAT	CE		1	9								Claws
Spit Claws	CAT	CE		4	9								Claws

Known by her cats as Ssssheeeeeeah Ffft, Morkweb has a talent for talented cats. All of her cats are deadly weapons and are experienced in the ways of evil witches. The key to their strength is their lightning reflexes as they can have a Magic User's eyes scratched out before he can utter a spell. Other cat talents: Screeches of Deadly Fear; Spell Enhancement; Catching Ingredients for Brews; Night Sight; etc. Morkweb lives potions and brews. Specialties: Frog and Toad Brew; Hairy Horror Brew; Forgetful Slime Brew. Morkweb is tricky. Watchout! She also loves to eat children. There are five caches plus four special caches in her shack.

Witch

Clawbone Hakkle	MU	LE	4	8	9	5	8	8	10	15	8	13	Dagger
-----------------	----	----	---	---	---	---	---	---	----	----	---	----	--------

Clawbones reads fortunes, cooks up witches' brews (weak potions) and travels to Covens to learn evil deeds. Collects Amulets that supposedly are of luck and power.

## Witch \_\_\_\_\_

Agglerooot Wortstinger	MU	N	6	13	9	5	10	14	12	12	16	10	Dagger
	<b>Class</b>	<b>Align</b>	<b>HD</b>	<b>HP</b>	<b>AC</b>	<b>SL</b>							
Hefflestoot	Newt	N	½	4	5	1							
Kerr Roak	Frog	N	½	3	7	1							
Grog	Toad	N	½	1	7	1							
Cushion	Spider	N	2+2	12	9	1							
Scuttlecot	Roach	N	¼	2	3	1							

Agglerooot Wortstinger is a very fine witch. She controls herself from eating children and limits her battles with Malgethon to only one a year. However, she loves collecting creepy crawlies, gold, gems, magic items and forbidden knowledge. She thinks she will soon know where the Black Cauldron is. No caches – all the loot is just laying about – but watch out. The creepies will get you (2 - 6 HD).

## Wood \_\_\_\_\_

Mogan Borders	FTR	N	3	12	5	5	10	6	11	13	9	9	Short Sword
---------------	-----	---	---	----	---	---	----	---	----	----	---	---	-------------

A small shop with a large variety of exotic woods. Mogan is on fairly good terms with Elves and Druids since he is careful to take dead wood. Some types of Magic Users frequent his shop in search of spell ingredients.



## Zookeeper \_\_\_\_\_

Scapedown Sotar	FTR	N	4	20	7	7	14	9	14	15	13	10	None
Rodert Gerimandor	FTR	LG	1	5	7	6	15	12	8	11	15	12	None
Karim Longfingers	Mc	LG	1	6	9	6	13	16	16	12	14	11	None

A small Zoo of exotic and not-so-exotic animals attracts children and flies. The monkeys are trained pick-pockets. Watch out. Scapedown oversees, Rodert cleans and Karim feeds.

