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URBAN DRESSING: MARKET STALLS

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

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

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

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



CREDITS

Design: Brian Liberge
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Thank you for purchasing *Urban Dressing: Market Stalls*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

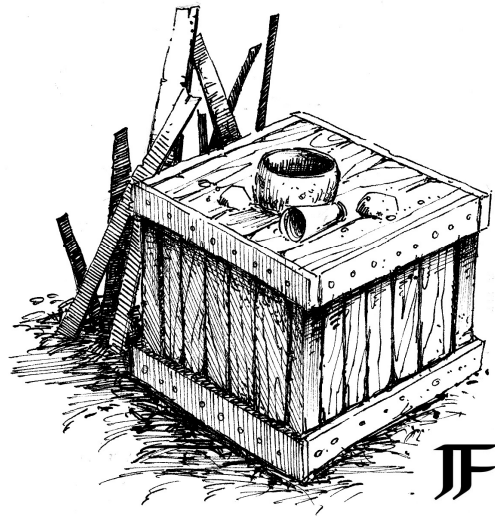
Email us at gatekeeper@ragingswan.com.

ERRATA

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

ABOUT THE DESIGNER

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



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FOREWORD

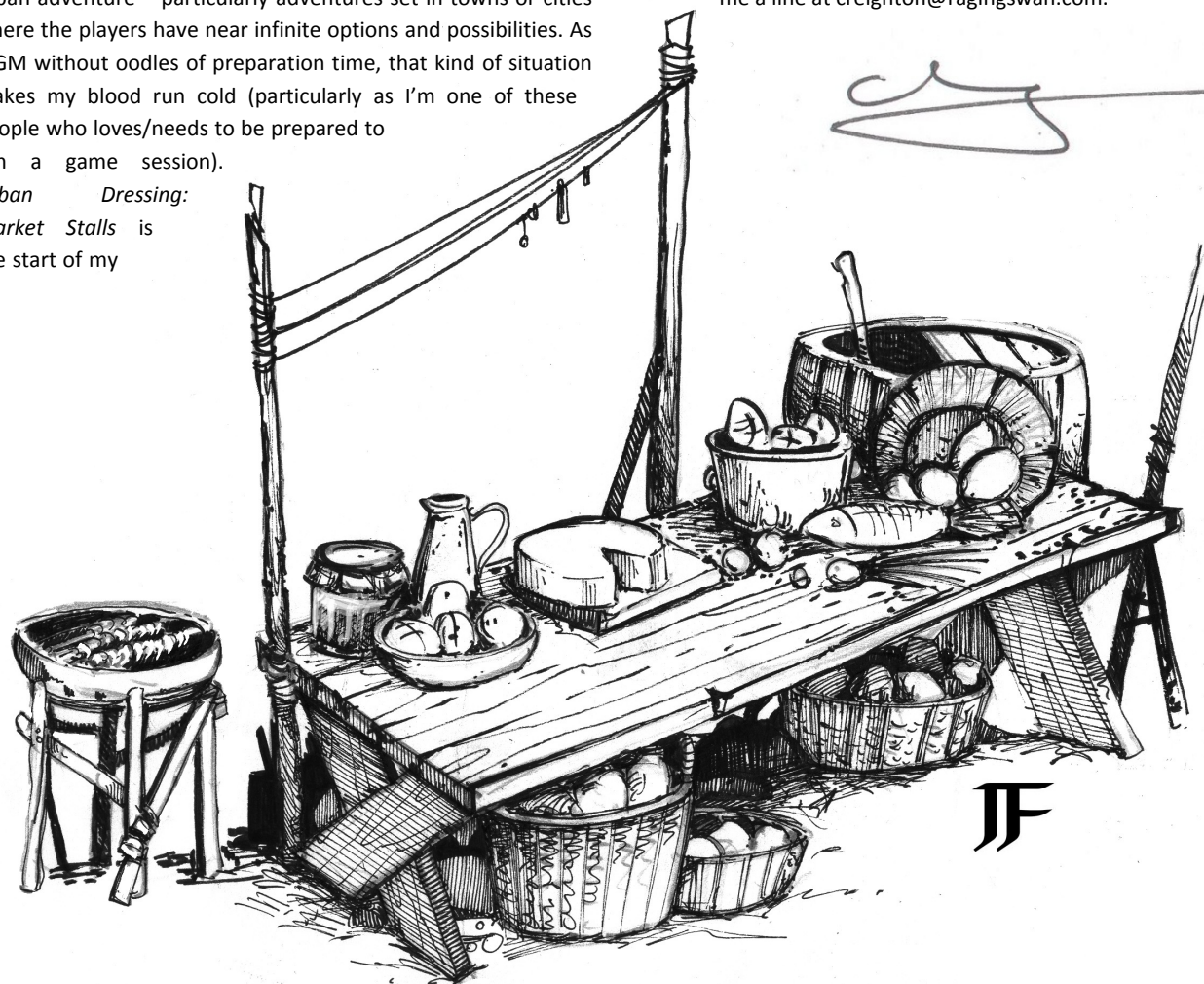
Urban Dressing: Market Stalls is a double first for Raging Swan Press. Not only is it the first in a new line but also the first supplement written for Raging Swan by Brian Liberge (and with any luck, it won't be the last!)

The Urban Dressing line was born out of the success of the Dungeon Dressing line. Not only have I had terrific fun working on the various Dungeon Dressing supplements, but I've come to realise just how valuable a resource such products can be for the harried GM. As a GM, one of my most hated enemies is the urban adventure – particularly adventures set in towns or cities where the players have near infinite options and possibilities. As a GM without oodles of preparation time, that kind of situation makes my blood run cold (particularly as I'm one of these people who loves/needs to be prepared to run a game session).

Urban Dressing: Market Stalls is the start of my

Urban Adventure Survival Kit – a collection of things I can tuck away in my GM's folder for use when my players go "off piste." The next instalment will focus on craftsman's shops as, after all, one of the main reason to go to a town or city is to shop. Are there other subjects you think would be a worthy focus of an Urban Dressing instalment? If there are, why not let me know at the address below.

I hope you find this instalment of Urban Dressing useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



IF

A: CHARACTERISTICS & APPEARANCE

Every market stall should have a distinctive appearance. Use this table to generate such interesting characteristics and features. Some features may be inappropriate based on your set up or what the PCs have encountered. Ignore such results and simply re-roll.

D%	
1	A simple wooden handcart that has seen some wear but is still in working order serves as this mobile stall.
2	The bark remains on this roughly-made, oaken handcart, granting it a rustic appeal.
3	An old, wooden wheelbarrow, far past its prime, is piled high with merchandise. Its single wheel swivels this way and that when pushed.
4	This iron cart creaks on four oversized wheels. Dwarven runes adorn each side telling of the founding of the legendary dwarven stronghold Thor-Dilak.
5	An enslaved bugbear, heavily burdened by several saddlebags, acts as his master's mobile stall. Its fur is matted with dirt and dried blood and it looks thoroughly downtrodden.
6	A covered wagon, sporting a foreign flag, sells its wares directly from the back.
7	A huge, muzzled brown bear pulls an uncovered wagon of heavy oak.
8	A modest wooden cart distinguishes itself with a hand painted canvas sign that hangs off one side.
9	This cart of bronze has jade decorations and smells of incense.
10	A quartet of young children carries baskets on their heads.
11	An old mule pulls a rickety cart whose missing planks have been hastily patched with hides.
12	An elephant carries a small stall upon its back. Patrons can gain access one at a time by climbing a rope ladder lowered down one side.
13	This small stall comprises a small handcart made of bamboo tied together with vines.
14	This stall comprises a heavy wooden cart that features a large bust of a ram at its front.
15	A team of porters have lifted a small raft into the market place, laden with wares.
16	Three camels (or horses) carry goods in hand-woven baskets. Each basket is covered with a colourful cloth.
17	This wooden cart smells of cinnamon, though it holds none.
18	The broken foundation of an old tower forms the boundary of this stall. Weeds grow thickly on the remaining walls.
19	A rowboat set with wheels serves as a makeshift cart.

20	This horse-drawn carriage has heavy curtains so patrons can view its wares in private. Customers are only admitted one at a time and the merchant within rarely reveals himself.
21	This wooden stall is topped with billowing exotic silks of yellow, red and white.
22	This handsome stall looks quite new and features a red slate roof.
23	A few barrels topped with an old door serve as a makeshift stall. The old door is heavily stained and pitted.
24	Several large chests set around a carpet of red and gold serve as this merchant's stall.
25	A steel stall marked with engravings of giant eyes catches the sun's reflection.
26	This stall built of piled driftwood still smells of salt and the ocean.
27	This iron stall is adorned with totems to the local thunder god.
28	This open tent is made from imitation dragonhide.
29	This tent is made from interwoven multi-coloured silks. Colourful guide ropes hold it to the ground.
30	A stall that was originally a stack of crates has been patched and reinforced so many times that it has been made permanent.
31	The frame of this stall is made from the jaw bone and skull of a giant serpent (complete with fangs).
32	This stall is constructed of salvaged wood from wrecked ships; fishing nets serve as its roof.
33	The base of this stall is made from cut sandstone set without mortar.
34	This wooden stall has ivy growing up its columns and along its canvas roof. Within it is cool, but musty.
35	A simple wooden stall has living leaves sprouting from one of its posts.
36	The base of this stall is set with finely cut stones.
37	One side of this stall has a large hole from which rats scurry back and forth.
38	A large mastiff snores loudly under this wooden stall.
39	The base of this stall is made of large rocks, fitted expertly with smaller rocks to form a solid counter.
40	A dried monkey hand hangs from one of this stall's wooden posts.
41	Four bronze spears hold up a roof comprising the faded flag of a legendary kingdom.
42	This stall made of finely crafted darkwood features carved druidic runes in each of its posts.
43	This simple wooden stall has a painted sign hanging in front warning "No halflings."

44	A carving of a flying dragon serves as a sign set high above this stall's merchandise.
45	The wood of this stall is charred black and still smells of smoke, having been salvaged from ruined buildings.
46	This wooden stall features a series of mismatched drawers along its front.
47	Wind chimes all along the awning of this stall tinkle in the breeze.
48	The wood of this stall has begun to rot; tiny insects crawl all about.
49	Green shingles cover the base of this stall under a slate roof.
50	This stall is constructed of shining, polished bone.
51	Numerous delicately balanced pots hold this stall's wares.
52	Four walls of beads, strung from wooden posts, obscure this stall's interior.
53	The stuffed head of a fox, mouth agape, serves as this stall's sign.
54	An old wagon with no wheels, set atop crates, displays this stall's wares.
55	Two white stone columns, remnants of an old shrine, mark the entrance of this stall.
56	Stone statues of local gods serve as the pillars that hold this stall's hide roof aloft.
57	This wooden stall has red ribbon tied to its posts.
58	This oaken cart has three brand new wheels.
59	Faces of old men decorate this steel stall.
60	This red stall has yellow linen curtains.
61	This stall features a brick base finished with scrap wood.
62	This stall is nothing more than a burlap tent that smells of wet cat.
63	This stall keeps a small wooden torch lit even at midday as a tribute to the fire goddess.
64	A small boy sits in front of this simple stall, playing a tin whistle.
65	Two vendors share the same small stall, constantly bickering over space.
66	A small sign above this stall offers a free haircut with any purchase.
67	Old glass bottles set in plaster form the counter of this stall.
68	"Guaranteed Not Stolen" promises the sign hanging above this stall.
69	A small, trained monkey offers wares to passersby and dances for a copper piece.
70	A bloodied butcher knife, used to deter thieves, hangs on display on one of the stall's posts.
71	A glass counter reveals finer goods locked within the front counter of this stall.
72	This green painted stall has a string of bells hanging between its two main posts.
73	A merchant sits atop a pile of merchandise, but makes no effort to attract buyers.

74	Garlands of faded flowers decorate this wooden cart.
75	A small portrait of a famous holy man hangs from one pole of this stall.
76	Old bookcases, crammed with merchandise, form a back-wall for this stall.
77	The front of this stall is painted in a dizzying array of colours.
78	Four trees form a natural canopy over this stall.
79	This stand is formed from wet sand, dried in the sun and adorned with starfish.
80	The front of this stall is only a foot and a half in height; it caters to smaller patrons.
81	This wooden stall displays no wares. Prices are debated up front and then the goods are delivered from a secret warehouse.
82	The merchant displays the first copper piece he ever earned in a small glass jar. He views it as his lucky charm and will not part with it.
83	The counter of this stall is made of a large wooden crate, wrapped with chains as if trying to keep something trapped within.
84	This wooden cart is painted silver with small engravings to appear as worked metal.
85	A cage of small birds sits behind this stall filling the air with chirps and tweets.
86	This stall has a smooth, polished marble counter.
87	Curtains of leaves, sewn with gold thread, form the walls of this stall.
88	Piled lobster traps with a counter top of plywood form the front of this stall.
89	The roof of this stall is draped in black fabric decorated with silver star beads.
90	An oversized wool tent that seems unusually drafty serves as a makeshift stall.
91	A wooden board is missing from this stall revealing a flickering light within.
92	This old iron stall is covered in rust.
93	This wooden stall has a large spider-web between its posts. A large spider lurks within.
94	This blue-grey stall is marked by a silhouette of a mermaid on its sign.
95	This steel and copper push cart has visible turning gears.
96	A brand new stall of pine. The wood is still sticky with sap and smells pungently.
97	Decorations for the Summer Solstice decorate this stall, weathered from being left up for extended periods.
98	This faded green stall has half circles carved out of the front.
99	The splintering wooden frame of this stall has been hastily covered by an old curtain.
100	Wares are stacked and spread across this stall using no containers or any sense of organization.

B: WHAT'S FOR SALE?

Market stalls sell an incredible variety of things. Use this table to determine what a randomly visited stall is selling.

D%	
1	Dried fruit
2	Fresh local fruit
3	Exotic fruit from neighbouring kingdoms
4	Local produce
5	Butchered animals
6	Live poultry
7	Fresh bread
8	Fanciful pastries
9	Coffee and tea
10	Roasted meat on wooden sticks
11	Green bubbling beverages that ease aches
12	Fresh flowers
13	Cheap jewellery fashioned with garnets and pearls
14	Raw gemstones
15	Fine jewellery in a range of prices
16	Grains
17	Small trained animals
18	Horses/Camels
19	Exotic mounts
20	Leather and hide armour
21	Steel armour and shields
22	Iron weapons
23	Iron cooking supplies
24	Lanterns and oil
25	Ropes and nets
26	Woven baskets
27	Clay pots and pitchers
28	Second hand furniture
29	Wooden carvings
30	Silver holy symbols and idols
31	Fish
32	Crabs, clams and oysters
33	Cooking oils
34	Animal feed
35	Fertilizer
36	Banners of different guilds, adventuring parties and noble houses
37	Jars of honey
38	Spices
39	Jams and preserves
40	Bows and arrows
41	Kegs of ale
42	Candles
43	Cheese and mil
44	Wool
45	Reams of cloth
46	Patched clothing
47	Fine clothes
48	Travel clothes and hats

49	Farm tools
50	Barrels and crates
51	Fine instruments of copper
52	Glass bottles and bowls
53	Healing herbs
54	Odd arcane reagents
55	Painted holy idols
56	Paper, ink and scroll cases
57	Leather and canvas bags
58	Dyes
59	Furs
60	Money changing
61	Potions and oils
62	Minor enchantments
63	Wooden staffs and simple weapons
64	Fortune teller
65	Lace and embroidery
66	Books and scrolls
67	Locks and keys
68	Small cages and hunting traps
69	Blacksmithing
70	Cobbler
71	Fine perfume
72	Scribe services
73	Silversmith
74	Soap
75	Rugs
76	Woven tapestries
77	Taxidermy
78	Holy water
79	Fine knives
80	Wooden toys
81	Wheels and rods for carts
82	Information
83	Poison
84	Acids and solvent
85	Eggs
86	Nuts
87	Chains and manacles
88	Carts and wagons
89	Random pieces of used armour
90	Seeds
91	Slaves
92	Religious guidance
93	Water clocks
94	Tobacco and smoking weed
95	Cattle, pigs and goats
96	Instruments
97	Travel gear
98	Alchemical items
99	Makeup
100	Messenger services

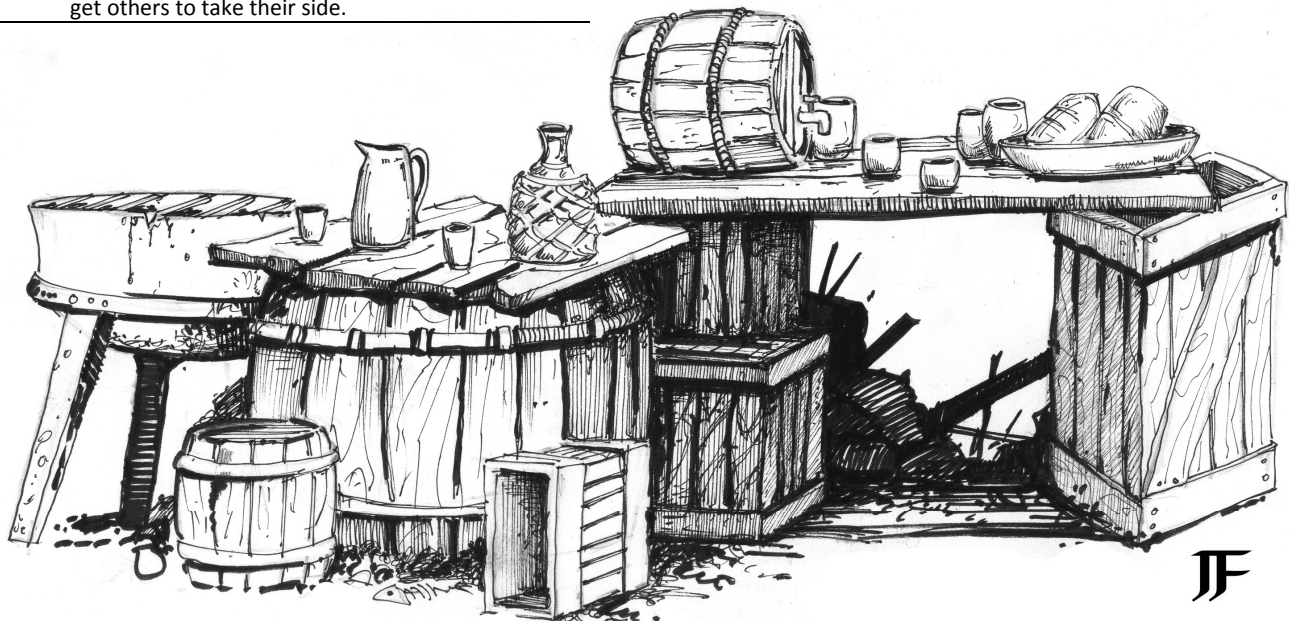
C: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to walk up to a stall and buy something, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs may encounter while trying to make their purchase.

D20

1	Goats have gotten loose in the area and several try to eat merchandise within reach.
2	An angry noble with several members of the town guard are trying to seize the property over past due rent.
3	A wailing haunt loudly bemoans her lost love.
4	An irate young man complains that he was almost killed by his last purchase. When pressed he explains ludicrous extraordinary circumstances.
5	The last due shipment of goods is late by a week and there is no news as to when it will arrive.
6	A handful of young nobles are belittling the owner due to unfashionable décor.
7	A religious group pickets the stall over a perceived slight towards their god in the way the merchant prepares his goods.
8	The ground below the stall has collapsed into a sewer; most of the stall's goods are lost in the fetid waste below.
9	The salesman is clearly prejudiced against elves and fey serving them last and refusing to make eye contact.
10	A burly looking man and his friends are demanding "free samples" and look like they mean to take them with or without permission.
11	A middle aged couple in front of the stall, both drunk, are having a screaming match and trying to get others to take their side.

12	The merchant's daughter left last night to make a delivery and hasn't returned since. The merchant desperately tries to hire the heroes, not worried for his daughter's safety but rather that she has run off with his rival's son.
13	The owner has been disfigured by a hag's curse and offers deep discounts to whomever can bring in her head.
14	The merchant offers to purchase cursed items at full value but refuses to give his reasons why.
15	Strange moans come from the rear of this stall that the owner blames on the wind. Investigation reveals several animate zombie heads in a chest that the owner claims no knowledge of.
16	A bard harasses any attractive individual who enters. When the owner is questioned he confesses that he is in debt to the bard and cannot bring himself to kick him out.
17	A fellow patron confronts any religious PC and begs to speak with them in private. If granted an audience he admits to being a murderer before drawing a dagger and trying to slay the PC.
18	A rare item was delivered without the key to its superior lock (DC 40 Disable Device). The merchant is paranoid of magic and needs someone to either pick the lock or locate the key.
19	A team of orphans begs outside while another pickpocket those distracted.
20	A clever rogue moves about the stalls stealthily pulling tricks on customers. He won't leave without a refund and an apology from the stall owner.



IF

D: ASSOCIATED NPC

Use the NPC bios below to portray the folk encountered near the market stall. Either randomly determine which NPC the PCs encounter or choose a suitable candidate from the table below.

D20	NPC
1	Ellara Peel LG female human aristocrat 2/expert 1
2	Jammen Downburrow N male halfling expert 1
3	Rimbar LN male dwarf fighter 2/rogue 1
4	Hal Grithel CN male human commoner 2
5	Bellis Beewetter N female halfling expert 2
6	Fauntal Everleaf CG female elf wizard (enchanter) 3
7	Hela the Brat CN female human aristocrat 3/rogue 3
8	Vanviral LN male tiefling expert 2/bard 1
9	Job Gwyer NE male human commoner 1
10	Grod CN male half-orc barbarian 2
11	Scythe N female half-elf expert 3
12	Len Dender N male halfling commoner 3
13	Doran Darkglint LN female dwarf expert 4
14	Hanrik the Hand CN male human bard 1/rogue 3
15	Ismith NG female aasimar oracle (life) 2
16	Alaquin of Dreyamore CG male human commoner 2
17	Hesk Eyepopper N male dwarf fighter 1/expert 2
18	Maldrid CN male elf class aristocrat 2/expert 2
19	Georgel Lowland LN male human commoner 1/warrior 1
20	Steflively Greenbillow N female gnome sorcerer (destined) 1

ELLARA PEEL

LG female human aristocrat 2/expert 1

Appearance: Young and thin with fair skin and soft features. She wears a silver signet ring of a minor noble house.

Personality: Ellara is optimistic and full of life. She is always ready to try to fill a strange custom order.

Mannerisms: She is very quick to laugh with a high-pitched giggle, even when a joke is unintended. When her ability is questioned she assumes the person doesn't know better and reasserts herself quickly.

Hooks: The stall was acquired by her wealthy father when the previous owner could not pay his loans. She has over promised on some custom orders recently and needs adventurers to secure some hard to find items.

The previous owners are upset that their shop was taken and look to discredit Ellara in the eyes of her father.

JAMMEN DOWNBURROW

N male halfling expert 1

Appearance: Wide with a mop of curly brown hair and nose that leans to the left.

Personality: Gives a general air of confusion as if lost in thought.

Mannerisms: He's easily distracted and tends to stare off into space.

Hooks: Jammen is under the sway of an imp who whispers to him while invisible. What interest could the infernal hells have in such a simple salesman?

RIMBAR

LN male dwarf fighter 2/rogue 1

Appearance: A tangled brown beard and great, bushy eyebrows. The top of his left ear is missing.

Personality: He always seems tired and a bit grumpy.

Mannerisms: Rubs his hip whenever fighting is mentioned.

Hooks: A veteran of war, Rimbar has a particular interest in news of battle and is willing to make deals or part with personal items in exchange for news from his home region.

HAL GRITHEL

CN male human commoner 2

Appearance: Reddish orange hair with a wicked grin.

Personality: Morose.

Mannerisms: Pulls on bits of his hair while talking.

Hooks: Hal used to have ties with the alchemists' guild (he was a servant there) but blames them for the death of his wife. They fear he knows their secrets and want him to return to serve the guild or die.

BELLIS BEEWETTER

N female halfling expert 2

Appearance: Long dirty blonde hair, tied back. She always wears a brown leather vest over her clothes.

Personality: Serious and down to business.

Mannerisms: She speaks in short direct sentences, never wasting any time.

Hooks: Bellis accidentally insulted the mayor's assistant with her direct attitude and now tariffs are being raised across the city.

FAUNTAL EVERLEAF

CG female elf wizard (enchanter) 3

Appearance: Pale blonde hair adorned with bits of ribbon and coloured glass. Her robes are of strong, vibrant colours.

Personality: Very happy with bursts of hysteria.

Mannerisms: Compulsively sorts things by colour and radiance.

Hooks: Needs someone to travel to the Hedgeroot forest to meet with the druid there under the next full moon, in order to acquire the reagents needed for her next enchantment.

HELA THE BRAT

CN female human aristocrat 3/rogue 3

Appearance: Stunningly beautiful with clothing that is always in the latest style and the highest quality.

Personality: Aggressively egotistical.

Mannerisms: Rarely makes eye contact except when she believes you are the only one that can give her something she wants.

Hooks: Last of a noble line, Hela has squandered most of her fortune but still manages to keep her lifestyle. She has acquired a few items that would be in poor taste to sell and wants the party to contact a particular necromancer to arrange a meeting.

VANVIRAL

LN male tiefling expert 2/bard 1

Appearance: Handsome with a black, thin beard, two curling horns and pale red skin.

Personality: Calm and pleasant even when insulted.

Mannerisms: He always smiles when he is speaking with someone. When he enters a room, his eyes dart about nervously.

Hooks: Vanviral is in the pocket of the local thieves' guild and warns them of items of interest when new folks come to town. He has had one too many narrow escapes and will consider going straight if presented with a way out.

JOB GWYER

NE male human commoner 1

Appearance: Tall and balding with well-toned arms.

Personality: Job seems good-natured at first but once he has the upper hand reveals a bitter and vengeful side.

Mannerisms: Keeps a hammer on his belt and rests one hand there. His right eyebrow rises up slightly when he lies.

Hooks: Insanely jealous, Job Gwyer has recently had too much competition in the market. Over the last two weeks, three different merchants have got ill and died. Each one sold wares that were similar to Job's own.

GROD

CN male half-orc barbarian 2

Appearance: Two large teeth protrude from Grod's lower lip, one has a good hunk chipped off. He has a long scar across his right cheek.

Personality: Distrustful at first, he laughs loudly at all jokes made by someone he has grown to like.

Mannerisms: Licks his top row of teeth when thinking.

Hooks: Grod's tribe is nomadic. He only comes into town to trade when the beasts are nearby but something has been thinning the herd in the dead of night.

SCYTHE

N female half-elf expert 3

Appearance: White hair with a red streak down the middle and uncommonly pale skin.

Personality: Fun loving and always looking for a party.

Mannerisms: Clucks her tongue when bored.

Hooks: Business is just a job to Scythe, a job that she happens to be good at. At night she can get a little wild, however, and the captain of the guard suspects that she has been influencing his daughter. He is looking for any excuse to lock her up or drive her out of town.

LEN DENDER

N male halfling commoner 3

Appearance: A bit round in the belly with curly dark brown hair and a clean face.

Personality: Keeps to himself and tries not to draw much attention.

Mannerisms: Blushes brightly whenever anyone talks about gender or relationships.

Hooks: Len was not always a man. She purchased a cursed girdle unwittingly from wandering gypsies. A few moments after trying it on, she became a man. Len lives in shame but her fiancé still dwells in town, hoping that one day his love will reappear.

DORAN DARKGLINT

LN female dwarf expert 4

Appearance: Earthy brown hair with a dirty face and fur trimmed boots.

Personality: Always willing to hear someone out but she is not easily impressed.

Mannerisms: Keeps her hands busy or stuffed deep in her pockets, with her feet shuffling against the floor.

Hooks: A new series of tunnels have been discovered in a mine outside the city and Doran is looking for assistance so that the miners can work there in safety.

HANRIK THE HAND

CN male human bard 1/rogue 3

Appearance: A lean, stubbly face under a wide brimmed hat.

Personality: Good natured and fun, but is constantly scheming.

Mannerisms: He talks with his hands and does everything with extra flare.

Hooks: Hanrik has a business on the side where he sells information though sometimes his embellishments get the better of him. He plans to turn himself in to the town guard after his exaggerations angered a particularly fearsome client but he is really just looking for a safe place to stay for a little while.

ISMITH

NG female aasimar oracle (life) 2

Appearance: Blonde and silver hair with simple brown robes and the wooden symbol of her god.

Personality: Quiet and kind.

Mannerisms: Always looks people directly in the eye and waits for someone to be completely finished before speaking.

Hooks: Ismith was orphaned at a young age and has only recently learned that her father is a slave owner a few villages over. She would be grateful for an escort.

ALAQVIN OF DREYMORE

CG male human commoner 2

Appearance: Thin with ratty black hair and a floppy red hat.

Personality: Always has a positive outlook.

Mannerisms: Sticks his hands in his pockets and drags his feet.

Hooks: Back in Dreymore, Alaquín stole to survive. Having stolen from the wrong man, he fled losing what he stole in the process. If he could recover the lost treasure, he could try to clear his name back home.

HESK EYEPOPPER

N male dwarf fighter 1/expert 2

Appearance: Completely hairless and always barefoot.

Personality: Stern at work, he loves a good story but hates a braggart.

Mannerisms: Cracks his knuckles and spits.

Hooks: Hesk has a reputation as an exceptional fighter due to a very lucky shot against a dragon when he was young. He is sick of the embellishment surrounding his skill and wants to stage a fight against a hero where he's publicly, badly beaten.

MALDRID

CN male elf class aristocrat 2/expert 2

Appearance: Luscious brown hair tied back with a ribbon. He often compliments his outfits with silk patterned capes.

Personality: Haughty and indifferent.

Mannerisms: Keeps his chin up when he moves and tends to sniff the air while other people are talking.

Hooks: Maldrid's business does well enough but his opulence seems to have increased dramatically over the last two years. Rumours fly wildly about where the money is coming from; black market deals to secret cult backers are the current favourite theories.

GEORGELOWLAND

LN male human commoner 1/warrior 1

Appearance: Red greasy hair, freckles and a muscular build.

Personality: Trusting and hopeful.

Mannerisms: Constantly stretching, as if the whole world makes him feel cramped.

Hooks: Georgel used to be part of the town guard but did not have the heart for it. He is still friends with men of the guard, however, and is concerned that a few did not return from their last patrols.

STEFLIVELY GREENBILLOW

N female gnome sorcerer (destined) 1

Appearance: Green and purple hair, braided tightly into place. Her clothes are reminiscent of fireworks.

Personality: Curious with little personal boundaries.

Mannerisms: Steflively is always moving, and her eyes dart back and forth if she has to stay still.

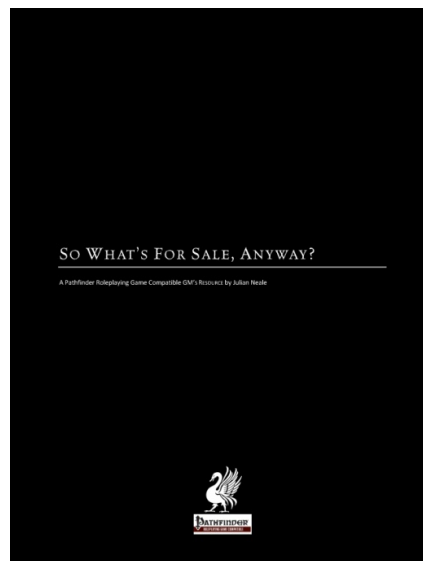
Hooks: Steflively has only recently discovered her arcane powers and does not have full control of them yet. She keeps charming people by accident causing embarrassing trysts in the marketplace.

SO WHAT'S FOR SALE, ANYWAY?

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

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

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



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