

100 STREET VENDORS OF THE CITY STATE

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

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

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

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

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

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

And there you have it, a whole new establishment!

HAGGLING WITH STREET VENDORS

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

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

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

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

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

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

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

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

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

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

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

03. APOTHECARY: GORGEOUS GRAINNE (NG

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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