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A Random Table for Fantasy Gaming
Number Thirty One : City Merchants
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1	The best-dressed people trust their clothes to Alvdor, who cleans, mends, and alters men's and women's garb. He knows servants in every well-to-do household.	11	The stable hand is young and reeks of horse manure. Morana provides excellent care to any beasts stabled here and also knows where to find most of the stable's clients.
2	Lancrazi was born a desert nomad and taken as a slave when he was young. He earned his freedom and now he works as a translator and scribe. He is fluent in a dozen languages.	12	Yavor is a magician who earns her keep using cantrips to clean and repair garments for a clothier. She is hiding from her former master and has stolen spellbooks hidden in her room.
3	A ragged street preacher named Berner offers spiritual aid to anyone who asks for his assistance, operating out of a neat but tiny hovel. He secretly follows the god of thievery and acts as an informant for criminals.	13	Bardol is a stooped graybeard who runs a general store. His gruff manner does not invite conversation. He was once a quartermaster for a mercenary company and can offer practical advice if you can get past his customary silence.
4	The furrier Evann is a gambler and in debt to bookies and moneylenders. He'll leverage any information he hears to pay off his obligations.	14	Betiko was expelled from his monastic order for various misdeeds. He runs a food stall and knows many secrets of his former order.
5	Zivka, a disgraced noble, runs a jewelry shop. She has an exceptional understanding of court etiquette and style, making her a valuable resource for anyone risking her friendship.	15	Stugen's Gardens offers landscaping services and sells unusual plants from its greenhouse. The owners, Kisha and Dreval Stugen, gather many of their plants from customer estates.
6	Gudrand the moneychanger operates on the shady side of town. His fussy manner and small size belie his skill with his magical sword, as many thieves have discovered the hard way.	16	Eyolf appears to be a happy baker specializing in sweet treats. Beneath the cheerful exterior lies a sociopath who enjoys ritualistic murder. He uses his store to identify potential victims.
7	Dorent is a former woodcutter who lost a hand. He now runs a shop that sells firewood and charcoal brought into town by his brother and sister. They often smuggle people out of town in their wagon's secret compartment.	17	Ishkru works at the Serpent's Eye tavern as a part-time bouncer. She'll also serve as a bodyguard, mercenary soldier, or back alley thug. Her rates are high, but she's good at her job and has connections to the local constables.
8	The leather goods displayed in Caslav's shop are all hand stitched and feature the finest materials. She often creates custom items suitable for enchantment and is an honorary member of the local wizard's guild.	18	The Pig and Ax butcher's shop sells all types of meat. Cirvad, the hulking but soft-spoken owner, also works as the town executioner, leading some to speculate as to the source of the shop's more exotic products.
9	Kadia owns Just Boxes, which sells chests, crates, and barrels of all sizes and shapes. While the goods in the front of the store are quite mundane, the invitation-only back room contains dozens of containers with secret compartments and hidden traps.	19	This market stall, tended by an old woman named Kathryn, appears to sell nothing but junk: candle stubs, scorched sticks, bottles holding a little liquid, and similar wares. Each item is a leftover bit from a magic ritual and retains a tiny magical charge.
10	Kasev and her assistant Ail use a bright blue cart pulled by a pretty gray pony to transport goods from the market to the homes of the rich. They also transport illegal goods for the wealthy.	20	Those who can't afford magical healing seek out Tranza, who uses a combination of herbalism and medical knowledge to cure minor ills. Tranza also supplies illegal drugs to various criminal organizations.