Merchants and Markets

Compatible with any FRPG System!

Over 100 Generic/Named Merchants

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Merchants and Markets

by Thom Wilson

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Introduction

As game masters, we've all spent hours designing our dungeon adventures to the fullest detail only to see our players spend a considerable amount of time in local shops looking for goodies. We don't always plan out those parts of our adventure and usually have to improvise. What if we had a few generic or named shops with inventory and shopkeeper details, or even a few prepared side quest adventure hooks sitting for those occasions? That's where *Merchant and Markets* comes in!

Merchants and Markets is a Roleplaying Game (RPG) supplement suitable for use with any fantasy system. It contains dozens of merchants and their shops with enough detail to use when designing towns, villages or cities, or at the table when players want to go exploring. Each generic or named merchant can be dropped into any existing fantasy locale.

Generic shops come in three "sizes"; village, town and city. Each shop size will have a standard inventory and a few surprises. There are at least three generic shops for each merchant type. Several tables in each section will provide the game master with extra details to make even the generic shops feel unique.

The named shops have more detail including in-depth inventories, shopkeeper back stories, adventure hooks and even a few mini-encounters!

This supplement takes away the laborious task of planning the mundane settlement details, giving the game master more time to build their epic adventures.

Enjoy!

Thom Wilson

Additional Information

This book provides details about each merchant type, organized by size. Although merchants have varying sized shops, *Merchants and Markets* groups each type into three sizes, Village, Town and City. While this doesn't accurately portray every possible size, it does simplify shop generation and use.

Merchant "Sizes"

Village merchants own small shops that cater to the local populace, usually a community of one hundred people or less. Most of the people in villages are farmers, miners, fisherman or hunters. Their merchants only provide the bare necessities for the village to function. It is unlikely that more than one shop of a particular merchant type exists in the same village.

Merchants within towns provide items and services to a larger population, between 100 and 1,000 people. There may be more than one of the same merchant types in a town, but generally no more than two. Town merchants carry larger and broader inventories.

Several shops of the same merchant type are found within large cities. The competition between merchants creates vast inventories, aggressive pricing and exotic selections.

Generic Merchants

Most merchants by type and size have the same basic inventories—tables are provided for the game master to help randomly generate generic merchants. Shop and shopkeeper names, standard and non-standard inventories, and services are detailed within these tables.

Named Merchants

The game master can choose to use a named merchant for their campaign instead of randomly creating a generic shop. Each named merchant has a unique shop and shopkeeper name, a specialized inventory and services list, and additional back story details. These shopkeepers have or are involved in interesting adventure hooks, or may provide the characters with small encounters.

Blacksmiths

Every settlement relies on their local blacksmith for tools, repairs and horseshoeing. Not a single community goes without having this critical resource in their midst; veteran blacksmiths often take apprentices to ensure that their settlement has this important trade.

Larger settlements may have more than one blacksmith, although one is usually enough for villages and small towns. City blacksmiths may specialize in particular portions of the trade; it's not unheard for several blacksmiths in a city to avoid competition by offering different services and items than their counterparts.

Use tables B1 and B2 to randomly assign shop and shopkeeper names to generic blacksmiths. Turn to page 7 to choose a unique blacksmith.

Generic Blacksmith Names	
D20 Roll Result	**Blacksmith Name**
1	The Village Blacksmith
2	Fire and Steel
3	The Rusty Hammer
4	The Fiery Forge
5	The Gleaming Sickle
6	Anvil and Iron
7	Leather and Steel
8	Hammer and Bellows
9	The Grumpy Blacksmith
10	Old Hammer Smithy
11	The Family Blacksmith
12	The Oiled Apron
13	The Black Anvil
14	The Balanced Tongs
15	Four-legged Forge
16	Chisel and Sledge
17	Peining for Steel
18	The Wolf's Jaw
19	The General Blacksmith
20	<name*> Smithy
** roll the blacksmith's name on Table B2*	

Table B1

Blacksmith Shopkeeper Names	
D20 Roll Result	**D20 Roll Result**
1—Gorlbag	11—Kimmie (F)
2—Dexel	12—Marrell (F)
3—Gronhk	13—Thronn
4—Marty	14—Khaznann
5—Kessel	15—Oleg
6—Fromm	16—Apnoah
7—Lars	17—Fremlan
8—Prenn	18—Pitr
9—Durk	19—Jarlen
10—Laness (F)	20—Merret
(F) represents a female shopkeeper name	

Table B2

Village Blacksmith

The average blacksmith in a small village focuses his or her craft on the tools and implements needed by their community; shovels, picks, hammers and other tools of farming and mining villages are the staple of their trade. Nearly every blacksmith dreams of making wonderful suits of armor and glorious weapons, but not every blacksmith has the skill to do so. Most craft simple tools, charging minimal prices or bartering for food and supplies. Requests of the common village blacksmith beyond the simplest of tools are likely to be refused or worse, poorly executed.

Occasionally, the village blacksmith has the hidden talent of weapon or armor crafting, or has some remnants of work left behind by their previous master who was perhaps more skilled in war-craft. Use Tables B3 and B8 to determine if the common village blacksmith has an uncommon talent or holds an exceptionally crafted item in their inventory.

Village Blacksmith Crafting Capability	
D10 Roll Result	**Details**
1-7	Basic skills, simple tools
8	Advanced skills, simple weapons
9	Advanced skills, most weapons
10	Advanced skills, simple armors

Table B3

Most village blacksmiths work alone or have a young, inexperienced apprentice. Roll or choose the apprentices for the small blacksmith shop on table B4.

Village Blacksmith Apprentices	
D6 Roll Result	**Details**
1-3	No apprentices
4	1 apprentice, unskilled
5	1 apprentice, skilled
6	2 apprentices - 1 skilled

Table B4

Blacksmiths serving the small village rarely have time to clean and organize their workplaces. Use table B5 to determine the shop condition.

Village Blacksmith Shop Condition	
D6 Roll Result	**Details**
1-2	Messy, disorganized
3-4	Messy, somewhat organized
5	Clean, somewhat organized
6	Clean, very organized

Table B5

Even the smallest village has a need to defend itself against the predators of the wild. Most every blacksmith can create arrow heads, daggers and metal studded clubs. These and other common weapons can be found in their smithies, along with farming and mining tools. Their inexperience with most armors and weapons makes it difficult for them to repair damaged items - their success rate is, at best, 50% in completing repairs on anything beyond a shovel or hammer.

Table B6 lists standard village blacksmith services. Tables B7 and B8 provide a sample of standard and non-standard inventory.

Village Blacksmith Standard Service Prices	
Service—Price	**Service—Price**
Basic Lesson—50 sp / hr	Repair Item* - 1 sp
Forge Rental—100 sp / hr	Repair Machinery—varies
Repair Dagger—5 sp	Repair Sword—10 sp
Repair Helm—5 sp	Shoe Horse—10 sp / shoe
Repairs not listed are unavailable services,	
Items are common village items (hammers, shovels, etc.)	

Table B6

Village Blacksmith Standard Inventory	
Item—Price	**Weapon/Armor—Price**
Hammer—1 sp	(5) Arrow Heads—5 sp
(20) Nails—1 sp	Club, Reinforced—5 sp
Pick—4 sp	Dagger, Steel—10 sp
Rake—2 sp	Hand Scythe—15 sp
Shovel—3 sp	Helmet, Steel—20 sp
Wood Axe—5 sp	Spear, Short—5 sp
Wood Saw—3 sp	Spear, Long—10 sp
Change inventory for different setting needs	

Table B7

Village Blacksmith Non-Standard Inventory	
D6 Roll Result	**D6 Roll Result**
1—(4) Caltrops—3 sp	4—Short Sword—25 sp
2—Shield, Steel - 20 sp	5—Leather Armor—100 sp
3—(10) Sling Bullets—10 sp	6—Chainmail - 250 sp
One or two counts of each item	

Table B8

Town Blacksmith

Towns close to the water or along well traveled routes have grown from tiny villages. Only the best craftsmen survive in towns where trades people compete for business. The town blacksmith tends to be better than his or her village rival, producing quality items to their community. Most have the ability to craft common weapons and armor to properly supply a town militia or local lord's guards. Requests for common yet quality items are well received and executed in a timely manner.

Young and moderately experienced, town blacksmith apprentices are capable of producing rudimentary or simple items. This allows the blacksmith more time to field more difficult requests from townsfolk or travelers.

Town Blacksmith Apprentices	
D6 Roll Result	**Details**
1-2	No apprentices
3	1 apprentice, unskilled
4-5	2 apprentices—1 skilled
6	2 apprentices - both skilled

Table B9

More capable than the village blacksmith, the town craftsman has an increased chance of producing better quality items in a well stocked and organized shop.

Town Blacksmith Crafting Capability	
D10 Roll Result	**Details**
1-5	Basic skills, simple tools
6-7	Advanced skills, simple weapons
8	Advanced skills, most weapons
9	Advanced skills, simple armors
10	Exceptional skills, most armors

Table B10

Town Blacksmith Shop Condition	
D6 Roll Result	**Details**
1	Messy, disorganized
2-3	Messy, somewhat organized
4-5	Clean, somewhat organized
6	Clean, very organized

Table B11

The town blacksmith generally carries a well stocked inventory of tools, common weapons and simple armors. They are capable of simple armor and weapon repairs at slightly higher prices than normal. Table B12 lists common items for sale, and table B14 lists the capable services of the experienced blacksmith.

Town Blacksmith Standard Inventory	
Item—Price	**Weapon/Armor—Price**
Blacksmith Toolkit—75 sp	Leather Armor—50 sp
Carpentry Toolkit—50 sp	Long sword—150 sp
Farmer Toolkit— 25 sp	Mancatcher—150 sp
Miner Toolkit—50 sp	Maul, Wooden—50 sp
Old Anvil—25 sp	Maul, Metal—200 sp
Steel Fragments—5 sp	Pole Axe—100 sp
(5) Steel Stakes—5 sp	Scythe—175 sp
In addition to the Village list, table B7	

Table B12

Skilled blacksmiths can create good quality items and can sometimes, although rare, create exceptional quality pieces. They will take items in trade and may mistake a magical item as a masterwork piece. The non-standard table B13 lists a few items of interest.

Town Blacksmith Non-Standard Inventory	
D10 Roll Result	**D10 Roll Result**
1—Draft horse—200 sp	6—Tower Shield—150 sp
2—Large Bellows—100 sp	7—Battle Axe—50 sp
3—Wagon—1500 sp	8—Great Sword—300 sp
4—Steel Box—50 sp	9—***Magical*** Sword, Minor
5—Broken Steel—varies	10—***Magical*** Armor, Minor
In addition to the Village list, table B8, Magical "levels" (e.g minor) are described in the Appendix	

Table B13

Despite a focus on the townsfolk of their community and their day to day needs, the town blacksmith and one or two of his apprentices can repair and craft uncommon items. Table B14 lists the town blacksmith's standard services.

Town Blacksmith Standard Service Prices	
Service—Price	**Service—Price**
Basic Lesson—75 sp / hr	Repair Armor—varies
Forge Rental—200 sp / hr	Repair Construct—varies
Melt Down Steel—varies	Repair Weapon—varies
Private Hire—varies	Travel Hire—varies
In addition to (or replacing) the Village list, table B6	

Table B14

City Blacksmith

Best of breed smiths heed the call of better pay and recognition in the larger cities of their realms. Many often travel to large cities to work with master craftsmen. After establishing their names in these larger locales, talented smiths demand, and receive, top prices for their exceptional work. Lesser capable blacksmiths are found in larger cities too, but they rarely last long with better competition often just across the street.

Requests for masterwork items and top quality gear are quickly accepted, especially if down payments of 50% are secured. The quality of work will be second to none, but the detail oriented perfectionists may be delayed in finishing their work. They typically take 10-25% longer to craft items when creating unique gear.

City Blacksmith Crafting Capability	
D10 Roll Result	**Details**
1-3	Basic skills, simple tools
4-5	Advanced skills, simple weapons
6-7	Advanced skills, most weapons
8	Advanced skills, simple armors
9	Exceptional skills, most armors
10	Exceptional skills, most weapons

Table B15

City Blacksmith Shop Condition	
D6 Roll Result	**Details**
1	Messy, disorganized
2	Messy, somewhat organized
3-4	Clean, somewhat organized
5-6	Clean, very organized

Table B16

Several apprentices, each eager to learn even the smallest bit of insight from their masters, will be found bustling about the smith, handling any requested tasks. Although capable enough to craft items in villages or even a few smaller towns, these apprentices are willing to stay under the tutelage of their master for several more years than most just to learn their ways.

Master blacksmiths may allow their apprentices to do work on the side, believing that this helps them learn the business part of the trade. Apprentices prices are usually 25% less than their master's shop prices.

City Blacksmith Apprentices	
D6 Roll Result	**Details**
1	No apprentices
2	1 apprentice, unskilled
3	2 apprentices—1 skilled
4	2 apprentices - both skilled
5	1d4+1 apprentices, 50% skilled
6	1d4+1 apprentices, all skilled

Table B17

Some city blacksmiths have the luxury to specialize in particular areas of their craft. These smiths may only forge swords, while others make wondrous helms. Table B18 provides a list of blacksmith specializations. Although specialty smiths may carry items from outside their narrowly focused craft, they will not build anything that doesn't fall squarely in their specialization. They will however recommend another smith for an item outside their crafting specialty.

City Blacksmith Specialization	
D6 Roll Result	**Details**
1-3	No specialization
4	Armor Specialization
5	Weapon specialization
6	Repairing Magical Items

Table B18

Due to the number of blacksmiths in a city, each shop may have a surprisingly limited inventory, especially if the merchant specializes in a particular item type. Every city blacksmith carries the essential tools and items for the people of the city, but may only carry a handful of uncommon items, instead preferring to hand craft them as needed.

Blacksmiths will have the standard items of both the village and town shops but will showcase their individual talents, highlighting their specialized skills and items. The non-standard item tables B19-B26 list many of the interesting items found in city blacksmith shops.

Village and town services are also provided at the city blacksmith, but for 25 to 50% higher rates. Forge rentals are usually not allowed or at five to ten times the rate of the town blacksmith.

City Blacksmith Standard Service Prices	
Service — Price	**Service — Price**
Basic Lesson — 200 sp / hr	Enchant Item — varies
Forge Rental — 1000 sp	Repair Magic Armor — varies
Disenchant Item — varies	Repair Magic Item — varies
In addition to (or replacing) the Town list, table B14	

Table B19

City Blacksmith Non-Standard Inventory	
D6 Roll Result	**D6 Roll Result**
1 — Blades, Table B20	4 — Shields, Table B23
2 — Blunt, Table B21	5 — Helms, Table B24
3 — Axes, Table B22	6 — Armors, Table B25
In addition to the Village (B8) and Town (B13) lists	

Table B20

City Blacksmith — Blades (roll D10)						
Roll	**DG**	**SS**	**LS**	**GS**	**Min**	**Maj**
1	1d12	1d8	1d6	1d4	-	-
2	1d12	1d12	1d10	1d6	-	-
3	1d20	1d20	1d12	1d12	-	-
4	1d6	1d6	1d20	1d4	SS	-
5	1d8	1d8	1d12	1d6	LS	-
6	1d4	1d4	1d6	1d4	GS	-
7	1d8	1d8	1d10	1d6	LS	DG
8	1d8	1d8	1d12	1d4	SS	SS
9	1d20	1d12	1d8	1d6	DG	LS
10	1d6	1d6	1d8	1d4	SS, DG	GS
DG = dagger, SS = short sword, LS = Long Sword, GS = Great Sword, Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)						

Table B21

City Blacksmith — Blunt (roll D8)					
Roll	**CL**	**MA**	**FL**	**Min**	**Maj**
1	1d4	1d6	1d4	-	-
2	1d6	1d4	1d6	-	-
3	1d8	1d6	1d4	-	-
4	1d10	1d8	1d6	MA	-
5	1d6	1d12	1d6	FL	-
6	1d4	1d6	1d12	(2) MA	-
7	1d6	1d10	1d8	(2) FL	MA
8	1d4	1d12	1d10	MA, FL	FL
CL = club, MA = mace, FL = flail, Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)					

Table B22

City Blacksmith — Axes (roll D6)					
Roll	**HA**	**BA**	**GA**	**Min**	**Maj**
1	1d8	1d6	1d4	-	-
2	1d10	1d8	1d6	-	-
3	1d6	1d6	1d4	HA	-
4	1d12	1d10	1d4	BA	-
5	1d8	1d10	1d4	GA	HA
6	1d10	1d8	1d8	HA, GA	BA
HA = hand axe, BA = battle axe, GA = great axe, Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)					

Table B23

City Blacksmith — Shields (roll D4)				
Roll	**BU**	**SH**	**Min**	**Maj**
1	1d4	1d6	-	-
2	1d6	1d4	BU	-
3	1d8	1d6	SH	BU
4	1d6	1d6	BU, SH	SH
BU = buckler, SH = shield, Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)				

Table B24

City Blacksmith — Helms (roll D4)				
Roll	**CA**	**FU**	**Min**	**Maj**
1	1d6	1d4	-	-
2	1d8	1d6	CA	-
3	1d6	1d6	FU	CA
4	1d10	1d8	CA, FU	FU
CA = steel cap, FU = full steel helm Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)				

Table B25

City Blacksmith — Armors (roll D10)						
Roll	**CH**	**SC**	**SP**	**PL**	**Min**	**Maj**
1	1	1	-	-	-	-
2	1d2	1	1	-	-	-
3	1d4	1d2	1	1	-	-
4	1d4	1d4	1d2	1	CH	-
5	1d4	1d4	1d4	1d2	SC	-
6	1d6	1d4	1d4	1d4	SP	-
7	1d6	1d6	1d4	1d4	PL	CH
8	1d6	1d6	1d6	1d4	CH, SP	SC
9	1d8	1d6	1d6	1d4	SC, PL	SP
10	1d8	1d6	1d6	1d6	All	PL
CH = chainmail, SC = scalemail, SP = splintmail, PL = platemail, Min = Minor Magical Item, Maj = Major Magical Item (see Appendix), Note that non-human sizes are 25% likely to be present						

Table B26

Named Blacksmiths

Morg's Smithy

Raised in a small village far away, Morg traveled to his current location to search for his missing twin brother, Gorm. Morg set up a temporary shop to provide income while he searched for his brother. Before long, his skills became widely known and sought after. Particularly good with crafting two-handed swords and long swords, the local lord commissioned Morg to create blades for his three garrisons of soldiers. Morg put the only other weapon blacksmith out of business and took on two apprentices to keep up with the mundane work. He abandoned his search for his brother once his workload became too great.

Morg is the stereotypical blacksmith; he is large, loud and demanding of his apprentices, working quickly and efficiently. He accepts requests for high quality swords but is likely to reject work for complicated weapons and armor. He carries a full stock of items, mostly used and received from the garrison as leftovers or refurbished gear.

Morg's Smithy	
Attribute	**Details**
Found	Village or Town
Shop Condition	Clean and organized
Crafting Capability	Advanced skills, most weapons
Apprentices	2—one skilled
Specialization	None
Blacksmith Lessons	No
Forge Rental	Yes, 200 sp / hr

Adventure Hook: Morg's brother, Gorm, has been locked up in the lord's dungeon for years, caught stealing from one of his guardsmen. Morg is older now and may enlist the characters to help free Gorm.

Morg	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	100 sp, 50 gp
Family	None
Traits	Exceptional Strong, Prankster

Table B27

Morg's Inventory—Weapons / Armor	
Item (count)	**Cost**
Chainmail, human sized (1)	750 sp
Halberd (1)	90 sp
Helm, cap (2)	50 sp
Helm, Full Steel (1)	100 sp
Long sword, scabbard (2)	125 sp
Shield (1)	100 sp
Short sword, scabbard (3)	75 sp
Shop has standard inventories of Town blacksmiths	

Table B28

Morg's Inventory—Unusual Items	
Item (count)	**Cost (ea)**
Exceptional Pick, unbreakable (1)	250 sp
Steel buckets (5)	10 sp
Oversized Two Handed Sword (1)	500 sp

Table B29

Morg's oversized two handed sword is a shop conversation piece. Few can pick it up, let alone wield it.

The Red Anvil

Annabelle, the red haired blacksmith and owner of the Red Anvil, is a small yet exceptionally strong woman. She was taught the skill by her father after he was widowed without sons. Annabelle is more than capable of crafting uncommon items, but has much more to learn before she is able to create masterwork quality gear. She eagerly accepts any request but may not always deliver to specifications or create the topmost quality item. That said, she rarely produces shoddy work.

She prefers to work alone, rejecting most male apprentices. She is hopeful that she will eventually find a young woman interested in blacksmithing that she can take on as an apprentice. Until then, she works at a frenetic pace to keep up with the community's demands. Specialty requests are likely to be delayed by 10-25%.

She carries a full stock of farming and mining tools, but also has dozens of weapons and simple armors she has either created or received in trade.

The Red Anvil	
Attribute	**Details**
Found	Village or Town
Shop Condition	Clean, somewhat organized
Crafting Capability	Advanced skills, simple weapons
Apprentices	None
Specialization	None
Blacksmith Lessons	No
Forge Rental	No

Adventure Hooks: (1) The local captain of the guard (or head of the local militia) fancies Annabelle, but has not yet found a way to tell her. (2) Additionally, Annabelle secretly worships a little known goddess, one not recognized (or shunned) in these parts. The local priest may be looking for proof of her unaccepted worshipping practices. (3) After her shop closes at night, Annabelle secretly hunts orcs in the local forest. Her closest friends call her 'Orc Hunter'. She may be interested in joining a group if orc hunting is involved.

Annabelle	
Attribute	**Details**
Profession(s)	Blacksmith, Warrior (mid level)
Money On Hand	200 sp, 125 gp
Family	None
Traits	Strong, Brutally Honest, Charismatic

Table B30

Annabelle's Inventory—Weapons / Armor	
Item (count)	**Cost**
Battle Axe (1)	50 sp
Dagger (2)	20 sp
Chainmail, dwarf-sized (1)	1000 sp
Chainmail, human-sized (1)	750 sp
Horned Helm (1)	150 sp
Long Sword (1)	150 sp
Short sword (2)	75 sp
Throwing Axe (2)	10 sp
Winged helm (1)	200 sp
Shop has standard inventories of Town blacksmiths	

Table B31

Annabelle's Inventory—Unusual Items	
Item (count)	**Cost (ea)**
"Featherneedle", **Magical** Dagger (1)	2500 sp
"Excavator", **Magical** Shovel (1)	250 sp
"Decimator", **Magical** Maul (1)	10000 sp

Table B32

"Featherneedle", Magical Dagger (minor): Weighing less than an ounce, this magical dagger can be thrown or used in melee. It provides a bonus to-hit but not damage.

"Excavator", Magical Shovel (minor): This silvered shovel strengthens the user, allowing them to dig longer and deeper than with a regular shovel.

"Decimator", Magical Maul (minor): Heavy and made from solid steel, this magical maul deals double damage on any successful hit.

Hook and Hammer

Efrel Grappas is an aging, tired old blacksmith, soon approaching his retirement. Unfortunately, his work request list is several pages long - he is months behind and doesn't see a way to catch up. His three apprentices are lazy and unskilled, providing no assistance whatsoever. He desperately needs better apprentices and especially someone willing to take over his once profitable business.

The old blacksmith was once a legend in blacksmithing circles; he was capable of producing the absolute best items in the shortest time. Nearly every apprentice he had learned his secrets and left to start their own smiths elsewhere. His age has slowed him considerably; although his work is still very good, he takes up to 50% longer to create anything beyond the mundane item. His apprentices, once eager to learn his skills, are tired of waiting for the best secrets, and are mostly loafing about the shop. Grappas works in his smith only two or three days a week, spending more time wandering the area around his shop and home.

His supply of available items is quite minimal. He rarely produces anything outside of his request work and his apprentices can only craft common and average quality items.

Hook and Hammer	
Attribute	**Details**
Found	City
Shop Condition	Messy, disorganized
Crafting Capability	Exceptional skills
Apprentices	3—none skilled
Specialization	Blades
Blacksmith Lessons	No
Forge Rental	Yes, 250 sp / hr

Grappas may accept work for an unusual item, especially if he is paid 50% or more up front. Although it may take him longer to create the item, his work is still exceptional. A specialty request may jumpstart his passion for creation, causing him to tackle the work request list, but will be short lived once he realizes how impossible the task is.

Grappas may entertain offers to sell his shop.

Grappas' Inventory—Blades	
Item (count)	**Cost**
Exceptional Great sword (1)	500 sp
Exceptional Long sword, scabbard (1)	400 sp
Exceptional Short Sword, scabbard (1)	200 sp
"Twinstrike" **Magical** Long sword (1)	4500 sp
"Bloodwail" **Magical** Short sword (1)	3750 sp
Shop has minimal inventory beyond items listed above	

"Twinstrike", Magical Long sword (major): Polished to a silvery blue finish, this beautiful long sword gives the trained wielder an extra attack once per encounter. This attack must follow an attempted strike and is allowed only on the same target as the previous attack.

"Bloodwail", Magical Short sword (minor): Crafted with rubies, the red steel blade shines brilliantly when unsheathed. When it successfully deals damage, the blade wails, affecting all opponents within a 50' radius (their morale and defense are weakened). The effect lasts until the encounter ends.

Efrel	
Attribute	**Details**
Profession(s)	Blacksmith, Artisan
Money On Hand	125 sp, 75 gp
Family	None
Traits	Depressed, Aging

Svenn's Steel and Ironworks

The seven foot tall smithy owner is a legend in his community. The broad shouldered Svenn has been known to lift hundreds of pounds of iron all by himself, and has more than once freed a trapped settler from under a tree or landslide. Good natured and soft spoken, Svenn is adored by his community.

Svenn is a talented and hard-working blacksmith, completely focused on serving the needs of his community. He rarely accepts work for new armor and weapons, but can repair damaged items fairly well. Svenn prefers to work alongside his community, creating and fixing tools and machinery, often in the field or mine.

He carries the typical inventory of a village blacksmith. Any weapons and armor in his shop were likely received in trade or payment. His prices are quite reasonable and he will often barter for work.

Svenn's Steel and Ironworks	
Attribute	**Details**
Found	Village
Shop Condition	Messy, somewhat organized
Crafting Capability	Basic skills
Apprentices	1—unskilled
Specialization	None
Blacksmith Lessons	No
Forge Rental	No

Adventure Hooks: (1) Svenn has gone to help a local resident in their mine but has not returned. The blacksmith has been buried under a rockslide and needs rescuing. (2) Svenn is looking for dwarven metals for a project—a young dwarf in the community is trying to fix his grandfather's "machine" (a magical device capable of mining through rock on its own). The special metal is found in a nearby cave filled with trolls.

Svenn's Inventory—Weapons / Armor	
Item (count)	**Cost**
Dagger, jeweled (1)	250 sp
Helm, cap (1)	75 sp
Suit of Scalemail (1)	500 sp
Shop has standard inventories of Village blacksmiths	

Svenn	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	75 sp, 25 gp
Family	Wife, 4 children (all sons)
Traits	Helpful, Kind, Jovial

Miarfe's Golden Forge

Miarfe is a middle aged blacksmith with a large family to feed. He works tirelessly to provide for his family, taking any requests for specialty items. Miarfe is talented and capable of making almost anything, but rushes quickly to finish projects. His speed causes him to make faulty items or miss specifications. Although his prices are reasonable, the final product rarely meets the request.

Miarfe's Golden Forge	
Attribute	**Details**
Found	Village or town
Shop Condition	Messy, disorganized
Crafting Capability	Advanced skills, simple items
Apprentices	4—none skilled
Specialization	None
Blacksmith Lessons	Yes, 50 sp / hr
Forge Rental	No

His forge has more apprentices than it needs but Miarfe's philosophy is that more helpers means more completed work. Unfortunately, this hasn't worked out for Miarfe; he has four apprentices to pay, increasing his operating overhead. He's not the smartest businessman in town.

He has a good eye for craftsmanship and can quickly spot quality work. He'll accept items in trade if he feels he's getting the better part of the deal.

Adventure Hook: A local woman has come forth saying that Miarfe is the father of her newly born son. Although the boy bears some resemblance to Miarfe, the blacksmith swears he's not the father. The woman is relatively new to the area and is suspected of witchcraft.

Miarfe's Inventory—Valuable Items	
Item (count)	**Cost**
Shortsword w/ Jeweled Scabbard (1)	350 sp
Long blade (1)	50 sp
"Skewerpole", Magical Spear (1)	4500 sp
Shop has standard inventories of Village/Town blacksmiths	

"Skewerpole", Magical Long spear (minor): Reaching over ten feet in length, this long spear can strike foes outside the normal melee range. On critical strikes, it deals three times the normal damage.

Miarfe	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	50 sp, 25 gp
Family	Wife, 9 children
Traits	Hardworking, Energetic

Axes, Axes and Axes!

Well known for his craftsmanship of one and two handed axes, Ghnashtak the half-orc blacksmith runs a profitable shop. Warriors of all races travel great distances to visit this shop, knowing they will see some of the greatest axes ever made. Ghnashtak's fame has created a massive back log of requests; any new request for an axe will take 3-6 months to fulfill.

Each of his three apprentices are well trained but must follow their master's commands exactly or face losing their apprenticeship. They are not allowed to do any work outside the request list, and their work is highly scrutinized by Ghnashtak to ensure the utmost in quality.

Ghnashtak is uninterested in creating or trading anything but axes, except when an item of wondrous quality and craftsmanship is offered. His inventory is limited as most of his work is by customer request.

Axes, Axes and Axes!	
Attribute	**Details**
Found	Town or City
Shop Condition	Clean, somewhat organized
Crafting Capability	Exceptional skills
Apprentices	3—all skilled
Specialization	Axes
Blacksmith Lessons	No
Forge Rental	No

Every axe produced by the shop is of high quality, with most items of exceptional or better rating.

Ghnashtak refuses all work outside his specialty, regardless of the payment. His craftsmanship does not transition to other items; crafting or repairing armor or non-axe weapons would be of average skill at best.

Adventure Hooks: (1) One of Ghnashtak's apprentices is creating and selling axes from the back of the smithy after hours. (2) A local merchant wants to run the half-orc out of town due to his race, claiming he's not fit to run a business amongst the "regular folk". (3) A special axe merchant from a great distance is arriving soon to show Ghnashtak his style of craftsmanship—the merchant is really an assassin, paid to kill Ghnashtak and steal his shop inventory and blacksmith tools.

Ghnashtak's Inventory—Axes	
Item (count)	**Cost**
Exceptional Battle Axe (2)	125 sp
Exceptional Hand Axe (3)	75 sp
Exceptional Throwing Axe (6)	100 sp
Exceptional Pole Axe (1)	250 sp
"Longarm" **Magical** Throwing Axe (1)	3000 sp
"Lifehater" **Magical** Battle Axe (1)	6000 sp
"Limbcleaver" **Magical** Hand Axe (1)	7500 sp
Shop has minimal inventory beyond items listed above	

"Longarm", Magical Throwing Axe (minor): A perfectly balanced throwing axe, "Longarm" was magically created to be thrown great distances. In addition to its magical bonus to hit, the copper colored axe can be thrown up to three times the maximum distance of a typical throwing axe without penalty.

"Lifehater", Magical Battle Axe (major): Created from a mixture of steel and onyx, this black battle axe even looks ominous on a wall rack. When swung by a trained warrior however, it strikes fear into the hearts of all within sight. An unnatural darkness follows the weapon as it arcs through the air, weakening foes and draining their health. The target must make a save to avoid taking permanent, irreversible damage from the weapon.

"Limbcleaver", Magical Hand Axe (major): This magical axe was created to cleave limbs from bodies in a single stroke. Any critical hit made has a percentage chance of cutting a limb from the foe (percentage is equal to character's level or attribute most closely related to Dexterity).

Ghnastak	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	175 sp, 75 gp
Family	None
Traits	Proud, Defiant, Short-tempered

Suited For War

Soldiers from local garrisons and other realms seek out Yokej's blacksmith shop, wanting the finest suits of armor, helms and shields. Surprisingly young but very talented, Yokej Fwellden has mastered the craft of steel armor making. His suits are well made, durable and have a lifetime warranty—suit damage from battle is repaired free of charge if the suit was purchased new from this shop!

Although Yokej has a small supply of arms, his shop is filled with suits of armor for all sizes; dwarves, halflings, elves, and humans can all find suits that fit them on the racks in the shop. Yokej also takes special orders, custom designing suits for the customer's needs. The blacksmith can even arrange for a local enchanter to add that special flair (magical ability) to the suit, if possible.

His four apprentices are seasoned helpers, each able to repair nonmagical suits or create a simple helm or shield. They are dedicated to the shop and its owner, and have no plans to leave any time soon.

Suited For War	
Attribute	**Details**
Found	City
Shop Condition	Clean, very organized
Crafting Capability	Exceptional skills
Apprentices	4—all skilled
Specialization	Armor
Blacksmith Lessons	No
Forge Rental	No

The shop is organized by armor type, with lighter armors in the front, and heavier armors in the back. Two suits of chainmail are in the display window; one suit is heavily damaged with dents, gashes and broken links, while the other looks repaired and almost new. Although Yokej and his apprentices work with all styles of steel armor, they especially like to create or work with chainmail.

Stock in non armor items is similar to that of the City blacksmith but in severely limited quantities.

Adventure Hooks: (1) A rival blacksmith has been slandering Yokej's shop name, hoping to drive business away from *Suited For War*. Yokej would like the characters to "persuade" the other shop to end the gossip. (2) The new suit of chainmail in the window has been stolen overnight! Yokej thinks that a retired soldier that lives on the next street is the culprit.

Yokej's Inventory—Armor	
Item (count)	**Cost**
Scalemail Armor—Human sized (1)	500 sp
Scalemail Armor—Dwarf Sized (1)	600 sp
Splintmail Armor—Dwarf Sized (1)	1000 sp
Splintmail Armor—Elf Sized (1)	1250 sp
Chainmail Armor—Halfling Sized (1)	1000 sp
Chainmail Armor—Human Sized (3)	750 sp
Chainmail Armor—Dwarf Sized (2)	1000 sp
Chainmail Armor—Elf sized (2)	1250 sp
Platemail Armor—Halfling Sized (1)	5000 sp
Platemail Armor—Human Sized (1)	4000 sp
Platemail Armor—Dwarf Sized (1)	4250 sp
Elven Chainmail—Elf Sized (1)	6500 sp
"Feather Armor" - **Magical** Chainmail (1)	6500 sp
"Mirrorsheer" - **Magical** Platemail (1)	7500 sp
Shop has minimal inventory beyond items listed above	

"Feather Armor", Magical Chainmail (minor): An enchanted suit of human sized chainmail that weighs as much as a feather. The wearer suffers no encumbrance or movement penalties while wearing the armor.

"Mirrorsheer", Magical Platemail (major): Made for those of human size, this steel armor gives off a shine so bright that opponents of the wearer are at a disadvantage when attacking in strong light. Additionally, the armor weighs one half normal.

Yokej Fwellden	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	300 sp, 150 gp
Family	Wife, 2 children (daughters)
Traits	Intelligent, Attention to Detail

Caravans

Well stocked, traveling merchants will visit several settlements along a planned route, delivering goods, trading with locals, and even picking up passengers. More common in very rural areas, caravans provide essential supplies to village merchants and townsfolk. Travelling merchants will visit cities primarily to restock their supplies or to drop off paid passengers.

Traveling merchant caravans can range in size but most prefer to keep their wagons and carts to a smaller number for ease of defense. Large wagon trains of supplies are found on well made roads and highways, but the small caravan can better navigate the hunter trails and back roads of the wilderness.

Caravans are often guarded by hired soldiers but in some cases, the merchants defend their goods themselves. Paying passengers may also help defend the caravan, especially if they too are in danger.

Use tables C1 and C2 for generic caravan naming. Tables C3 through C7 highlight common merchant types that are suited to the caravan lifestyle.

Generic Caravan Names	
D10 Roll Result	**Caravan Name**
1	The Bouncing Wagon
2	The Wayward Traveler
3	Supplies and Passage
4	The Traveling Merchant
5	From Here to There
6	The Trusty Merchant
7	The Parts Cart
8	Rolling, Rusty Buckets
9	<name*> Supplies
10	<name*> Caravan
** roll the caravan owner's name on Table C2*	

Table C1

Caravan Owner Names	
D10 Roll Result	**D10 Roll Result**
1—Sassna (F)	6—Yema (F)
2—Hemmel	7—Islindi (F)
3—Quentavo	8—Kharl
4—Ghevness (F)	9—Renfrek
5—Olivia (F)	10—Murk
(F) represents a female owner name	

Table C2

Small Caravan

It is common to see the small caravan along the back roads of the wilderness, moving quickly between villages and towns. Usually comprised of a few wagons, these traveling merchants carry the most common supplies to and from their customers. Small caravans rarely take passengers due to their limited space. It's not uncommon to see single wagon caravans making their way to remote villages.

Small Caravan	
D10 Roll Result	**Merchants**
1	1 wagon, 1 merchant, (1) general supplies
2-3	1 wagon, 2 merchants, (1) general supplies, (2) herbalist/healer
4-5	2 wagons, 2 merchants, (1) general supplies, (2) traveling blacksmith
6-7	2 wagons, 2 merchants (1) general supplies, (2) fortune teller
8-9	2 wagons, 2 merchants, (1) traveling blacksmith, (2) herbalist/healer
10	3 wagons, 2 merchants, (1) general supplies, (2) traveling blacksmith, (3) passenger wagon
1d4 hired guards, or 1 per wagon	

Table C3

Small Caravan—Beasts of Burden	
D6 Roll Result	**Details**
1	Miniature Pony (2-4 per wagon)
2-3	Oxen (2 per wagon)
4-5	Draft Horse (1 per wagon)
6	Draft Horse (2 per wagon)

Table C4

Merchants in small caravans look out for each other, and rarely compete for customers. Caravans tend to have complimentary sellers and services, providing each village and small town with needed supplies. One merchant tends to also be the owner of the caravan and makes the final decisions on the future of the travelling marketplace.

Blacksmiths, supply merchants and healers make up the majority of small caravans, covering the most essential services for most settlements. Caravan merchants tend not to compete with established village services, instead helping them with supplies or work. For example, the caravan blacksmith will often help the village blacksmith with supplies, services or catching up on a long request list. Rarely do they compete directly with the village shopkeeper for business.

Traveling blacksmiths lack the equipment to fully repair items on the road; wagons rarely have portable forges and other large scale equipment. Caravans with two or more blacksmiths, or with many wagons may have a dedicated cart with a traveling forge. This is left up to the game master to decide.

Traveling healers are almost always welcome in remote villages, especially when settlements are too small to support an established temple or church. In an emergency, villages may send word to surrounding settlements that healers are needed. Herbalists and healers in nearby caravans will often rush to the villages to help, changing course to meet their needs.

The traveling supplier can only carry what he or she can fit in their wagon. Sometimes, they split their storage space with other merchants, forcing them to carry even less on their routes.

The caravan fortune teller often doubles as a simple healer, providing services to merchants, guards and those in need.

To create a small generic caravan, use tables C1-C3 for naming and make up, then the corresponding sections for each merchant type. To simplify caravan creations, use one of the three named caravans found later in this section.

Large Caravan

Although adventuring groups may encounter wagon trains of ten or more carts, they are not often found in rural areas or on desolate wilderness trails. Caravans of this size usually move between large town and cities, travelling upon safe and well patrolled highways. The large caravan of this section is one that has four to nine wagons, yet is still capable of traveling along back roads between smaller settlements. If the desire is to create a massive wagon train, then one can be developed by combining several large caravans.

Large caravans tend to resupply less often and travel greater distances. Passenger wagons are more likely, sometimes numbering two or even three. Caravan suppliers have more stock, providing many local merchants with items less commonly found; smaller caravans do not have the room for every possible supply type.

It is impossible to list every item the suppliers have in stock. The tables that follow provide ideas for many possible items, both common and uncommon, that merchants should have within the large caravan.

Large Caravan—Wagons	
D10 Roll Result	**Wagons**
1	Four
2-3	Five
4-5	Six
6-7	Seven
8-9	Eight
10	Nine
1d6 hired guards, or 2 per wagon	

Table C5

Large Caravan—Merchants	
D10 Roll Result	**Merchant**
1	Specialty Vendor *
2	Herbalist / Healer
3-4	Blacksmith
5-7	General Supplies
8-9	Passenger Wagon
10	Fortune Teller
** specialty vendors on Table C7*	

Table C6

Specialty vendors may share wagons with other vendors, their stock being somewhat limited in quantity. When the specialty vendor is rolled, they can be combined with another wagon, allowing for an additional roll.

Large Caravan—Specialty Vendor	
D10 Roll Result	**Wagons**
1	Magic Items
2	Potions
3-4	Armor
5-6	Weapons
7	Wands and Staves
8	Rare Gems and Jewels
9	Books and Scrolls
10	Artifacts *
** Artifacts may be fake items, even non-magical*	

Table C7

Common items for specialty vendors are listed in other sections in this book.

Large Caravan—Beasts of Burden	
D6 Roll Result	**Details**
1	Oxen (2 per wagon)
2	Draft Horse (1 per wagon)
3-4	Draft Horse (2 per wagon)
5	Light Warhorse (2 per wagon)
6	Special *
** choose a mystical or rare beast from Table Cx*	

Table C8

Large Caravan—Rare "Beasts"	
D6 Roll Result	**Details**
1	1 wagon pulled by a Griffon
2	1 wagon pulled by a Hill Giant *
3	1 wagon pulled by a Unicorn
4	1 wagon pulled by a Pegasus
5	1 wagon pulled by a Giant Lizard
6	1 wagon pulled by a Dragon *
** Trained or domesticated, will not turn on master*	

Table C9

Like the small generic caravan, use the tables provided in this section to populate the large traveling wagon train, or choose one of the pre-generated named caravans on the next page.

Named Caravans

The named caravans that are found on pages 16 through 26 range in design from large wagons with a diverse set of merchants, to passenger wagons, to specific caravans dedicated to faith.

Each caravan has its own delivery and travel schedule, rarely waiting for delayed passengers to slow customers. Unless the caravan specifically mentions that they will stop for customers along the road, most rarely do.

The Soaring Wagon

Known for its speedy travel and timely deliveries, the Soaring Wagon bounds down rural roads between villages and small towns. Owned by Hib Fullerton, the Soaring Wagon has all the necessary merchants for a successful caravan; Hib provides supplies to local stores, Gruffel helps village blacksmiths with supplies and work, Ennatal the Wise assists with healing, and Yeskanna lends her future sight and fortune telling to local customers.

Six well trained, armed guards protect the caravan, with a mounted soldier at the front and back, and four intermixed with the merchants aboard the wagons. Wagon riding guards are equipped with short bows for ranged attacks.

The Soaring Wagon	
Attribute	**Details**
Owner	Hib Fullerton, Supplies
Beasts of Burden	Two draft horses per wagon
Found	Back roads, Villages
Wagon Count	5
Merchants	Blacksmith, Fortune Teller, Herbalist, General Supplies, Passenger Wagon
Passenger Cost	5 sp per town *
Passenger Meals	Not included
Guards	6 (each paid 1 gp per day)
** passengers charged 5 sp for each town on route to destination*	

Table C10

Hib's Supplies

The caravan owner also operates his own supply wagon, providing village and small town shops with needed supplies. Hib is more interested in restocking village merchants than selling his wares on the road; however, he will open his wagon doors for any interested in supplies, selling only his common stock (reserving special ordered items for those that ordered them).

He is a smallish man, jovial and good natured. He is accompanied by his wife, Chesnalla, another kind hearted soul. They often will extend free passenger service to those truly in need.

Hib's Supplies	
Item (count)	**Cost**
Ale, barrel (1)	25 sp
Ale, jug (3)	5 sp
Arrows (20)	20 sp
Beer, barrel (1)	20 sp
Beer, bottle (6)	2 sp
Bolts, Crossbow (12)	20 sp
Cloth, roll (1 tan, 1 brown, 1 red)	10 sp
Flour, sack (2)	5 sp
Rope, 50' (3)	5 sp
Salt, 1 lb bag (2)	10 sp
Salted Meat, 1 lb (3)	20 sp
Sugar, 1 oz bag (4)	50 sp
Tinderbox (2)	10 sp
Wine, cask (1)	250 sp
Shop has minimal inventory beyond items listed above	

Table C11

Hib also uses his wagon to carry supplies for the caravan, including spare wheels, ropes, and food for the guards. Hidden within his wagon is a locked box with money for his traveling store and guard pay.

Hib's Special Order items	
D6 Roll Result	**Details**
1	1 cask Rare wine
2	d6 ounces bone dust
3	Six feet of rare wood
4	Box with a gold engagement ring
5	Pouch with rare healing herb
6	Special incense from far away
Items are not for sale to characters	

Table C12

The Fullertons also manage the passenger car, extending service to nearby villages and towns as needed. They charge 5 sp per passenger per town stop. For example, if the passenger needs to go through four towns to get to their desired destination, Hib will charge 20 sp. The travel payment does not include meals.

Gruffel's Blacksmith Wagon

The large blacksmith known only as Gruffel carries an assortment of raw materials and supplies to settlement artisans. He cannot perform major repairs or craft items on the road, but can fix minor damage or recommend other blacksmiths while in between locations. If allowed, he can craft items at an established smithy, but he generally prefers to assist blacksmiths in towns, getting paid a daily rate of 5 gp.

Gruffel	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	20 sp, 5 gp
Family	None
Traits	Quiet, Hardworking, Talented

His wagon carries several items for sale, listed in the table below.

Gruffel's Inventory / Services	
Service/Item—Price	**Service/Item—Price**
Blacksmith Toolkit—50 sp	Dagger—20 sp
Carpentry Toolkit—50 sp	Horseshoe, Med—5 sp
Forester Toolkit—35 sp	Horseshoe, Lg—7 sp
Miner Toolkit—25 sp	Helm, Leather—25 sp
Raw steel—10 sp/oz	Helm, Steel—100 sp
Leather—5 sp/oz	Shield, Wooden—10 sp
Simple Repair—5 sp	Battle Axe—75 sp
** basic repair service only when on the road*	

Table C13

Ennatal the Wise, Healer of the Unwell

Greeting customers with a large, toothy grin and bright eyes, one cannot help but like Ennatal the healer at first acquaintance. Although her step is quick and agile, she is an old woman, her years surpassing even her own estimation. She cares for the sick, the abandoned and the homeless as if they were her own kin. Ennatal charges little for her healing salves and mystical potions; however, she will ask those who appear blessed with riches to pay additional fees to help those less fortunate.

Ennatal the Wise	
Attribute	**Details**
Profession(s)	Herbalist, Healer
Money On Hand	25 sp, 2 gp
Family	Unknown
Traits	Caring, Trusting, Serious

Ennatal specializes in healing salves for injuries and diseases. She can perform light healing (spells) but prefers to use natural herbs to undo the damage caused by farm accidents, sickness and other village ailments. She offers her services to both the paying and the poor.

Ennatal's Services, Items	
Items / Services	**Cost**
Healing spell, Minor (2)	2000 sp
Healing Spell, Major (1)	5000 sp
Cure Disease Spell, common (1)	10000 sp
Silver Broadleaf (3)	20 sp
Greatberry (2)	30 sp
Princeweed (6)	10 sp
Wrathvine (1)	15 sp
Burn Salve (2)	25 sp
Open Wound Salve (1)	35 sp
** values in parenthesis indicate count/uses*	

Table C14

Ennatal occasionally has a rare ingredient or two, picked up in trade or along a new route. Use the tables found in the Herbalist section for options.

Yeskanna's Future-tellings

Unlike many fortune tellers who are but liars and deceivers, Yeskanna has actually been blessed with the gift of future sight. Like most with the gift, it can be temperamental, often working strangely or not at all. Yeskanna is reserved, often quiet while others speak, listening and giving her gift a chance to activate.

Her wagon is always open to those on the caravan, including the guards and passengers. She will sit with passersby, providing her service when possible. Her fees are minimal and she will not charge for her time if her gift is not working well.

Yeskanna	
Attribute	**Details**
Profession(s)	Fortune Teller
Money On Hand	10 sp, 1 gp
Family	Yes, but not with her
Traits	Quiet, Reserved, Perceptive

Yeskanna provides a few simple services, listed below in table C15. She will often barter her service for food, ingredients or other useful items. She will not assist patrons who are abusive, or those that treat her fellow merchants poorly.

Yeskanna's Services	
Items / Services	**Cost**
Simple Question Answering (yes / no answer)	10 sp
Future Foretold	20 sp
Protection Ward *	100 sp
Tarot Card Reading	20 sp
Rolling of the Bones	20 sp
** simple protection wards only, see next table*	

Table C15

Common Protection Wards	
Ward	**Cost**
Against Poison, 24 hours	100 sp
Against Disease, 24 hours	75 sp
Against Undead, 24 hours	125 sp
Against Fire, 24 hours	100 sp
Against Cold, 24 hours	100 sp
Against Fear, 24 hours	75 sp
Against Goblins, 24 hours	50 sp
Yeskana is incapable of any other Wards	

Adventure Hooks: (1) The Soaring Wagon caravan has been robbed several times upon the road by the same group of bandits. Hib Fullerton will pay 250 sp to any group that brings the bandits to justice or eliminates the threat. (2) During the least leg of the trip, one of the passengers stepped of the wagon for a moment during a brief stop in a nearby forest. The passenger, a strange and quiet old man, never returned.

Bumble's Delivery

Villagers always know when Bumble's Delivery is approaching; the ringing of several bells and the large footfalls of massive beasts signify the arrival of the single wagon caravan. Bumble, a portly and jolly old man, drives his team of giant donkeys through rural valleys and deep forests, bringing much needed supplies to remote settlements. Undaunted by wild creatures and ruthless bandits, he and his small group travel where others will not, ensuring people get the supplies they need.

Bumble is accompanied by his wife, Ersela, and their two sons, Jumm and Grig. The four family members happily run their supply and service business; Bumble sells and trades common supplies, Ersela offers simple healing and teaches potion creation, and the sons sell their backs for manual labor.

Bumble's Delivery	
Attribute	**Details**
Owner	Bumble, Merchant
Beasts of Burden	Six large donkeys
Found	Back roads, Villages
Wagon Count	1
Merchants	Herbalist, General Supplies
Passenger Cost	n/a
Passenger Meals	n/a
Guards	2 *
** Bumble's sons act as wagon guards, each on horseback*	

Both the grown boys also protect the cart, using their excellent talents with bow and sword to deter most common bandits. Each son can feather an apple from 100 feet more often than not.

Bumble	
Attribute	**Details**
Profession(s)	Merchant
Money On Hand	100 sp, 25 gp
Family	Wife, 2 sons
Traits	Jolly, Boisterous, Kind

Bumble's Supplies	
Item (count)	**Cost**
Ale, jug (1)	5 sp
Arrows (40)	50 sp
Carpentry Kit (1)	25 sp
Bolts, Crossbow (8)	10 sp
Flour, sack (3)	10 sp
Mead, jug (2)	20 sp
Rope, 50' (6)	5 sp
Salt, 1 lb bag (3)	10 sp
Salted Meat, 1 lb (6)	20 sp
Shovel (2)	5 sp
Spears (3)	10 sp
Sugar, 1 oz bag (3)	50 sp
Tinderbox (3)	10 sp
Leather vest (1)	20 sp
Bumble's trade ("want") list is found below	

Table C16

Bumble and his wife use the two sides of the wagon to sell their wares. The old merchant specializes in trade and barter between towns, often getting want lists from villagers and fulfilling requests in different settlements before returning. Bumble often gets a small share of the traded items, using the excess as sellable supplies or for his own family.

Bumble's "Want" List	
Item	**Item**
Wild Mushrooms (1 lb)	Silver Goblets (6)
Bolt of Pink Silk (10 sq ft)	Steel Box, w/ Lock
Any herbs	Any spices

Table C17

Ersela prefers to teach young folk her healing skills, often trading her knowledge for food for the family. She also sells herbs, salves and potions, but her supplies are limited. She is too frail to hunt the dense forests and remote glades for the necessary ingredients to make her most powerful potions, but is always interested in trading for rare herbs.

Ersela	
Attribute	**Details**
Profession(s)	Herbalist, Healer
Money On Hand	none
Family	Husband, 2 sons
Traits	Kind, Insightful, Inquisitive

Ersela's Services, Items	
Items / Services	**Cost**
Simple Potion Creation Training	50 sp
Light Healing Potion (2)	4000 sp
Healing Potion (1)	8000 sp
Burn Salve (3)	50 sp
Digestion Potion (3)	25 sp
Princeweed (3)	10 sp
Gagweed (6)	5 sp
** values in parenthesis indicate count/uses*	

Table C18

Both Jumm and Grig sell their manual labor services at a rate of 10 sp per day each. In addition to basic laborer tasks, the boys have light experience in carpentry, mining, stone masonry, and blacksmith apprenticeship. Villagers often look forward to the arrival of the two large men and their hardworking attitude.

Jumm and Grig	
Attribute	**Details**
Profession(s)	Laborers, Guards
Money On Hand	10 sp each
Family	Father, Mother
Traits	Quiet, Loyal, Trustworthy

Adventure Hooks: (1) Jumm and Grig both have become very ill recently, and at the same time. Although Ersela has tried her best to use her healing arts on the young men, their condition steadily worsens. Their sickness seemed to start just after a recent stint at the last town's copper mine. (2) Ersela believes she has discovered a rare strain of Princeweed along their route. Unfortunately, the weed grows atop a large, rocky plateau, difficult for her or her family to reach. She is willing to pay 100 sp for a sample of the weed.

Village Express

No other caravan races between villages and small towns at the speed of Village Express. Hurtling over simple trails and down old cart paths, the three wagon merchant train travels to and from settlements at foolhardy speeds. The merchants will not stop for potential customers or passengers along their route, only halting briefly at settlements before bounding off to the next destination.

Run by Thrintel B'dosse, the small caravan is known for quick passenger service and fair prices. The wiry, fast-talking caravan owner drives his light horses at breakneck speeds between locations, often trading or purchasing new steeds when his begin to falter. The Village Express rarely stays longer than two hours at any one place.

Village Express	
Attribute	**Details**
Owner	Thrintel B'dosse
Beasts of Burden	Four light horses per wagon
Found	Villages, Towns
Wagon Count	3
Merchants	General Supplies, Passengers
Passenger Cost	5 sp per day
Passenger Meals	Additional 5 sp per meal
Guards	3 (each paid 2 gp per day) *
** guards ride upon the wagons, one on each*	

Thrintel's guards ride upon the wagons, each armed with crossbow and spear. Although the caravan is lightly guarded, it's often too quick to catch as it speeds along on its route. The wagons are outfitted for speed, but Thrintel has invested in durable frames, wheels and tack, enabling it to traverse rough terrain without taking damage.

Thrintel B'dosse	
Attribute	**Details**
Profession(s)	Caravan Owner
Money On Hand	250 sp, 75 gp
Family	None
Traits	Energetic, Serious, Distracted

The Village Express is mostly known for its two wagon passenger cars, with enough room to seat sixteen travelers comfortably. Thrintel sells general supplies from the third wagon, but mainly makes his money from escorting passengers from settlement to settlement. The caravan owner does not take special orders for items nor is he interested in barter or trade. He carries basic supplies and passengers.

Thrintel's Supplies	
Item (count)	**Cost**
Ale, jug (3)	5 sp
Beef, 10 lbs (1)	50 sp
Beer, bottles (6)	5 sp
Flour, sack (4)	10 sp
Mead, jug (1)	25 sp
Salt, 1 lb bag (3)	10 sp
Sugar, 1 oz bag (2)	100 sp
Venison, 5 lbs (1)	10 sp
Wine, bottles (3)	100 sp
Thrintel occasionally has other alcohol in his supplies	

Table C19

Adventure Hooks: (1) At their current stop, one of the passengers refused to pay their fare. Thrintel's guards were too afraid to confront the man due to his menacing stature and obvious weapons expertise. Thrintel wants his payment! Who can help him collect his fee? (2) In the middle of the night, Thrintel's guards vanished! Somewhere along the route, the guards either fell or jumped off the bounding caravan. What happened to the Village Express's guards and can they be found. Or does Thrintel have to replace them?

The Waking Dream Wagons

Large caravans often travel greater distances, returning to the same settlements less frequently than smaller, village bound wagons. The Waking Dream Wagons travels a long route, from one end of a region to the other, usually spanning many months before returning to their home city to restock. The caravan owner, Semnak Fenn, extends his route each year, stretching his range farther and farther. He stays upon well tended and secure routes, rarely venturing off the beaten path unless driven by financial purpose.

His seven wagon caravan is well known; the settlements on his route welcome the merchants on their arrival, often purchasing well needed and rare supplies. Semnak has a knack for finding extremely rare goods and knowing the perfect buyer. He will purchase an item sometimes knowing full well that he will not sell or trade it for many months. The merchants in his caravan also procure and sell rare items, making his caravan one of the most sought after traveling merchants in the region.

The Waking Dream Wagons	
Attribute	**Details**
Owner	Semnak Fenn
Beasts of Burden	Two draft horses per wagon
Found	Anywhere
Wagon Count	7
Merchants	Blacksmith, Fortune Teller, Herbalist, General Supplies, Weapon Shop, Passengers
Passenger Cost	10 sp per day
Passenger Meals	Additional 10 sp per day
Guards	15 *
** one per wagon, seven on horseback, one captain*	

Semnak coordinates travel, plans routes, meets with settlement leaders, manages the guard, and handles passenger transactions. He does not have a dedicated wagon for selling his specialty wares, but instead uses his travel chest to store his valuable rarities. He often meets with the wealthy and notable at each settlement, selling or buying as desired. Local nobles eagerly await his arrival to examine his most recent acquisitions.

He charges each merchant 10 gp per week to stay within the profitable caravan. His guard detail is a single unit of men, led by Captain Hromme. The caravan owner pays the Captain 20 gp per day. Fifteen guardsmen watch the caravan day and night, making it one of the safest and best protected passenger caravans anywhere. Each guard is well armored and trained, carrying short bows, swords and shields.

Semnak Fenn	
Attribute	**Details**
Profession(s)	Caravan Owner, Merchant
Money On Hand	50 sp, 500 gp
Family	Unknown
Traits	Arrogant, Pretentious, Precise

Semank buys only what he can sell to make a profit. He will always attempt to get the best price possible, either inflating the value of his goods or decreasing the perceived worth of an item he's interested in buying. He has been known to convince people that they have an item of no value, only to sell it for thousands of gold coins in a different town.

Semnak Fenn's Notable Rarities	
Item (count)	**Cost**
Jeweled Crown of Graldurn	10,000 sp
Mirror of the Lady Helenatase	5,000 sp
Pouch of Mileseed (magical)	15,000 sp
Passion Soap	5,000 sp
Ruby Neckvest	10,000 sp
Totem of the Winged Octopus	2,500 sp
Values may be inflated as much as 1000%	

Table C20

Jeweled Crown of Graldurn: A simple, golden circlet ringed with precious stones, the crown once sat upon the head of a great king. Forty rubies, emeralds, diamonds and sapphires line the circlet, alternating evenly so that ten of each gem type circle the head piece.

Mirror of the the Lady Helenatase: It is said that the mysterious Lady Helenatase thought herself too beautiful to be seen in public, hiding herself away in her chambers until her unfortunate death in her forties. She would often gaze upon her reflection, cursing her beauty and its affect on the young, married men of her realm. The mirror is made of solid gold, with a single piece of ice dragon scale as the reflective center.

Pouch of Mileseed (magical): The fabled Mileseed vine was said to be thankfully gone from the region, yet Semnak has found thirteen seeds that have somehow survived the magical plant's systematic removal. The seed grows very quickly into a weed-like plant, often stretching twenty feet in a day in growing months. The weed destroys all other living vegetation, attaching itself to plants, trees and bushes, until nothing else survives but the Mileseed. The plant can grow to several hundred feet in length; rumors of mile long plants are unsubstantiated but are likely possible in the correct conditions. A full grown plant is hard to destroy as its base is nearly five feet thick and its outer sheath nearly as hard as stone. Thankfully, the plant creates but one seed in its lifetime.

Passion Soap: Created by harem concubines of the east, it is said that this soap is infused with perfumes thought to romantically intoxicate the bather. Any who bathe using the soap will be filled with a passion so great that they may fall in love with the next person they see.

Ruby Neckvest: The vain and narcissistic King Ountef desired a suit of armor made from gems and commissioned a neck piece from a city jeweler. The leather mesh wrapping is covered in tiny rubies, and wraps around the wearer's neck completely, covering the wearer from jaw line to collarbone.

Totem of the Winged Octopus: A small wooden carved figurine of a tentacled beast with small leathery wings hangs from a braided leather rope. Some say that it is magical and was once used in dark ceremonies to call upon a sleeping god. The wood is of unknown origin and crudely made.

Semnak Fenn has several small sculptures, pieces of assorted jewelry, and other somewhat valuable items for sale. Most of his extra items are real but a few pieces are fake.

Waking Dreams Blacksmith

Kurl Drakoon has been with the Waking Dreams caravan the longest, as the first merchant to sign on with Semnak. He offers his blacksmith services to each settlement, working with the local tradesman, or using the forge in locales where they lack a dedicated smith. He is very talented and although capable of crafting nearly any item, he rarely spends enough time in one place to create anything more than simple pieces. He can repair nearly any damage to armor or weapons if given enough time. He prefers to sell his items on the road, and trade or barter with settlement smiths on his arrival. He will also rent out his services to local smiths if they need assistance.

Kurl Drakoon	
Attribute	**Details**
Profession(s)	Blacksmith
Money On Hand	45 sp, 45 gp
Family	None
Traits	Talented, Imaginative, Thorough

The blacksmith has a small assortment of common items for sale in his wagon. Lacking a forge while on the road, he tries to replenish sold equipment when reaching a settlement, either by trading for items or using the local forge to create a few pieces.

Kurl's Inventory / Services	
Service/Item—Price	**Service/Item—Price**
Blacksmith Toolkit—50 sp	Short sword—75 sp
Carpentry Toolkit—40 sp	Long sword—150 sp
Forester Toolkit—25 sp	Helm, Leather—25 sp
Miner Toolkit—20 sp	Helm, Steel—100 sp
Raw steel—20 sp/oz	Shield, Wooden—10 sp
Leather—10 sp/oz	Leather pants—20 sp
Simple Repair—10 sp	Pick Axes (6) - 10 sp ea
** basic repair service only when on the road*	

Table C21

Kurl has traded wisely with customers, procuring several interesting pieces along the road. The table below lists a few items of considerable value and usefulness.

Kurl's "Special" Inventory	
Item (count)	**Cost**
Axe of Orc Slaying (1)	7500 sp
Crossbow of Light (1)	2000 sp
The Knight's Blade (1)	3500 sp
Shield of Everhealth (1)	10000 sp
All items described below	

Table C22

Axe of Orc Slaying, Magical Battle Axe (minor): Is it red paint or dried orc blood that gives the battle axe its look? No one really knows nor do they care once they wield this mighty axe. The axe does double damage to orcs and has a chance to slay the orc outright on critical strikes (% chance equal to wielder's level times two).

Crossbow of Light, Magical Crossbow (minor): Every bolt fired by this magical crossbow is followed with a streak of light. On successful hits, the bolt remains lighted, adding a bonus to subsequent missile attacks on the poor victim.

The Knight's Blade, Magical Long sword (minor): This magical blade adds a minor to-hit bonus while the wielder is upon horseback or wearing a full suit of steel armor.

Shield of Everhealth, Magical Shield (major): A blackened, full shield without insignia or blaze, this shield weighs one half normal weight. When the shield is struck by an opponent, it temporarily drains one point of health from them, permanently transferring it to the shield holder. The shield holder cannot gain any additional health beyond maximum, and the opponent regains lost temporary health within 4 hours after the battle (if alive).

Tessana, Dream-Teller

Tessana is not the stereotypical old fortune teller; she is young, charismatic and considerably attractive. She is outgoing, but not pushy. She is talented in the arts of card reading and future telling, but is exceptionally good at deciphering dreams. Her service offerings are listed in table C22 below.

Tessana	
Attribute	**Details**
Profession(s)	Fortune Teller
Money On Hand	75 sp, 25 gp
Family	Unknown
Traits	Charismatic, Vibrant, Loyal

Tessana's Services	
Items / Services	**Cost**
Crystal Ball Readings (Future Sight)	20 sp
Palm Readings	20 sp
Protection Ward *	150 sp
Tarot Card Reading	20 sp
** poison or disease protection wards only*	

Table C23

Adventure Hooks: (1) Captain Hromme is enamored by the young gypsy, and he makes his intentions known each chance he gets. Tessana is not interested in the soldier, disliking bloodshed and warfare. Captain Hromme is persistent though, and continues to try to win the young girl's heart. (2) Tessana is in search of a magical deck of Tarot cards, a set she believes to be somewhere along the route the Waking Dream caravan takes regularly. She suspects that the cards have passed through the hands of Semnak Fenn at least once but the merchant denies ever seeing them or knowing of their existence.

Yemneelator's Deck of Daily Diversions, Magical Item (artifact): This mysterious forty card deck of cards was once owned by Yemmneelator, a famous court magician and oracle. If used once per day, it is said that the deck would produce a card that would display a different hidden message leading to a simple quest or challenge, and subsequent reward, close by. Legend states that overuse of this deck increases the chance that one of the three worst cards appear, working against the card holder. Either Death, the Huntsman or the Assassin will seek the card holder out over the next 24 hours.

Frulgar, the Mountain Healer

The six and half foot mountain man is a well known healer, talented in the art of herbal medicines. He has some druidic spell casting ability but favors using herbs and natural ingredients to build healing salves and potions. Settlers from the villages and towns along the caravan's route rush to Frulgar's wagon, hoping to acquire one of his effective creations.

Frulgar	
Attribute	**Details**
Profession(s)	Herbalist, Healer
Money On Hand	35 sp, 15 gp
Family	None
Traits	Dedicated, Inquisitive, Serious

He is always in search of herbs for his work; he will often step away from the caravan at rest stops to forage the forests and swamps for ingredients, but also accepts herbs in trade for his services. He will pay up to double for extremely rare herbs (see table C24).

Frulgar's Services, Items	
Items / Services	**Cost**
Healing spell, Minor (1)	2000 sp
Silver Broadleaf (5)	25 sp
Greatberry (3)	20 sp
Princeweed (12)	10 sp
Wrathvine (2)	15 sp
** values in parenthesis indicate count/uses*	

Table C24

Frulgar takes his role very seriously, often rushing to the aid of injured or sick settlers at the first word. He recognizes that the poor often have little to give and has been known to refuse payment for his services. For those that can pay however, he expects full payment, either in coin or in valuable trade.

Frulgar's "Want" List	
Item	**Item**
Bloodthorn	Eyecap
Old Nanny	Silver Broadleaf
Speckleberry	Swampwort
Any uncommon herbs	Any other rtre Herbs

Table C25

Himlaana, the Supply Merchant

The Waking Dream caravan supply merchant is a critical re-supplier to many village and small town stores along their route. Himlaana has two wagons in the caravan, one for supplies bound for other merchants, and one for selling her wares. She takes common and special orders from each general supply store stop, and delivers previously requested items from earlier visits. She charges fair prices for her goods, often better than her rivals, and has most every common item available in one of her wagons.

Himlaana	
Attribute	**Details**
Profession(s)	Supply Merchant
Money On Hand	250 sp, 100 gp
Family	Husband, 1 son
Traits	Fair, Honest, Knowledgeable

Himlaana is not interested in trading, preferring to sell her wares for silver and gold. She will not buy anything from villagers or adventurers unless she needs to satisfy a special order or is out of a critical supply. Tables C25 and C26 list her items for sale, and table C27 list her current want list.

Himlaana's Supplies	
Item (count)	**Cost**
Ale, jug (1)	4 sp
Ale, bottle (6)	2 sp
Arrows (20)	20 sp
Carpentry Kit (1)	20 sp
Bolts, Crossbow (12)	20 sp
Flour, sack (5)	10 sp
Mead, jug (3)	25 sp
Rope, 50' (6)	5 sp
Salt, 1 lb bag (6)	9 sp
Salted Meat, 1 lb (5)	15 sp
Shovel (3)	4 sp
Pick (4)	3 sp
Sugar, 1 oz bag (3)	45 sp
Tinderbox (3)	10 sp
Himlaana's ("want") list is found on the next page	

Table C26

Himlaana's Supplies (continued)	
Item (count)	**Cost**
Bolt of Simple Cotton Cloth, Tan (2)	25 sp
Bolt of Red Silk (1)	100 sp
Bolt of Purple Silk (1)	250 sp
Gold Earrings (2 pair)	200 sp
Matching Silver Bands (male, female) (1)	50 sp
Exotic Wine, Cask (2)	750 sp
Giant Bee Honey Mead, Jug (1)	75 sp
Sewing Wheel (1)	25 sp
Butter Churn (1)	20 sp
Oxen Yoke (1)	25 sp
Bag of Random Horseshoes (1)	10 sp
Box of Nails (1 box, 250 nails)	20 sp
Himlaana's ("want") list is found below	

Table C27

Himlaana's "Want" List	
Item	**Item**
Sugar	Cooking Spices
White Stag Venison	Empty Barrels
Scabbards and Quivers	Rope, 25 to 50'

Table C28

The Waking Dream Passenger Wagon

Semnak Fenn boasts the relative safety and security of traveling with his caravan, and proudly comments on its luxurious accommodations. The passenger wagon is the biggest in the caravan, seating and sleeping eight passengers comfortably. The cost of travel is exceedingly high compared to other caravans, but with a large group of guards protecting it, is justifiable to most. Bandits rarely attack a caravan protected by fifteen seasoned guards.

Since the caravan has one of the longest routes of any known wagon train, passengers can travel clear across the region using one service. Several stops along the way make for an exciting trip for those who have the money to pay for the service. Meals cost additional money, but Captain Hromme, doubling as a cook, is known to be an above average chef. He mixes up dish variety, rarely repeating the same meal more than once in a week.

The Temple Caravan

Not every caravan is filled with merchants, seeking to sell their wares to villages and small towns in out of the way places. There is often a need to bring worship and prayer to the rural and remote settlements, locales that lack a temple or priest. The Temple Caravan is such an entity; several small wagons pulled by miniature ponies bring priests of different gods to the locations that lack worship and healing services. The caravan seeks out new settlements to visit, often taking days to reach a new place. Once visited, the caravan is sure to return again.

The Temple Caravan	
Attribute	**Details**
Owner	Durn Yevnus
Beasts of Burden	4 Miniature Ponies per Wagon
Found	Anywhere
Wagon Count	5-8 (varies)
Merchants	Temple / Faith Services
Passenger Cost	free
Passenger Meals	free
Guards	3-5 Acolytes (shield and club)
* *acolytes ride upon the wagons with their priests*	

The caravan is owned by Durn Yevnus, the only non-priest in the group. He coordinates routes, settles disputes within the caravan, and recruits replacement clergy lost to permanent residency at one of the stops (caravan priests may decide to stay with a village or town to replace a deceased holy man or help to rebuild a shrine). It is common to find an empty wagon in the caravan, vacated by a priest following his calling elsewhere. The empty wagon is often hitched to another wagon or driven by an acolyte.

Each priest in the caravan worships a single god in the region's mythos, and is careful not to disturb or offend the other holy men in their worship practices or beliefs. Durn has been known to ask particularly zealous priests to leave the caravan if they try to dominate the others.

Gods Represented in the Temple Caravan
D10 Roll Result—Name of God
1—Krall, God of the Sea
2—Umwei, God of Commerce and Trade
3—Zeltana, Goddess of Peace
4—Etu, Goddess of Life and Creation
5—Lintenor, God of Justice
6—Hessa, Goddess of Love
7—Juntol-Ka, God of Health and Survival
8—Jo-Ki-Kas, God of Battle
9—Lanbur, God of Fire
10—Novil Sa, Goddess of the Air
All gods found in "Terra Minor World Guide"

Table C29

GMs should feel free to substitute other gods as necessary. The gods listed above are found in the "Terra Minor World Guide", available as a free download from the company's website.

Durn will accept passengers only if they can persuade a priest to allow them to ride in their wagon. Priests will accept passengers in their wagon if they share the same faith. Riders may accompany the caravan for a day or two, but Durn will politely ask passengers to break from the caravan thereafter.

Acolytes double as caravan guards, protecting all the wagons regardless of their faith. Acolytes are occasionally promoted to priests to replace those that have left the caravan. Durn tries to have three to five acolytes on the caravan at all times. Newly hired acolytes must worship one of the gods in the caravan and be approved by that god's priest.

Priests of Krall: Priests of the sea god can provide seafaring blessings to followers, including temporary water-breathing (4 hours).

Priests of Umwei: Devoted followers of Umwei can be blessed by the commerce god, giving a bonus to transaction or trade checks for 24 hours (no cost to followers).

Priests of Zeltana: The goddess of peace will bless devout followers with a bonus to defensive checks for 12 hours (no cost to followers).

Priests of Etu: These priests can cast all manner of healing and .cure spells on their followers.

Priests of Lintenor: If a follower has been wronged, these priests can ask Lintenor to provide a temporary boon to seek justice (bonus to all checks versus wrongdoer for 1 week).

Priests of Hessa: Priests from the love goddess can bless followers with Charisma, beauty and persuasion checks for 24 hours.

Priests of Juntol-Ka: Simple heal and cure spells are available to all, with more powerful spells saved for devout followers.

Priests of Jo-Ki-Kas: Followers of the battle god can be given a temporary boon for combat, lasting 12 hours (bonus to attacks and defense).

Priests of Lanbur: After passing a trial of fire, the follower can receive one of several temporary boons from the Fire god: a bonus to fire-based spell damage, a resistance to fire, or a weapon imbued with fire (each boon lasts 24 hours only). Lanbur has been known to "fire-kiss" followers, healing them fully.

Priests of Novil Sa: Devout followers of the air goddess can be granted temporary flight for up to 4 hours.

Temple Priest Services			
God	**HEAL**	**CURE**	**OTH**
Krall	Y	N	N
Umwei	N	N	Y
Zeltana	N	N	Y
Etu	Y	Y	N
Lintenor	N	N	Y
Hessa	N	N	Y
Juntol-Ka	Y	Y	N
Jo-Ki-Kas	N	N	Y
Lanbur	Y	N	Y
Novil Sa	N	N	Y
HEAL = healing spells, CURE = cure spells, OTH = other			

Table C30

Fortune Tellers

Those gifted with mystical sight or dream-telling often sell their services as a fortune teller. The number of truly gifted and trained fortune tellers is extremely low; it is rare to find one that can accurately or clearly tell the future or decipher a dream properly.

Unfortunately, this profession is tainted with liars, thieves and fakers. The worst of these travel from place to place, taking what they can and leaving before being found out by the locals. They may work in groups, using the information gathered by each to deceive villagers. Villages and towns may ban these liars, calling them gypsies or even bandits.

Although a couple of the named Fortune Tellers found in the upcoming pages are deceitful liars, this generic section will primarily focus on legitimate mediums. A list of mystical skills can be found in the next section. Generic fortune tellers are found everywhere, in villages, small towns and cities.

The Mystical Skills of a Fortune Teller

Although seers, psychics and oracles each have their own set of skills, many use the common, core abilities of their craft. Five of the most used skills are listed below. A sixth, optional skill is added at the end of the section.

Each fortune teller charges a different price for their skills. Price recommendations are found within the generic and named sections.

Future Foretold / Future Sight

The psychic may be able to see a possible future event or outcome for an individual. Outcomes are more likely to be accurate or detailed if exact questions are asked. The better the question, the better the response. Note that the fortune teller's response isn't always correct; the outcome is one possible alternative, as outcomes are driven by choices and chance.

Most fortune tellers use a tool such as a crystal ball, deck of cards, or a bag of items to assist in their prediction and interpretation of the future. Several of the other mystical skills listed here are loosely related to Future Foretold, but are separated for additional reader detail.

Palm Reading

Reading the palm of an individual may reveal simple answers to common questions such as length of life, riches, health and fate. The steps to reading palms involve looking at hand shape, the lines on the hand, and the "mounts" or fleshy parts under the fingers. Fortune tellers use the four major lines (heart, head, life and fate) to decipher an individual's future or past. The shape of the hand indicates character traits such as personal values, intelligence, creativity and work ethic. The mounts provide additional information about an individual, such as confidence, family virtues, organizational skills and imagination.

Protection Ward

Not only can mystics try to predict future events or unravel past dilemmas, but they can also provide protective services. Using their skills in spell-casting and herbal preparation, they can attach a temporary protection ward on an individual. Protections are specific to a particular person, place or thing. The more specific the description, the more powerful the protection may be. Additionally, if the mystic can get a physical item related to the protection (e.g lock of hair, dirt from the ground of the place, a drawing of the creature), they can usually improve the power and length of the protection.

Common Protection Wards

Ward	Cost
Against Poison, 24 hours	100 sp
Against Disease, 24 hours	75 sp
Against Undead, 24 hours	125 sp
Against Lycanthropes, 24 hours	150 sp
Against Fire, 24 hours	100 sp
Against Named Individual, 24 hours	250 sp
Specialty Ward *	varies

** almost any Ward can be crafted, costs may be high*

Table FT1

Twenty-four hour protection wards will give the beneficiary a significant bonus to saving throws or actions checks when facing threats of the ward type.

Rolling of the Bones

Ancient seers once used a bag of bones to determine the fate of the people and villages around them. Many fortune tellers still use this method, casting bones, stones and gems into a bowl to predict futures or to answer basic questions. This skill can be used to answer yes-no questions or to predict possible events. The location of touching objects and their pattern may indicate possible outcomes to the questions asked.

Tarot Card Reading

Most fortune tellers rely on their special deck of mystical cards to tell the future for an individual. There are many forms and sizes of tarot decks; cartomancy is a broad area and each fortune teller has a general preference for the type and number of cards they will likely use. Most common tarot card desks have 32 cards, but others with 40 and 52 exist. Tarot readings can be deciphered differently by each fortune teller.

Curse (optional)

Many fortune tellers are able to curse a named individual for a price, although those with a shred of decency tend to reject such requests. Curses may be relatively benign and temporary, but powerful curses are possible. Table FT2 list several "common" curses.

Note that a fortune teller, scorned or mistreated, may use one or more curses on their enemies as retribution. Characters should be careful when dealing with vengeful mystics.

Common Curses	
Curse	**Cost**
Boils / Itching / Headaches, 1 week	50 sp
Comatose, 1 week	250 sp
Sleepiness, 1 week	25 sp
Infertility, permanent	1000 sp
Loveless Life, permanent	1000 sp
Sickness, permanent	750 sp
Specialty Curse *	varies
** almost any curse can be created, costs will be high*	

Table FT2

To determine the skill use success, roll d100 and consult Table FT3.

Fortune Teller Skill Attempt Success Chart	
D100 Roll Result	**Details**
01—24	Failed (50% faked result)
25—49	Failed (25% faked result)
50—74	Success (25% exaggerated result)
75—100	Success

Table FT3

Failed results are usually described as "unclear" or "unknown" unless the seer makes up an answer.

Fortune Teller Names	
D20 Roll Result	**D20 Roll Result**
1—Enaala	11—Urngali
2—Museena	12—Berthacca
3—Esmirilda	13—Horatiyoto (M)
4—Yaani	14—Nessa
5—Zhovvann (M)	15—Cytherine
6—Wemaasa	16—Fremma
7—Khorl (M)	17—Olenna
8—Felicianna	18—Aanna
9—Yormenza	19—Lenatore
10—Petyr (M)	20—Zhenshiva
(M) represents a male fortune teller name	

Table FT4

Village Fortune Teller

Mystics found in small villages and rural settlements are often revered by the people found there. Settlers often rely on their local fortune teller for major decisions or to protect them from harm. It is not uncommon for village leaders to look to their seer for advice when faced with a difficult decision. In the eyes of its people, the village fortune teller is sometimes more important than the local clergyman.

Not every village has a fortune teller; the mystical skill set is rare enough that the nearest seer may be several villages away. Distance does not prevent settlers and village chieftains from visiting the nearest oracle, or calling for his or her aid in times of urgency. Fortune tellers rarely leave their homes, only traveling to outlying locations for great reward or to repay a debt. Most who seek the help of the fortune teller own the burden of travel, risking dangerous woodland or mountainous trails to their remote location.

Village fortune tellers usually specialize in a single mystical skill, rarely blessed with several different talents. Harnessing their abilities for several skills requires training, which many hermit-like mystics lack. They use the skill they were born with, fine tuned over time, to a powerful ability.

When creating a village fortune teller, choose one or two skills, or roll on the table below.

Village Fortune Teller	
D6 Roll Result	**Mystical Skill**
1	Future Sight
2	Rolling of the Bones
3	Protection Ward *
4	Curses *
5	Future Sight, Protection Ward *
6	Future Sight, Curses *
** Protection Ward and Curse skills are limited*	

Table FT5

Rural mystics have limited training in protection wards and curses, only able to offer services found in the common lists on pages 27 and 28. They are generally unable to create specialty wards or curses unless given enough time and resources. Highly trained and powerful town and city fortune tellers are more likely able to create very specific and potent wards and curses.

Instead of charging a fee for their service, the secluded seer may ask for supplies in trade or for a small favor. Table FT6 below lists possible tasks that the fortune teller may need assistance with.

Tasks in Trade for Service	
D6 Roll Result	**Task**
1	Eliminate pesky wolf den nearby
2	Find rare herb / ingredient
3	Refill water barrels from nearby stream or lake
4	One character to donate small cup amount of blood
5	Bring local leader to seer's home
6	Deliver package to nearby village

Table FT6

Those mystics that prefer coin to tasks each charge different rates for their skills. Table FT7 lists the average range of skill use costs. Note that the named fortune tellers that follow the generic section have fixed rates listed in the respective details.

Village Fortune Teller Costs	
Mystical Skill	**Cost Range**
Future Sight, yes/no question	1d10 sp
Future Sight, Prediction	5d10 sp
Rolling of the Bones, Predictions	10d10 sp
Protection Ward *	5d10 sp
Protection Ward **	10d10 sp
Curse	1d100 sp
** vs disease, poison, fire; ** vs creatures, person*	

Table FT7

Note that Village fortune tellers most likely are incapable of *specialty* protection wards and curses. Refer to Tablea FT1 and FT2 for common themes.

Town Fortune Teller

Larger settlements found along well traveled roads often bring enough new and recurring business to support an established fortune teller. The seer will likely have a shop in the town, perhaps at its edge or in a less desirable area of the settlement. Most locals will likely have mixed feelings about the mystic, confused about their trustworthiness or legitimacy. Those not wishing to draw attention to themselves will prefer to seek the fortune teller out in secret. Some leaders of small towns openly support their local fortune teller, relying on their skills to help in town matters or emergency situations.

Most fortune tellers making a living in towns are well trained with multiple skills available to their customers. Of course, not every offered skill has been perfected; some skills are weakly attempted, with mistakes covered up with good acting and fake explanations. Table FT8 lists random skills and percent capability (the percentage indicates the skill accuracy or ability to use the skill correctly—it does not indicate the success of the skill attempt). Success for an attempted skill is based on the results rolled on table FT3 on the previous page.

Town Fortune Teller Skills - (roll D10)						
Roll	**FS**	**PR**	**PW**	**RB**	**TR**	**CU**
1	100%	50%	0%	50%	0%	0%
2	100%	0%	50%	0%	50%	0%
3	50%	50%	50%	50%	50%	0%
4	100%	100%	0%	0%	50%	0%
5	100%	100%	0%	25%	100%	0%
6	100%	25%	50%	100%	50%	10%
7	50%	100%	0%	50%	50%	10%
8	100%	50%	50%	50%	50%	25%
9	100%	50%	50%	50%	100%	50%
10	100%	100%	50%	50%	100%	75%
FS = Future Sight, PR = Palm Reading, PW = Protection Ward, RB = Roll the Bones, TR = Tarot Reading, CU = Curses						

Table FT8

The cost of skill use for known customers is about the same as those found in Table FT7. New or unknown customers, specifically characters visiting the town fortune teller for the first time, are charged *two* or *three* times the price in the village chart.

Seer shops found in towns are often run by more than one fortune teller, likely family members or indebted servants. The skilled mystic awaits in a back room while their partner or servant runs the front of the shop, prioritizing customers or arranging appointments. Money is collected by the seer only.

Custom protection wards or curses preformed by town fortune tellers are expensive, especially if they are very specific or target a well known individual in the settlement. Talented mystics can create just about any ward or curse, but will likely charge up to *ten times* the amount listed in the tables on pages 27 and 28 for extremely deadly or specific spells. A mystic may refuse to create a curse on a specific individual if they wish, and may report the characters to authorities if they feel the group is up to no good. However, almost any fortune teller will perform a service for a large amount of gold.

City Fortune Teller

For the most part, the city fortune teller is no different than their smaller settle counterparts, except that larger locales tend to have more than one of their profession. Competition makes for interesting price fluctuations and an occasional desperate need for business. It is common for cities to have a half dozen or more fortune tellers, many of which who specialize in one or more talents. Refer to Table FT9 for a count of the number of fortune tellers found and table FT10 for skill ranges for individual mystics.

City Fortune Tellers, Number Found			
D6 Roll	**Found**	**Rivals**	**"Fakers"**
1	1d4 + 1	None	50% - 1
2	1d4 + 2	None	50% - 1
3	2d4 + 1	Two	50% - d2
4	2d4 + 2	Two	50% - d2
5	2d4 + 3	Three	50% - d4
6	2d6 + 2	Four	50% - d4
"Fakers" are charlatans and unskilled mystics			

Table FT9

There are at least two fortune tellers in any city. The greater the number of mystics, the greater the chance for rivalry and charlatans. Rival fortune tellers try to put each other out of business, by undercutting prices or using their skills and staff to prevent customers from using the other's services.

Charlatans pretend to have the mystical skill set, but use deceit and lies to cheat customers. Most customers will be unaware of the fakery, believing that the mystic is providing a truthful and accurate service.

City Fortune Teller Skills - (roll D10)						
Roll	**FS**	**PR**	**PW**	**RB**	**TR**	**CU**
1	0%	0%	0%	0%	0%	0%
2	100%	25	50%	25%	50%	10%
3	50%	50%	0%	50%	50%	10%
4	50%	50%	50%	50%	50%	10%
5	75%	75%	25%	50%	75%	25%
6	100%	75%	25%	25%	100%	25%
7	100%	100%	50%	50%	75%	50%
8	100%	100%	75%	75%	75%	50%
9	100%	100%	75%	75%	100%	75%
10	100%	100%	100%	100%	100%	100%
FS = Future Sight, PR = Palm Reading, PW = Protection Ward, RB = Roll the Bones, TR = Tarot Reading, CU = Curses						

Table FT10

Note that the roll result of "1" on Table FT10 indicates a charlatan mystic, added to the count already determined from Table FT9.

Traveling Fortune Teller, the "Gypsy"

Families of traveling merchants and fortune tellers are often called gypsies, and are found on remote back roads and encamped outside of rural villages. Although many settlements shun gypsies, often asking them to leave the area, some welcome the traveling merchants and seers. Many gypsy families are welcomed at festivals or times of celebration, and are asked to bring their wares, skills and music to the area.

Traveling fortune tellers are very much like village seers, often skilled in one or two different mystical abilities. Gypsy families are similar to those found in small caravans, their members selling wares and providing services along their route. Each gypsy is usually accompanied by one or more family members, usually a general supply merchant or herbalist. Additional members of the family will often hire out as laborers for coin or food.

Named Fortune Tellers

Agatha's Truthtelling

Agatha's little shop is well out of the way of highly traveled streets, intentionally hard to find by all but the most determined seekers. Her shop consists of one room; guests without appointments must wait outside while she meets with customers within. A small back-room is the extent of her living quarters. A cot, pot-bellied stove and cupboard are all that are found in her meager living quarters.

The old fortune teller was once the chief advisor to a local lord until his son took over leadership. Agatha was banished from the lord's castle, replaced by a younger, more attractive seer. Unfortunately, her replacement was less skillful, her inaccurate visions leading to several disastrous decisions made by the young lord. The young lord currently searches for Agatha, to return her to her previous duty. Agatha no longer wishes to be found, however, hiding in the poor section of the settlement, out of the watchful eyes of guards and nobles.

Agatha's Truthtelling	
Attribute	**Details**
Owner	Agatha Ignacio
Found	Town or City
Skills *	Future Sight (100%) - 20 sp, Palm Reading (100%) - 20 sp, Tarot Reading (100%) - 20 sp
Money on Hand	55 sp, 15 gp
Family	None
Traits	Wise, Thoughtful, Cryptic
** skills not listed are treated at 0% ability*	

Agatha will accept customers during daylight hours and occasionally after dark if she feels she can trust them. She is exceptionally good at Future Sight, using her magical crystal ball—her first failed attempt on table FT3 is rerolled.

If any members of the lord's staff or guards enter her shop, she will flee out a secret, back exit to avoid being found. She will quickly grab her crystal ball and her money box on her way out. Agatha will go into hiding for several days before reemerging in a different location or settlement.

The Amazing Zurvann

The ultimate showman, the Amazing Zurvann has been pretending to be a mystical oracle and seer for most of his life. The tall, handsome actor has deceived hundreds of customers out of thousands of gold pieces over the course of his fabricated career. Moving from city to city, the mysterious charlatan deceives weak minded and desperate townsfolk until discovered. He is currently being hunted in several cities in the realm.

The Amazing Zurvann	
Attribute	**Details**
Owner	Jevel "Zurvann" Gorpe
Found	City
Skills *	Future Sight (0%) - 50 sp, Palm Reading (0%) - 50 sp, Rolling of the Bones (0%) - 50 sp
Money on Hand	75 sp, 50 gp
Family	Unknown
Traits	Charismatic, Handsome, Liar
** skills not listed are treated at 0% ability*	

Zurvann will always welcome new customers into his lavish shop, performing the same "routine" to impress guests. A simple wave of his hand produce flashes of light, flicks of his wrist move chairs and powerful stares force his servants to do his bidding. Of course, these are all well planned tricks, rehearsed by the entire shop crew to make customers believe that the seer is all -powerful. Savvy characters may see through his tricks, noting nearly invisible wires and hidden switches in locations throughout the shop.

The famous oracle will boast of his prowess as he sizes up his customers, seeking their weaknesses and wealth. His inflated rates may increase for difficult or specialized requests. For dimwitted customers, he may claim to know all the mystical skills, only to fake his way through the ability to deceive his patrons.

If disgruntled customers return to his shop or current customers (including the characters) discover his deceit, he will feign illness and call for his guards to escort the customers out. Two large bodyguards will enter the room, intimidating customers until they leave. Unrelenting customers will face the physical punishment of the two tulwar wielding brutes.

Several bounties are offered for Zurvann's capture; his deceit and love of married women have enraged several vengeful lords and ladies. The charlatan moves often, setting up shop in a new city or large town nearly every three months. He often outsmarts common bounty hunters or mercenaries, using his many servants as his eyes and ears on the streets of his current shop location. If Zurvann feels that he's in danger of capture, he'll pack up his shop in the middle of the night and flee the city.

Zurvann has hidden the vast majority of his wealth in a remote location, known only to him and his most trusted servant, Kargel. The half-goblin servant is always scouting the next city location for Zurvann, preparing for his arrival. Zurvann has over 1,000 gp and various other treasures hidden in his secret vault.

Greta, Graveseer and Oracle of Death

It is said that Greta has one foot in life and the other in the grave. She has an unnatural affection for death and the dying, often visiting the recently departed for whispered conversation, or enjoying the last moments of the sick or injured. Her prematurely grey hairs disguises her true age; she is but a young woman of twenty five years. She looks twice her age, or more to the untrained eye.

Greta, Graveseer and Oracle of Death	
Attribute	**Details**
Owner	Greta Durthmoor
Found	Village or Town
Skills *	Necrosight (100%) - varies, Palm Reading (100%) -10 sp, Tarot Reading (100%) - 10 sp, Protection Ward (50%) - varies
Money on Hand	20 sp, 5 gp
Family	Father, Mother, 3 sisters
Traits	Grim, Quiet, Pensive
** skills not listed are treated at 0% ability*	

Due to her grim and macabre behavior, Greta is avoided by most townsfolk, including her own family. She is able to commune with the dead shortly after their departure, gaining useful insight to their travel in the afterworld or answers to questions only asked of one who steps simultaneously in the lands of the living and dead.

Greta has the gift of necrosight, a rare seer ability that allows a living person to communicate with the recently deceased. She can ask questions of the dead person, specifically about anything they knew or did when they were alive, or general yes-no queries of the underworld. The deceased cannot lie or provide incorrect answers, although they can admit to not knowing the answer. The conversation between the seer and the dead only lasts a few moments before the spirit is gone.

Although Greta is avoided by villagers most of the time, they ask her to be present when a loved one dies so they can get answers to family secrets or last minute inheritance questions. Greta will be truthful regardless of how hurtful the answers may be. Nobles from distant realms have called on her to use her necrosight abilities, often paying her huge sums of gold for her unique gift.

Greta's Necrosight Attempt Success Chart	
D100 Roll Result	**Details**
01—15	Failed, no further questions
16—33	Failed, one last question
34—49	Failed, continue
50—74	Success, vague answer
75—90	Success, clear answer
91—99	Success, detailed answer
100 *	Success, unrelated secret revealed
** an underworld secret revealed to Greta*	

Table FT11

Greta rarely charges local townsfolk for her services unless they are one of the few who can afford it. She gives her services free of charge to locals if she believes she can gain some insight into the afterworld, or barters for payment from the rest. For those she does not know, she charges for her services, including travel expenses. Table FT12 below lists her necrosight rates.

The graveseer rarely gets to ask more than a few questions before the spirit departs. Table FT11 provides the number of questions she can ask (random roll).

Greta's Necrosight Rates	
Service	**Cost**
Bedside questioning of dying family member	100 sp
Questioning dying co-worker, friend	50 sp
Questioning dying servant, enemy	75 sp
Travel expenses, within 10 miles	25 sp
Travel expenses, greater than 10 miles *	50-100 sp
** Greta rarely accepts work beyond 100 miles from home*	

Table FT12

Greta's Necrosight Question Count	
D20 Roll Result	**Number of Questions**
1—2	1 question
3—9	2 questions
10—15	3 questions
16—19	4 questions
20	5 + 1d6 questions

Table FT13

Ulanna Dreamwalker

The eleven year old seer that goes by the name of Ulanna Dreamwalker rarely leaves her home, confined to her bed with a rare physical paralysis. She is hardly ever awake, spending most of her time in a perpetual dream state, interacting with the dead, gods and beings from other worlds. She wakes but once or twice per day, staying conscious for less than an hour in total. Her parents, Yeesa and Dargg, are always near her side, caring for her every need.

Ulanna Dreamwalker	
Attribute	**Details**
Fortune Teller	Ulanna Gorbatal
Found	Village or Town
Skills *	Future Sight (100%) - 25 sp, Divine Answer (100%) - 100 sp
Money on Hand	unknown
Family	Yeesa and Dargg Gorbatal, (younger sister) Enda, (older brother) Thromak
Traits	Solemn, Scared
** skills not listed are treated at 0% ability*	

Ulanna's parents arrange special meetings with customers, allowing their daughter to receive but one question. During the next dream state, Ulanna will search her dreams for the answer to the question, asking the dead, deities and alien beings from other planes. The harder the question, the more difficult the task; Ulanna may awake with no answers to the query. The tiny seer may be unconscious for up to 16 hours while she searches for an answer. During this time she can move her limbs slightly, contradicting her physical ailments. While awake, she cannot move at all.

While awake, Ulanna can also perform typical Future Sight readings. However, her attention span often falters as her dream state quickly beckons for her return. Future Sight appointments sometimes take weeks to arrange as the young girl is often busy with special dreamwalks, searching for answers to the many questions posed to her in the little time she is awake.

Her parents collect the money for her service up front, returning half of the payment if the question goes unanswered. Neither parent works, instead using the money from Ulanna's services to survive. Ulanna's older brother Thromak works in the local mill, helping to pay for food and other needed supplies. Enda, Ulanna's younger sister, has raised herself while her parents cared for her paralyzed sibling all day long. Enda is jealous of her sister's gifts and her parent's devotion; she has received little love from her mother and father most of her life.

The Runaway

After their meeting with Ulanna, the characters learn that Enda has finally run away from home. The nine year old has fled to a nearby forest, taking refuge in a small cave. Unfortunately, Enda did not know that the cave was the temporary home of hunting goblins. Ten goblins will have stopped at their cave to regroup before returning to their permanent home many miles away. They will stay in the cave for a few days and will eventually find the hidden child.

After reading the goodbye note, Enda's parents will beg the characters to find their youngest child. They know that she likes to play in the local forest nearby and will recommend that area first. If they characters find Enda, the parents will pay them 100 gp and give them a free meeting with Ulanna.

The Forest

The nearby woods are spacious, with trees spaced far apart with little underbrush. A well marked and often used trail runs along the edge of the forest, leading to the next village. Footprints leaving the trail are easy to find within the first 24 hours and before any rain falls.

Enda's footprints are easily found; she has left the trail after a few hundred feet. Following her trail will lead the characters directly to the cave.

Goblin Cave, Entrance

The entrance to the cave is well hidden, with several bushes covering the short opening. A single goblin guard dozes in the entrance, bored of his duty.

Goblin Sentry, stats:

Goblin Cave, Main Chamber

At least six goblins will be found resting in the main chamber. At least half that number will be sleeping on crude mats, the other half arguing about their leadership. Two more goblins are out hunting or are also found here (making the total eight).

Goblins, stats:

Enda is hiding on a ledge near the ceiling, desperately hoping for the goblins to leave. She will eventually make an accidental noise or slip on the ledge, giving away her position to the hungry goblins.

If the characters dispatch the goblins, Enda will call out for help. She will also tell them about the goblin chieftain in the next room.

Goblin Cave, Small Chamber

The goblin leader rests comfortably here, using his bear cloak and beaver pelts as soft bedding for his aging bones. Although old, he is quite capable of battle.

Goblin Chieftain, stats:

A small sack under the bear cloak contains dozens of useless trinkets valuable to the goblin, and a small pouch with **50 sp** and **10 gp**. The goblin may offer the coins to characters to spare his life.

Herbalists

The study of plants and herbs for medicinal use is a wide ranging, vast endeavor. Thousands of unique plants with tens of thousands of possible combinations makes for a lifetime of study. Herbalists dedicate their lives to the pursuit of this knowledge, to use their abilities to help those in need of healing and recovery. Unfortunately, a few herbalists use their knowledge to do harm, concocting poisonous potions and hurtful salves.

Additionally, many Herbalists are also trained in Healing and Druidic skills. Many can cast simple healing spells or use their knowledge of nature to assist characters with adventures. Coupled with natural healing methods, the local herbalist is often the most well liked and sought after community member. It is not uncommon for Herbalists to take on assistants or apprentices to ensure their village or town has more than a single trained healer.

Common Skills of the Herbalist

Even a self learned herbalist has achieved enough skill in the common traits of their role. This section lists the common skills found with most healers.

Healing Spells

Whether through Divine or Druidic devotion, most herbalists can cast the basic healing spell. More highly trained or dedicated herbalists can cast advanced healing spells, capable of reversing horrific injuries or near fatal damage to flesh, muscle and bone.

Potion and Salve Crafting

Mixing herbs to achieve a antidote to one of the many afflictions is a challenging but basic task of the herbalist. Each herbalist can create a few simple potions but many train their skills through trial and error over a lifetime to create complex solutions to reverse deadly poisons and diseases. Many trade or sell their tested potions to locals and travelers.

Herbal Lore

Herbalists tend to carefully organize their herbs and powders for quick retrieval and use. Many try to keep a minimum stock of their most useful herbs available in their workshop at all times. They often send their apprentices in search of components when their stores run low. A partial list of common through mythical herbs (all fantastical) is found later in this section.

Druidic Sense

Knowledge of the woods, animals and otherworldly beings assists in the herbalist's work. They use this knowledge to find rare herbs or identify animal organs for special concoctions. Most herbalists have a strong sense of nature and its ability to heal the human body. Additionally, herbalists use their druidic sense to understand and support the natural world, and to adapt to things strange and unnatural.

Herbalist Names	
D20 Roll Result	**D20 Roll Result**
1—Nissana	11—Wynda
2—Reymund (M)	12—Rhoadessa
3—Ghassa	13—Thimnor (M)
4—Mulanna	14—Richand (M)
5—Gracette	15—Aanor (M)
6—Pollyana	16—Olivice
7—Freyma	17—Surnaballa
8—Gragg (M)	18—Jerly (M)
9—Dharna	19—Xavel (M)
10—Charlienne	20—Lhars (M)
(M) represents a male herbalist name	

Table H1

Each Herbalist may charge a different price for their services and wares depending on their location, access to ingredients and difficulty of request. Each section that follows provides a sample price chart by location and skill level.

Chance of Herb Identification	
Herbalist Skill	**Knowledge Details—roll d100**
Apprentice	75-100—Partial
Trained	50-75 Partial, 76-100 Full
Master	25-50 Partial, 51-100 Full

Herbs and Other Ingredients			
Herb	**Rarity**	**Color**	**Found**
Black Acorn	U	Bl	Fo
Bloodthorn	R	Re	Fo
Deathnettle	M	Unk	Unk
Eyecap	R	Wh	Fo
Gagweed	C	Br	Sw
Greatberry	U	Re	Mn
Moldwax	U	Ye	Un
Mottlebark	U	Br	Fo
Murkseed	C	Wh	Any
Old Nanny	R	Go	Fo
Ogreseed	C	Gr	Any
Princeweed	C	Br	Any
Purpleroot	U	Pu	Pl
Silver Broadleaf	R	Si	MF
Speckleberry	R	Multi	De
Swampwort	R	Gr	Sw
Wrathvine	U	Gr	Sw

Table H2

Rarity: *C = Common, U = Uncommon, R = Rare, M = Mythical*

Color: *Bl = Black, Br = Brown, Go = Gold, Gr = Green, Multi = Multi-colored, Pu = Purple, Re = Red, Si = Silver, Unk = Unknown, Wh = White, Ye = Yellow*

Found: *Any = any location, De = deserts, Fo = Forests, Mn = Mountains, MF = Mountain Forests, Pl = Plains and Grasslands, Sw = Swamp, Unk = Unknown*

Note that Table H2 is but a small, partial list of known fantastical herbs and components. Other materials should be used to fully expand this list.

Herb (and Ingredient) Details

Black Acorn: A jet black acorn found in trees of the same color. Used in brews that foul the mood.

Bloodthorn: A red, creeping vine with sharp thorns. Primarily used for clotting potions and creams.

Deathnettle: A mythical stinging plant rumored to kill on fleshy contact. Agonizingly deadly in any brew.

Eyecap: A flowering green plant with a white bulb. Used in brews to repair organs, tendons and ligaments.

Gagweed: A shriveled brown leaf on a skinny stem. Useful for digestive and anti-vomiting brews.

Greatberry: A large berry on a dense green bush. Only a few per bush are found. Useful in any healing or restoration concoction.

Moldwax: A thin mold that grows in dry, underground places. Induces several days of pain but non-fatal if consumed.

Mottlebark: A thin moss found on the bark of trees. Used in shape changing and alteration brews.

Murkseed: A tiny white seed found in the flowers of an invasive green weed. Used in brews that reverse lost senses.

Old Nanny: A golden flake found under the leaves of a flat, green bush. Used in brews that temporarily increase cognitive function. Originally found and used by an old nanny.

Ogreseed: A foot long seed found in pairs on a tall, ten foot high green plant. The shell is useful for sprains, and the meaty interior is used in brews bolstering strength and stamina.

Princeweed: An invasive, plentiful weed. Useful for common ailment brews (respiratory, headaches).

Purpleroot: A multipurpose root found in grasslands. Can be eaten as a root vegetable but can be concentrated into a liquid for vision inducing rituals or spells.

Silver Broadleaf: A rare plant with wide silver leaves. Potent in healing potions and disease curing brews.

Speckleberry: A shimmering, multicolored berry found in dry locales. Useful for sustainability potions and spells.

Swampwort: A curly, leafy plant with feathery tendrils. Commonly used in digestive brews and skin rash creams.

Wrathvine: A thick vine that contains a trace amount of jelly-like fluid. Used in brews focused on cuasing or curing pain.

Village Herbalist

No other village profession is more necessary than the herbalist. Most often a selfless and caring healer, the village herbalist tends the settlement's sick, infirmed and aged. They work tirelessly to heal injuries, craft new and improved brews, and research rare or mythical ingredients. They are responsible for the people of the village.

Village Herbalist Crafting Capability	
D10 Roll Result	**Details**
1-3	Herbal Lore
4-5	Herbal Lore, Healing Spells
6-8	Herbal Lore, Healing Spells, Potion and Salve Crafting
9-10	Herbal Lore, Healing Spells, Potion and Salve Crafting, Druidic Sense

Table H3

Most herbalists have assistants to help with the work of finding ingredients, delivering brews and salves, and taking appointments. Aging herbalists will take on an apprentice, generally chosen from the assistants, to continue the practice after they pass. Apprentices are trained in the ways of potion brewing, salve crafting and herb lore.

Village Herbalist Apprentices	
D6 Roll Result	**Details**
1-4	No apprentices
5	1 apprentice, unskilled
6	1 apprentice, skilled

Table H4

By nature, herbalists are free spirits, spending much of their free time searching locations for needed ingredients. Many herbalists do not have a shop to sell their wares, but instead travel from place to place or work out of their small home.

Village Herbalist Shop Type	
D6 Roll Result	**Details**
1-2	Works out of home
3	Works out of travelling cart
4	Walks from place to place
5-6	Has a small shop in village

Table H5

Although busy with helping villagers and tending to the sick and aged, the village herbalist may make time to train those desiring to know more about their craft. Lessons may be available, found in Table H6 below. Note that skill apprentices can also provide lessons, at half the rate of the Herbalist.

Village Herbalist Standard Service Prices	
Services	**Cost**
Herblore lesson* per hour	25 sp
Potion crafting lesson per hour	50 sp
Salve crafting lesson per hour	50 sp
Healing Spell, Minor	2000 sp
**includes location search, herb identification*	

Table H6

The villager herbalist needs every herb and ingredient for themselves to help their neighbors, but some may offer a few ingredients to travelers if they are willing to pay the inflated asking prices.

Village Herbalist Average Herb Prices	
Herbs and Ingredients	**Cost**
Gagweed	5 sp
Greatberry	20 sp
Mottlebark	25 sp
Murkseed	25 sp
Ogreseed	25 sp
Princeweed	20 sp
Purpleroot	25 sp
Wrathvine	10 sp
"Common" herbs (e.g. Thyme, Sage, etc.) also available	

Table H7

Note that the villager healer will reserve hard to find and expensive herbs for his or her village families. Additional herbs may be available if the herbalist is pressed or is paid two or three times the normal price.

Town Herbalist

Most towns have at least two herbalists, sometimes even three or four. It is not unusual for a skilled apprentice to begin their own practice, preferring not to wait for their teacher to retire or pass away. Most herbalists are willing to work with the others, putting their desire to help and heal before any petty disputes or disagreements. They may even work together to discover new methods and brews, and meet regularly to discuss ideas and theories.

Town Herbalist Crafting Capability	
D10 Roll Result	**Details**
1-2	Herbal Lore
3-4	Herbal Lore, Healing Spells
5-7	Herbal Lore, Healing Spells, Potion and Salve Crafting
8-10	Herbal Lore, Healing Spells, Potion and Salve Crafting, Druidic Sense

Table H8

It is rare for town herbalists not to have any apprentices; they need help with appointments, crafting brews, getting supplies, and scouring the area for ingredients. Apprentices can run the storefront when necessary but usually leave that task to unskilled help or the herbalist's family members.

Town Herbalist Apprentices	
D6 Roll Result	**Details**
1-2	No apprentices
3-4	1 apprentice, unskilled
5	1 apprentice, skilled
6	2 apprentices, 1 skilled

Table H9

Town Herbalist Shop Type	
D6 Roll Result	**Details**
1	Works out of home
2	Works out of travelling cart
3	Walks from place to place
4-5	Has a small shop in town
6	Has two shops in town *
** only for larger towns*	

Table H10

Town and city herbalists may occasionally take long trips to search for rare ingredients or consult with the masters of their craft. They will leave a skilled apprentice in charge while their gone and may ask another herbalist to assist in emergencies. It is uncommon for herbalists to leave their store and patients for long periods of time without support from others within their profession.

Herbalists with town shops have a larger inventory of wares to sell; potions, creams, salves, elixirs and other healing concoctions are often available within their small shops. Townsfolk with ailments and afflictions will visit the store in search of remedies or to make an appointment to be seen. Herbalists are called away from the store when neighborhood residents are injured or suddenly stricken ill.

Town healers and herbalists have less time to share their craft skills with travelers, instead focusing their free time to train their apprentices and help local townsfolk. Occasionally, a herbalist will spend an hour or two to consult a paying customer.

Town Herbalist Standard Service Prices	
Services	**Cost**
Herblore lesson* per hour	35 sp
Potion crafting lesson per hour	75 sp
Salve crafting lesson per hour	75 sp
Healing Spell, Minor	2000 sp
Healing Spell, Major	5000 sp
Cure Disease Spell, Minor (common)	10000 sp
**includes location search, herb identification*	

Table H11

Not every herbalist can cure diseases but most can address the common afflictions of the area. Patients with complicated or particularly aggressive diseases are referred to either the 'best' herbalist (master herbalist) in town or sent to the local church for divine healing.

Town Herbalist Average Herb Prices	
Herbs and Ingredients	**Cost**
Black Acorn	50 sp
Gagweed	5 sp
Greatberry	25 sp
Moldwax	25 sp
Mottlebark	25 sp
Murkseed	25 sp
Ogreseed	25 sp
Princeweed	20 sp
Purpleroot	25 sp
Wrathvine	10 sp
"Common" herbs (e.g. Thyme, Sage, etc.) also available	

Table H12

Most herbalists are unwilling to sell or share their rare herbs, but a few may be persuaded to let go of one or two for another rare herb in trade or a significant amount of gold. The rare herb list on page 36 may be found in one or more town shops.

City Herbalist

Herbalists within large cities fight for customers and patients, as well as notoriety and respect from their peers. The struggle for the 'master' title is an ongoing ordeal, pitting herbalists against each other on a daily basis. A profession once held in high regard has fallen victim to prideful and selfish behaviors, sometimes resulting in patient injury or death.

Not every herbalist is fighting amongst their peers; many still believe in their original calling, helping those in need and giving more of themselves than seemingly possible. Unfortunately, these herbalists are barely able to survive in cities were competition is fierce and petty behavior is the norm.

Renown herbalists have no shortage of apprentices, many who may have given up their own practices in rural villages just to learn under a master. It is rare for an established herbalist to run his or her city practice without apprentices, instead preferring to have a larger staff for errands, handling mundane cases, and overseeing storefront operations.

City Herbalist Crafting Capability	
D10 Roll Result	**Details**
1	Herbal Lore
2-4	Herbal Lore, Healing Spells
5-9	Herbal Lore, Healing Spells, Potion and Salve Crafting
10	Herbal Lore, Healing Spells, Potion and Salve Crafting, Druidic Sense

Table H13

City Herbalist Apprentices	
D6 Roll Result	**Details**
1	No apprentices
2	1 apprentice, unskilled
3-4	1 apprentice, skilled
5	2 apprentices, 1 skilled
6	3 apprentices, 2 skilled

Table H14

Although their storefronts may be small, many city herbalists prefer to have larger spaces with separate areas for selling wares, meeting with patients, and performing simple procedures. Signage is generally bright and cheery, attracting customers while they move along the busy streets of the city.

City Herbalist Shop Type	
D6 Roll Result	**Details**
1	Has a small shop on a back street
2-3	Has a small shop on a busy street
4-5	Has a large shop
6	Has multiple shops in the city

Table H15

City Herbalist Mastery Level	
D6 Roll Result	**Details**
1	Considered a subpar herbalist
2	Considered an average herbalist
3	Well known, respected
4	Considered top tier herbalist
5	Considered one of the very best
6	Preeminent Master Herbalist

Table H16

The city herbalist's store sells common supplies and ingredients to customers. Rare ingredients may be available, but only for top prices. Village and town herbalists rarely have extra equipment, whereas the larger herbalist establishments of a city sell the necessary gear for young herbalists and apprentices.

Lessons are taught by apprentices—the primary herbalist has no time to train the unskilled. Healing spells are cast by the senior most apprentice unless the illness is so severe that it requires a more educated and skillful touch. It is rare to meet with the master herbalist.

City Herbalist Standard Prices	
Services	**Cost**
Herblore lesson* per hour	100 sp
Potion crafting lesson per hour	200 sp
Salve crafting lesson per hour	200 sp
Healing Spell, Minor	2000 sp
Healing Spell, Major	5000 sp
Cure Disease, Spell (minor)	10000 sp
**includes location search, herb identification*	

Table H17

Herbs are sold at city stores, usually within 10% of the prices found in the town table (H12). City herbalists may have larger quantities of herbs on hand, and may also have a few of the rarest ingredients if asked.

Named Herbalists

Helma's Potions and Salves

When a young Helma helplessly watched her family die along a woodland trail over fifty years ago, she vowed to learn how to help the sick and injured. Since then, she's earned a reputation of skill and selflessness, doing everything in her power to heal even the poorest of souls. She rarely charges for her services, often asking for a favor in exchange for her help. She keeps track of those favors, and calls for their fulfillment when the appropriate time comes.

Helma's Potions and Salves	
Attribute	**Details**
Owner	Helma Grassal
Found	Town or City
Skills *	Herblore, Potion and Salve Crafting
Money on Hand	25 sp, 5 gp
Family	Deceased
Apprentices	None
Traits	Selfless, quiet, humble
** skills not listed are considered untrained*	

Helma keeps the majority of her herbs and ingredients in her meager third floor apartment, but maintains a small number of critical herbs, potions and salves in her backpack. She walks the same route through her settlement each day, checking in with familiar locals and responding to those looking for help. She is trusting and kind, willing to help anyone in need.

She does not have any herbs for sale, nor can she cast healing spells. She does have several minor and a few custom potions and salves she will sell to those who stop her along her route. She prefers to administer her brews and creams personally but will sell her crafted items to those who insist. Additionally, she may give one of her items away in exchange for a future favor or errand.

The old herbalist's potions and creams are exceptionally effective; each item is 25% more effective than other herbalist's similar work.

Helma's Potions, Ointments and Salves List	
Item (count)	**Cost**
Burn Salve (2)	10 sp
Digestion Potion (2)	10 sp
Fever Reducer Brew (1)	10 sp
Flesh Restoring Cream (1)	25 sp
Helma's All Purpose Brew (1)	20 sp
Itch Relieving Ointment (3)	10 sp
Light Healing Potion (1)	4000 sp
Soothing Salve (1)	20 sp
25% more effective than similar items	

Table H18

Burn Salve: reduces pain, and heals minor fire damage (a single damage point).

Digestion Potion: eliminates vomiting, increases appetite, and reverses effects/damage from starvation or extreme hunger.

Flesh Restoring Cream: speeds up recovery process of injured (burned, lost) flesh. Does not restore missing body parts.

Helma's All Purpose Brew: reduces pain and fever, eliminates colds, vomiting and headache, enables sleep, and speeds up healing process.

Soothing Salve: numbs injured area, eliminating pain.

Helma's Training Rates	
Service	**Cost**
Herblore training, 1 hour	20 sp
Potion creation training, 1 brew	40 sp
Salve creation training, 1 cream	40 sp
Helma only trains when she has the time	

Table H19

Although Helma has come to terms with her family's murder many years ago, she still longs to know who the vile men were that committed the heinous crime, and often thinks about the double golden band her mother wore that was stolen by the killers. Little does she know that the bandit leader is still alive and runs a barony nearby. In fact, his wife wears that very same, distinctive band.

Chevnaso, the Herbmaster

The middle-aged herbalist considers himself a master of herblore, with hundreds of self-published works on each and every known herb of the realm. He spends a majority of his time researching obscure herbs and components, and testing chemical reactions to combinations of new concoctions. Although Chevnaso is very intelligent, his work is often unintelligible die to its disorganized arrangement. His books and scrolls are scattered throughout his spacious laboratory, with many spilled containers leaking compounds and smelly liquids left in a partially tested state. He rarely finishes testing one theory before switching to new ideas or problems.

Chevasno, the Herbmaster	
Attribute	**Details**
Owner	Chevasno Jherlix
Found	City
Skills *	Herblore, Healing, Potion and Salve Crafting
Money on Hand	500 sp, 100 gp
Family	None
Apprentices	Three (two skilled)
Traits	Studious, Absent Minded, Disorganized
** skills not listed are considered untrained*	

Herbalists across the realm consider Chevnaso the preeminent leader in herblore, often visiting him after several days travel from outlying villages and towns. Although he is disorganized, Cheavnaso retains and recalls information better than most humans, and can answer many herblore questions quite easily.

Chevasno Herb Recognition/Knowledge Chart	
D100 Roll Result	**Details**
01—10	Failed (100% faked result)
11—25	Failed (50% faked result)
26—40	Success (limited knowledge)
41—60	Success (average knowledge)
61—80	Success (full knowledge)
81—100	Success (exceptional knowledge)

Table H20

Chevnaso willingly sells extra herbs and components from his laboratory, if he can find them. He won't sell anything he's currently using in one of his experiments, but will part with most ingredients for little to no money. He is a wealthy man and doesn't really need the additional income. However, he's very interested in unknown herbs or concoctions, and will pay handsomely for anything he's never seen before.

The herbalist is capable of casting several different healing and cure spells but is often hard to get an appointment with if he's busy with more interesting matters. One of his three assistants can be "convinced" to make an appointment with the herbmaster if the characters offer a few pieces of gold.

Chevasno Current Experiment List	
D100 Roll Result	**Details**
01—25	Firebreath Potion (40%) *
26—45	Limb Restoration Brew (10%)
46—65	Unrot Cream (30%)
66—90	Mintbreath Brew (90%)
91—100	Immortality Potion (1%)
** percentage experiment is complete*	

Table H21

Chevasno's Herb Sale List	
Item (count)	**Cost**
Gagweed	10 sp
Greatberry	25 sp
Mottlebark	35 sp
Murkseed	35 sp
Ogreseed	35 sp
Princeweed	15 sp
Purpleroot	50 sp
Wrathvine	10 sp
Chevasno may have rare herbs available	

Table H22

Any undiscovered herb or herb variant brought to the herbalist will spark his desire to research and test the new ingredient. He will pay 25 to 50 gp for any new herb brought to his laboratory. Additionally, he'll hire adventurers to search for one of the many mythical herbs that he's yet to find.

Chevasno's Healing Spells and Rates	
Service	**Cost**
Healing Spell, minor	2000 sp
Healing Spell, major	5000 sp
Cure Disease, minor	10000 sp
Cure Disease. major	20000 sp
Cure Lycanthropy *	15000 sp
** may not be successful*	

Table H23

Xana the Wretched

Villagers avoid the strange old woman who lives in the rundown, filthy hovel outside of town. Some say she changes shape late at night, running through the woods as a bear, wolf or cat. She rarely associates with the villagers in town but has many visitors from parts unknown. Strange looking humanoids visit her often, mostly late at night, and always making a bizarre commotion within her tiny home.

Xana has mastered the art of Druidic sense and can change shape into several mammals at will. She is not a lycanthrope but can take on the form of many creatures, inheriting their senses of night vision, hearing and smell. See Table H24 for creature options.

Xana the Wretched	
Attribute	**Details**
Owner	Xana
Found	Village
Skills *	Herblore, Healing, Druidic Sense
Money on Hand	none
Family	Unknown
Apprentices	None
Traits	Mean, Dirty, Frail, Distrustful
** skills not listed are considered untrained*	

Xana's Shapechanging Options	
D100 Roll Result	**Details ***
01—45	Grizzly Bear
46—65	Timber Wolf
66—80	Mountain Lion
81—95	Black Hawk
96—100	Brown Mole
** Xana can assume all forms – this table for random options*	

Table H24

She despises humans and trusts only creatures of the woods and those that share her love of animals. She can be mean to the villagers, especially those that treat her poorly and without respect. She will work with people only when the need arises and never for long. Living on berries, bark and water, she is a frail old woman. Her weakness leaves her when she changes shape to a night creature of the surrounding woods.

If approached, she will refuse to help any characters (except Druids) and will not sell any of her valuable herbs and ingredients. Her potions and salves are reserved for the creatures of the forests and plains. Everything she crafts is for her mammal friends only.

She will only accept visitors if they are willing to undertake a dangerous mission (see mini-adventure). Otherwise, she will threaten the characters with pain if they don't leave her alone; she'll change into a large grizzly bear and chase the characters away.

The Hunter and the Hunted

Hunters in the area know not to trap or capture creatures in the surrounding woods unless they want to receive the full wrath of the old herbalist. She eventually finds and warns hunters, and visits them in various forms if they persist in hunting her loved ones. Hunters must travel far from the village to capture game for their families.

Recently a new hunter has moved into the woods, capturing and killing many different mammals. Xana cannot seem to locate this hunter - he or she is masking their presence with magic. To make matters worse, the hunter is killing dozens of animals each day, often leaving partial remains in the forest, taking only small portions of the slain creature.

A young man, losing his family to an untreated illness several years prior, vowed to return to the area to murder Xana, the herbalist who refused to help his family. The young man is Shaone Kurstik, and has intentionally contracted lycanthropy (wereboar) to help conceal his identity while in the woods. Additionally, Shaone has a ring of Disguise Presence (adds a bonus to Stalk, Hide, or Stealth movements; the wearer also leaves no footprints) that helps him move through the woods undetected.

He has been killing creatures to get Xana's attention. He's hoping to lure her to a location near his camp (a cave near a river) to get vengeance. He's been making kills closer and closer to his camp, hoping to get Xana far away from her hovel and her many potions.

The Campsite

If the characters search the last few locations of slain woodland creatures, they will likely find a pattern; the sites move in a direct line away from the herbalist's small home. Each slain creatures is roughly the same distance away from the last. It's a relatively easy conclusion to continue the pattern, resulting in finding the camp. Shaone will be infuriated if the characters show up instead of Xana; he'll turn into his wereboar immediately and attack.

Shaone Kurstick, Wereboar stats:

Shaone's Cave

A journal in the cave details the mental journey of the young man, from his near death experience as he recovered from the illness that took the rest of his family, to his plan to get vengeance on the old healer, to his arrival in the woods. A sack near an old, ratty bearskin rug in the cave contains the young man's only possessions. The sack contains a simple yet well made illustration of his family, a change of clothes, a loaf of bread, and 22 sp. A leg of deer meat hangs from a rack nearby.

Xana will not recall the events of the sick family or recognize the son that has sworn vengeance. She will try to avoid helping the characters, even if they help the old woman and solve her problem.

The Village Herbalist

The very talented yet young Ilivianna recently replaced the village herbalist, Kharna, who died unexpectedly last summer. Ilivianna was the old woman's newly appointed apprentice and was well on her way to becoming a well versed and capable herbalist when her mentor was ready to retire. Unfortunately, Ilivianna was thrust into the herbalist's position when her teacher was found dead in her home. Most believe that the heavy set woman's heart gave out. Others believe she died from unnatural causes.

The Village Herbalist	
Attribute	**Details**
Owner	Ilivianna Skadooli
Found	Village
Skills *	Herblore, Healing, Potion and Salve Crafting
Money on Hand	30 sp, 5 gp
Family	Mother (Gaya) and Father (Jemes), younger brother (Jayemes)
Apprentices	None
Traits	Energetic, Optimistic, Caring
** skills not listed are considered untrained*	

Since taking over the Village Herbalist, Ilivianna has put every free moment into study and research. Between Kharna's notes and records of family health history and Ilivianna's study habits, the young girl has performed remarkably well. She treats the villagers' ills nearly as well as the former herbalist, and has built an outstanding rapport with the townsfolk.

The Village Herbalist Standard Service Prices	
Services	**Cost**
Herblore lesson* per hour	50 sp
Potion crafting lesson per hour	50 sp
Salve crafting lesson per hour	50 sp
Healing Spell, Minor	2000 sp
**includes location search, herb identification*	

Table H25

The Village Herbalist Store List	
Item (count)	**Cost**
Insect Repellant (3)	2 sp
Burn Cream (6)	5 sp
Fertility Tea (3)	20 sp
Moon Tea (1)	100 sp *
Itch Ointment (2)	3 sp
Vigor Brew (1)	25 sp
Light Healing Potion (1)	4000 sp
Healing Potion (1)	8000 sp
** Moon Tea prevents pregnancy*	

Table H26

Ilivianna is well practiced in the arts of herblore and healing, learning the simple spells early in her apprenticeship. Although she has much to learn in the area of herblore, she has an outstanding memory and an unfailing optimism. She loves to share her knowledge of herbs and salve crafting with any who wish to learn.

Ilivianna would often run the shop while Kharna tended to the sick and injured at their homes. Now that she has both duties, she has enlisted the help of her mother to run the shop while she is out and about the village. Gaya spends much of her time organizing and cleaning the shop while keeping an eye on her young son, Jayemes. For a small village, the shop has quite a variety of wares for sale.

Adventure Hook: The town magistrate's cruel son wishes to marry Ilivianna but his advances are politely ignored or refused. He continues to chase the young herbalist, trying to find ways to convince her to marry him. He has started to think about bribery and blackmail to get his way...

Adventure Hook: Kharna did not die of natural causes, but instead died from sipping a cup of poisonous tea. A distant nobleman secretly asked Kharna to heal an embarrassing disease, and after doing so, had the old woman murdered. One of the last entries in her journal referenced a recent trip to a nearby barony to help an "old friend". There are no other details within the journal, but this brief entry is the last she made before dying.

Magic Shops

Shops specializing in magical items for sale or trade for the brave adventurer are found in most towns and cities, and even in a few villages. Magical shops vary in size, with many specializing in particular types of magic; ring, wand, scroll and spell book shops are the most common. Larger shops carry many different types of items but most shopkeepers try to stick to what they know best.

Although magical weapons and armor are generally found in other shops (Blacksmiths, page 2; and Weapon Shops, page 89), they will be lightly covered here as well. Potion shops are also found in their own section (page 70).

Owners and workers of magic shops are often versed in identification and valuation of items. Experienced shopkeepers can estimate the value of item within 10% of its actual cost. Most common magical items are identifiable, even outside the shop specialization. Uncommon, rare or artifact quality items are harder to identify; trusted shops will often direct the item's owner to a nearby shop that specializes in the type of item, or to an individual who may know more about that item's history.

Note: Full descriptions of magic items are not given in this text. It is assumed that GMs will flesh out the details of new magic items for the shops provided herein.

Magic Shop Owner Names	
D20 Roll Result	**D20 Roll Result**
1—Olaf	11—Whendle
2—Gorfyll	12—Rhufulto
3—Ransanaa (F)	13—Prestano
4—Threkel	14—Sharn
5—Jagono	15—Hessnalla (F)
6—Fhilip	16—Portia (F)
7—Vensa'a (F)	17—Shaneese (F)
8—Harree	18—Fakato
9—Dimble	19—Lloyle
10—Olicia (F)	20—Chirpadarf
(F) represents a female owner name	

Table MS1

Generic Magic Shop Names	
D20 Roll Result	**Magic Shop Name**
1	The Shiny Bauble
2	The Magical Gift
3	Wands, Rods and Staves
4	Magical Wonders
5	The Bubbly Cauldron
6	The Magician's Apprentice
7	Alchemic Master Store
8	Balls of Fire
9	The Silver Scepter
10	Shooting Stars
11	Sorcerer's Source
12	Portable Potents
13	Fantasmical
14	The Floating Feather
15-20	<name*> Magic Shop
** roll the owner's name on Table MS-1 or use the town name*	

Table MS2

The accurate identification and valuation of an item may take a few hours or longer, depending on the item. Not every shopkeeper will honestly identify items - some may either try to deceive characters or make up the history to get paid for the time and effort. Luckily, most shopkeepers care about repeat business and prefer to be truthful when trying to assess an items abilities and value.

Chance of Item Identification	
Owner Skill	**Knowledge Details—roll d100**
Inexperienced	Item Area: 75-100—Partial Not Item Area: 90-100—Partial
Experienced	Item Area: 50-75 Partial, 76-100 Full Not Item Area: 75-100 Partial
Mastery	Item Area: 25-50 Partial, 51-100 Full Not Item Area: 50-90 Partial, 91-100 Full
Item Area = the specialization area of the shop, if any.	

Table MS3

Partial knowledge may be "inflated", with the shopkeeper or employee pretending to know more about the item than they actually do.

Occasional item identification is not the core business of the magic shop. Buying and selling items is where they generally make their money. Shops may carry a few items or many, depending on their location and size. Larger shops often maintain a staff of armed guards to protect the shopkeeper and his or her wares. Village magic shops, although rare, tend to have only a few items for sale. Town and city shops usually have a better selection.

Village Magic Shops, Number Found			
D6 Roll	Village	Town	City
1	0	1	1d2
2	0	1d2	1d4
3	0	1d2	1d4+1
4	1	1d3	1d6+1
5	1	1d3	1d6+2
6	1d2	1d4	1d6+3
Alter the number as necessary for your campaign!			

Table MS4

Village Magic Shop

Magic shops in small villages and hamlets are rare, with the local populace generally uninterested in magical items. Farmers and hunters rarely need magical items unless they can help in their professions. Occasionally, a village along a main road or trail may have a small shop, set up by a retired adventurer or disabled wizard. Shopkeepers for village magic shops rarely buy magical items, instead preferring to sell existing stock or to trade up to something more useful for themselves or their community.

Unfortunately, there are untrustworthy shopkeepers in tiny village magic shops, hoping to get favorable deals for rare and expensive items from unknowing adventurers. Additionally, they may have fake items for sale, hoping to fool the unsuspecting customer.

Village Magic Shop Owner Selling Fake Items	
D100 Roll Result	Details
01—14	Entire store of fake items
15—49	More than half the items are fake
50—85	25% of the items are fake
86—100	Everything for sale is real

Table MS5

Village - Chance of Accurate Item Identification	
D20 Roll	Knowledge Details—roll d100
1—12 Inexperienced	Item Area: 75-100—Partial Not Item Area: 90-100—Partial
13—18 Experienced	Item Area: 50-75 Partial, 76-100 Full Not Item Area: 75-100 Partial
19—20 Mastery	Item Area: 25-50 Partial, 51-100 Full Not Item Area: 50-90 Partial, 91-100 Full
Item Area = the specialization area of the shopkeeper, if any.	

Table MS6

Secluded shopkeepers may have lost knowledge in their craft, their location in a rural locale preventing them from working with a large number of items on a frequent basis. Talented wizards and sage who remain educated on the history of items and their value are found, even in the out of the way village and hamlets across the realms. Characters never know if the village shopkeeper they're visiting is truly knowledgeable or not.

Unlike their town and city counterparts, village magic shops rarely specialize in item types; their inventory is often small and includes an interesting variety of items. Characters may get a good deal in a little, out of the way magic shop!

Village Magic Shop Inventory (roll D10)						
Roll	WA	ST	RO	SC	BK	RI
1	1	-	-	1	1	-
2	1	1	-	1	-	-
3	1	-	1	-	1	-
4	-	1	-	1	1	1
5	1d2	-	-	1d2	1d2	-
6	1d2	1d2	-	1d2	1d2	-
7	1d2	-	1d2	-	1d2	1d2
8	1d2	1d2	1d2	-	-	1d2
9	1d2	-	-	1d2	1d2	1d2
10	1d2	1d2	1d2	1d2	1d2	1d2
*WA= wand,s ST = staff/staves,, RO = rods SC = scrolls, BK = books, RI = rings * = Minor Magical Item, ** = Major Magical Item (see Appendix)*						

Table MS7

The city lists or your favorite magic item resource book can be used to determine the items found in the shop.

Town Magic Shop

Larger than their village counterpart, the town magic shop has more inventory, greater variety and knowledgeable shopkeepers. Larger shops tend to have more workers in the store, helping customers or researching rare items. Towns rarely can support more than one magic shop and in part, avoid specializing in item types. Town shops usually carry many different types of magical items, sometimes several of a particular type. Store owners and their assistants can be surprisingly knowledgeable when identifying items.

Town Magic Shop Owner Selling Fake Items	
D100 Roll Result	**Details**
01—33	Three to five items are fake
34—66	One to two items are fake
67—100	Nothing fake, everything real

Table MS8

Town - Chance of Accurate Item Identification	
D20 Roll	**Knowledge Details—roll d100**
1—8 Inexperienced	Item Area: 75-100—Partial Not Item Area: 90-100—Partial
9—14 Experienced	Item Area: 50-75 Partial, 76-100 Full Not Item Area: 75-100 Partial
15—20 Mastery	Item Area: 25-50 Partial, 51-100 Full Not Item Area: 50-90 Partial, 91-100 Full
Item Area = the specialization area of the shopkeeper, if any.	

Table MS9

Town Magic Shop Inventory (roll D10)						
Roll	**WA**	**ST**	**RO**	**SC**	**BK**	**OT**
1	1	1	1	-	-	-
2	1	1	1	1	1	-
3	1	1	1	1	1	1
4	1d2	1d2	1	1	1	1d2
5	1d2	1d2	1d2	1d2	1d2	1d2
6	1d2+1	1d2	1d2	1d2+1	1d2+1	1d2
7	1d2+1	1d2+1	1d2+1	1d2+1	1d2+1	1d2+1
8	1d4	1d4	1d2+1	1d4	1d4	1d2+1
9	1d4	1d4	1d4	1d4	1d4	1d4
10	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1
*WA= wand,s ST = staff/staves,, RO = rods SC = scrolls, BK = books, OT = Other * = Minor Magical Item, ** = Major Magical Item (see Appendix)*						

Table MS10

City Magic Shop

Several magic shops are found throughout a sprawling city, with item specialization being quite commonplace. Retired wizards and sages work in shops, honing their spell craft with rings, wands, scrolls or other interesting items. Actively adventuring mages also put time in at these shops, either helping with identification or training assistants.

Although many city shops specialize, larger shops with dozens of item types do exist. Known best for inventory and variety, these shops are frequented by adventurers. With many different item types to work with, the assistants and shopkeepers may not have the best knowledge of magical powers or historical information. Specialization shops offer the best chance to accurately identify an item.

City Magic Shop Specialization	
D100 Roll Result	**Details**
01—15	Wands, Staves
16—30	Staves, Rods
31—45	Wands, Staves, and Rods
46—60	Rings, Necklaces, Crowns
61—70	Belts, Bags, and Boots *
71—80	Scrolls and Books
81—100	No specialization (any items)
** boots are not considered armor items*	

Table MS11

Note that other magical items (e.g. amulets, bracers, cloaks, etc.) can be found in the Named Shops section with non-specializing vendors.

City - Chance of Accurate Item Identification	
D20 Roll	**Knowledge Details—roll d100**
1—4 Inexperienced	Item Area: 75-100—Partial Not Item Area: 90-100—Partial
5—11 Experienced	Item Area: 50-75 Partial, 76-100 Full Not Item Area: 75-100 Partial
12—20 Mastery	Item Area: 25-50 Partial, 51-100 Full Not Item Area: 50-90 Partial, 91-100 Full
Item Area = the specialization area of the shopkeeper, if any.	

Table MS12

Wands, Staves (roll D4)				
Roll	**WA, Min**	**WA, Maj**	**ST, Min**	**ST, Maj**
1	1d4	1d2	-	-
2	1d4+1	1d4	1d2	-
3	1d6	1d4+1	1d4	1d2
4	2d4	1d6	1d4+1	1d4
WA = wands, ST = staff/staves *Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)*				

Table MS13

Staves, Rods (roll D4)				
Roll	**ST, Min**	**ST, Maj**	**RO, Min**	**RO, Maj**
1	1	-	1	-
2	1d2	1	1d2	1
3	1d4	1d2	1d4	1d2
4	1d4+1	1d4	1d4+1	1d4
ST = staff/staves, RO = rods *Min = Minor Magical Item, Maj = Major Magical Item (see Appendix)*				

Table MS14

Wands, Staves, Rods (roll D10)						
Roll	**WA***	**ST***	**RO***	**WA****	**ST****	**RO****
1	1	1	1	-	-	-
2	1d2	1d2	1	-	-	-
3	1d4	1d2	1d2	1	-	-
4	1d4+1	1d4	1d2	1	1	-
5	1d6	1d4+1	1d4	1	1	1
6	1d6+1	1d4+1	1d4+1	1d2	1	1
7	1d8	1d6	1d4+1	1d2	1d2	1
8	1d8+1	1d6+1	1d6	1d2	1d2	1d2
9	1d8+1	1d8	1d6+1	1d2+1	1d2	1d2
10	1d10	1d8+1	1d8	1d2+1	1d2+1	1d2
WA= wand,s ST = staff/staves,, RO = rods ** = Minor Magical Item, ** = Major Magical Item (see Appendix)*						

Table MS15

Device* Charges	
Device Type	**Charges****
Wand (max charges: 30)	1d20+10
Rod (max charges: 20)	1d10+10
Staff (max charges: 10)	1d6+4
** devices are wands, staves or rods* *** starting charges when purchased*	

Table MS16

Minor Devices*	
D100 Roll Result	**Details**
01—10	of Magic Detection
11—20	of Secret Detection
21—30	of Trap Detection
31—40	of Monster Detection
41—50	of Treasure Detection
51—60	of Ice Bolts
61—70	of Fire Darts
71—80	of Shocks
81—90	of Lock Opening
91—100	of Read Languages
** devices are wands, staves or rods*	

Table MS17

Table MS17 (above) lists common minor devices that can be found within city magic shops. The effect types listed in the table are found commonly in wands, staves and rods.

Detection devices: adds a bonus per expended charge to detect the effect listed in the device name.

Elemental devices: Ice bolt, Fire Dart and Shocks are low level spell effects that do little damage per charge. To-hit rolls are not required for each use.

Assistance devices: Lock Opening and Read Languages devices add a bonus for each expended charge.

Major Devices*	
D100 Roll Result	**Details**
01—20	of Fireballs
21—40	of Lightning Bolts
41—60	of Petrification
61—80	of Identification
81—100	of Trap Removal
** devices are wands, staves or rods*	

Table MS18

Elemental devices: Fireball, Lightning Bolt and Petrification devices are powerful items that deal greater damage. A to-hit roll is required.

Assistance devices: Identification and Trap Removal devices add a bonus for each expended charge.

Rings, Necklaces, Crowns (roll D6)						
Roll	**RI***	**NE***	**CR***	**RI****	**NE****	**CR****
1	1	1	1	-	-	-
2	1d2	1d2	1	1	-	-
3	1d2+1	1d2+1	1d2	1d2	1	-
4	1d4	1d4	1d2+1	1d2	1d2	1
5	1d4+1	1d4+1	1d4	1d2+1	1d2	1d2
6	1d6	1d6	1d4+1	1d4	1d2+1	1d2+1
RI = rings, NE = necklaces, CR = crowns ** = Minor Magical Item, ** = Major Magical Item (see Appendix)*						

Table MS19

Minor Rings, Necklaces, Crowns	
D100 Roll Result	**Details**
01—10	of Physical Protection
11—20	of Spell Protection
21—30	of Poison Protection
31—40	of Creature* Protection
41—50	of Missile Protection
51—60	of Heat Resistance
61—70	of Cold Resistance
71—80	of Fall Resistance
81—90	of Telekinesis
91—100	of Beauty
** specific creature type, see Table MS21*	

Table MS20

Protection: Items with 'Protection' in their name give the wearer a constant bonus against the protection type. Note that Physical protection items add a bonus against all physical attacks (melee and missile) while the Missile protection item *only* adds a bonus against physical missiles (not spell missiles).

Resistance: Saving throws or checks made against the resistance type are given a bonus.

Special: Telekinesis items allow the wearer to move items with their mind (weight and distance varies item to item). Beauty items add a bonus to Comeliness, Charisma or Appearance, possibly affecting persuade checks.

Creature Protection Options	
D100 Roll Result	**Details**
01—10	Human
11—20	Mammal
21—30	Goblinoid
31—40	Constructs
41—50	Lizards and Lizardkind
51—60	Elemental (pick one) *
61—70	Undead
71—80	Lycanthropes
81—90	Good
91—100	Evil
** elemental: fire, water, earth, air*	

Table MS21

Major Rings, Necklaces, Crowns	
D100 Roll Result	**Details**
01—20	of Invisibility
21—40	of Spell Storing
41—60	of Regeneration
61—80	of Teleportation
81—100	of Luck

Table MS22

Invisibility: These items provide a bonus to stealthy movement and attacks, and make the wearer impossible to see when they are still and quiet.

Spell Storing: Devices with this attribute can hold 1d4+1 spells in reserve, to be cast for free when needed.

Regeneration: Wearers of regeneration items recover lost damage points at an increased rate (from 2 times to 10 times faster).

Teleportation: Items with the teleportation ability allow wearers to physically move from one place to another, as long as the target destination can be seen by the wearer.

Luck: Powerful items with the Luck attribute occasionally add bonuses to checks or events. The items can either have luck added to particular types of actions or have bonuses added some of the time (e.g. a roll result of 1 on a d6).

Belts, Bags, and Boots (roll D4)						
Roll	**BE***	**BA***	**BO***	**BE****	**BA****	**BO****
1	1	1	1	-	-	-
2	1d2	1	1	1	-	-
3	1d2	1d2	1	1	1	-
4	1d2	1d2	1d2	1	1	1
BE = belts, BA = bags, BO = boots ** = Minor Magical Item, ** = Major Magical Item (see Appendix)*						

Table MS23

Minor Belts, Bags and Boots	
D100 Roll Result	**Details**
01—10	Belt of Warrior Strength
11—20	Belt of Belongings
21—30	Belt of Cleanliness
31—40	Backpack of Holding
41—50	Sack of Storing
51—60	Bag of Lost Items
61—70	Boots of Jumping
71—80	Boots of Running
81—90	Boots of Climbing
91—100	Boots of Stealth

Table MS24

Belt of Warrior Strength: This belt alters the strength of the wearer to that of a warrior (maximum strength allowed for a warrior of the same level/experience).

Belt of Belongings: Hundreds of tiny, secret compartments line the interior and exterior of the belt.

Belt of Cleanliness: While worn, this belt prevents the wearer from becoming dirty.

Backpack of Holding: A large backpack that can magically hold 100 times that of a normal backpack.

Sack of Storing: Similar to the Backpack of Holding.

Bag of Lost Items: Any lost item (within the last 24 hours) can be retrieved from this magical bag. The lost items cannot be a living creature and must be able to be pulled through the bag's opening.

Boots of Jumping: Allows the wearer to jump five times the normal distance, landing safely.

Boots of Running: The wearer can run for 100 miles or for 24 hours without tiring.

Boots of Climbing: These boots add the climbing ability (as the skill or thieves ability) to the wearer. The skill level is that of the wearer.

Boots of Stealth: These boots allows the wearer to move silently like an elf or thief (of the same level).

Major Belts, Bags and Boots	
D100 Roll Result	**Details**
01—11	Belt of Giant Strength
12—23	Belt of Many Weapons
24—35	Belt of Defense
36—47	Bag of Endless Coins
48—59	Bag of Caltrops
60—71	Bag of Monsters
72—83	Boots of Teleportation
84—95	Boots of Water Walking
96—100	Sandals of Kicking

Table MS25

Belt of Giant Strength: The wearer has the strength of a giant (giant type and size determined by the GM).

Belt of Many Weapons: This belt has several miniature weapons on its exterior. When one is removed, it enlarges to a full sized, normal weapon. It can be returned to the belt at any time. There is at least one of every weapon type (one handed melee, two handed melee, thrown, ranged, etc.).

Belt of Defense: The wearer of this belt receives a bonus to their defensive rating. This belt cannot be worn over heavy steel armor.

Bag of Endless Coins: Once per day, the bag's owner may reach in to remove 1d20 coins of a random type.

Bag of Caltrops: The bag's owner may reach into the bag up to three times per day, each time retrieving 3d6 small, 2d5 medium or 1d6 large caltrops.

Bag of Monsters: Once per day, a wooden figurine may be drawn from the bag. When placed on the ground, it turns into the living version of the small statuette. It behaves similarly to most Monster Summoning spells.

Boots of Teleportation: The wearer may teleport in the same manner as the major device found in table MS22.

Boots of Water Walking: These boots allow the wearer to walk on water. The water must be relatively calm; fast moving or large tidal waters cannot be traversed.

Sandals of Kicking: Made from leather, these high strapped sandals give the wearer the ability to kick forcefully. They add Martial Arts and additional attack bonuses.

Scrolls and Books (roll D6)						
Roll	**SC**	**BK**	**SC***	**BK***	**SC****	**BK****
1	1d2	1D2	1	1	-	-
2	1D4	1D4	1D2	1D2	1	1
3	1D6	1D6	1D4	1D4	1D2	1D2
4	1D8	1D8	1D6	1D6	1D4	1D4
5	1D10	1D10	1D6+1	1D6+1	1D4+1	1D4+1
6	1D12	1D12	1D6+2	1D6+2	1D4+1	1D4+1
SC = scrolls, BK = books ** = Minor Magical Item, ** = Major Magical Item (see Appendix)*						

Table MS26

Non-magical scrolls and books provide information about the area, or distant lands and planes. They may be in different languages.

Normal Scrolls	
D100 Roll Result	**Details**
01—08	Mathematical formulas
09—16	Woodland animal drawings
17—25	Recipe for Digestion Potion
26—33	Fungus and mushroom drawings
34—42	Large bird carry weight theories
43—50	Rough sketch of a gliding machine
51—58	Rubbings from a local cave
59—66	Local currency conversion charts
67—74	List of local merchant names
75—82	Map of the local region
83—89	Star chart, devoted to the gods
90—94	Alchemist gold theories
95—99	Mythical herb location map
100	Unlabeled, rough sketch map

Table MS27

Normal Books	
D100 Roll Result	**Details**
01—07	Historical war reference, local area
08—14	Language book, beginner level *
15—21	Language book, advanced level *
22—28	Historical reference, local deities
27—35	Historical lineage/family reference
34—42	Beginner mathematics book
43—49	Introductory science book
50—56	How to book, building houses
55—63	How to book, castle crenellations
75—70	How to book, leather crafting
83—77	How to book, basic blacksmithing
90—84	Understanding simple locks
95—91	Practice methods, archery
92—100	Practice methods, martial arts
* one of many different languages	

Table MS28

Language books can be of any realm or race in the preferred game system. The GM should pick the language of the book selected. Note that any of the books in the table above may be in a different language, if desired.

Minor Scrolls and Books	
D100 Roll Result	**Details**
01—10	Scroll—1 spell
11—20	Scroll—2 spells
21—30	Scroll—3 spells
31—40	Scroll—4 spells
41—50	Creature Protection scroll
51—60	Protection From Missiles scroll
61—70	Book of Practice
71—80	Book of Experience
81—90	Book of Skill
91—100	Book of Languages

Table MS29

Scrolls with spells are generally of the same "type", i.e. similar profession or classes. It is rare for mixed class spells to be on the same scroll. Scrolls with multiple spells may have duplicates (the same spell more than once) and are generally of the same power (level).

Creature protection scrolls are similar to other protection devices. Use table MS21 to choose the creature type for the protection. Protection from missile scrolls give the reader a bonus to defense versus physical and magical missiles for 24 hours.

Book of Practice: When read, this book gives the reader enough experience points for them to reach the midway point to the next level. If they are already past the midway point, the book has no effect (but remains magical, to be used again).

Book of Experience: Upon completion, this book gives the reader enough experience to reach their next level (bare minimum).

Book of Skill: After fully reading this book, the character gains a small, permanent increase to an existing skill or proficiency in a new skill. The GM should choose the skill/skill type when the book is chosen.

Book of Languages: This book is magically imbued to teach the reader 1-4 languages after a successful read. The GM should choose the number (d4) and languages before the book is read.

Major Scrolls and Books	
D100 Roll Result	**Details**
01—10	Scroll—5 spells
11—20	Scroll—6 spells
21—30	Scroll—7 spells
31—40	Scroll—8 spells
41—50	Book of Intellect
51—60	Book of Strength
61—70	Book of Agility
71—80	Book of Health
81—90	Book of Charisma
91—100	Manual of the Master

Table MS30

Book of Intellect: Reading the book entirely adds a permanent increase to the character's Intellect or Intelligence (or comparable attribute).

Book of Strength: Reading the book entirely adds a permanent increase to the character's Strength or Prowess (or comparable attribute).

Book of Agility: Reading the book entirely adds a permanent increase to the character's Agility or Dexterity (or comparable attribute).

Book of Health: Reading the book entirely adds a permanent increase to the character's Health or Constitution (or comparable attribute).

Book of Charisma: Reading the book entirely adds a permanent increase to the character's Charisma or Comeliness (or comparable attribute).

Manual of the Master: One of the most sought after and rarest books of all, this leather bound tome permanently increases all the character's main attributes (by one point or by a percentage which results in an increase or benefit to that attributes ability) and gives the reader one experience level (like the Book of Experience).

Named Magic Shops

Micarr's Shop of Magic

Micarr's nondescript magic shop has a simple placard above the door and is found away from the busy merchant section of town. The middle-aged shopkeeper sells his wares from a first story shop. He and his family live above the store in the two story building.

The shopkeeper specializes in selling, trading and buying magical books, tomes, and scrolls. His careful eye quickly detects rare and magical items, often within a few seconds. He has a good selection of items for sale in his shop but is always looking for good deals to acquire new and rarer items. Although he prefers magical items, he may be interested in very rare non-magical tomes or scrolls, especially if they are of a historical or science nature.

Micarr's Shop of Magic	
Attribute	**Details**
Owner	Micarr Nortex
Found	Town
Skills	Item Identification (Experienced) Crafting (Simple)
Money on Hand	100 sp, 250gp (50 gp in store)
Family	Wife, (2) grown children
Shop Clerks	None
Traits	Honest, Helpful, Trusting

Micarr is well known for his ability to accurately identify common and uncommon books and scrolls, especially those of a magical nature. However, his skills are limited when trying to identify items outside his specialty.

Micarr—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
Experienced	Books: 45—79 Partial, 80—100 Full Scrolls: 50—79 Partial, 80—100 Full
Inexperienced	Other Items: 91—95 Partial, 96—100 Full
Rolls resulting in a value below what is listed = unknown item *Micarr charges 100 sp to identify an item*	

Table MS31

Micarr's Shop of Magic—Magical Inventory	
Item (magical rarity)	**Cost**
Book of Practice (minor)	2000 sp
Book of Languages (minor)	1000 sp
Book of Strength (major)	100000 sp
Scroll of Fire Protection (minor)	8000 sp
Scroll of Paralysis Protection (minor)	1500 sp
Scroll of Healing (minor)	4000 sp

Table MS32

Scroll of Fire Protection (minor): A single target is given 24 hours of fire protection (either bonuses to check or saving throws, or "advantage", if using that game mechanic).

Scroll of Paralysis (minor): A single target is given 24 hours of paralysis protection (either bonuses to check or saving throws, or "advantage", if using that game mechanic).

Scroll of Healing (minor): Similar to a Potion of Light Healing, this scroll heals a target within hearing range for no more than one quarter of their life total.

Micarr's Shop of Magic—Non-Magical Inventory	
Item (rarity)	**Cost**
Book of Riddles (common)	20 sp
Book of Songs (uncommon)	50 sp
Book of White Birds (rare)	100 sp
Scroll of Dragon Art (uncommon)	75 sp
Scroll of Pixie Illustrations (rare)	125 sp
Scroll of Yeti Anatomy (rare)	200 sp
Tome of Horse Medicines (common)	10 sp
Tome of Jackrabbit Recipes (common)	5 sp
Tome of Man-eating Plants (rare)	100 sp
Tome of Unicorn Illustrations (rare)	150 sp

Table MS33

Although he is no longer actively training as a wizard, Micarr still retains some of his magical knowledge. He can craft simple scrolls with low level magic spells. If requested, he can create most single spell scrolls in less than a day. Note that Micarr must know the spell requested; he knows several low level magic user spells (GM's decision on which spells he knows).

Micarr's Crafting Options	
Item / Skill	**Cost**
Scroll—1 simple spell	250 sp
Scroll—2 simple spells	500 sp
Scroll—1 low level spell	250 sp
Scroll— Protection from Fungus	200 sp
Scroll—Protection from Rats	150 sp
Scroll—Protection from Wereboars	350 sp

Table MS34

Adventure Hook: Micarr has been searching for a rare and legendary tome; "Secret of the Rusteaters" which has been lost for ages. Many say the tome never existed and is but a fabricated legend. Others say that it was lost within a nearby ruined castle, underneath in an arcane library. Micarr agrees with the thought that the tome is found within the mystical library but is unable to venture there himself. He would gladly pay for its retrieval if brave heroes would search the mystical library...

Ekim Dab's Emporium

One of the best known and largest magical shops in the city, Ekim Dab's Emporium has a wide selection of simple and wondrous magical items. Ekim's knowledge of most item types is legendary; he can accurately identify nearly any type of item, including weapons, armors, rings, staves, wands and potions. He has above average skill with identifying books, scrolls and miscellaneous items.

Ekim Dab's Emporium	
Attribute	**Details**
Owner	Ekim Dab
Found	City
Skills	Item Identification (Very Exp) Crafting (Moderate) Imbuing (Simple)
Money on Hand	250 sp, 500 gp
Family	None
Shop Clerks	Five
Traits	Shifty, Greedy, Arrogant

Ekim Dab's shop has all the items of a City magic shop with the additional items listed in the next pages.

Ekim—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
Very Exp	Books: 25—69 Partial, 70—100 Full Scrolls: 30—69 Partial, 70—100 Full Staves: 35—79 Partial, 80—100 Full Wands: 50—79 Partial, 80-100 Full
Experienced	Rings: 70—90 Partial, 91—100 Full Potions: 80—95 Partial, 96—100 Full Boots: 85—95 Partial, 96—100 Full
Mod Exp	Armor: 90—97 Partial, 98—100 Full Weapons: 90—96 Partial, 97—100 Full Belts: 89—95 Partial, 96—100 Full
Inexperienced	Other Items: 88—95 Partial, 96—100 Full
Rolls resulting in a value below what is listed = unknown item *Ekim (or staff) charge 150 sp to identify an item*	

Table MS35

Ekim's shop is two floors; on the first floor, patrons can find weapons, armors, staves and wands. On the second floor, the shop sells rings, books, scrolls, and other miscellaneous oddities.

Ekim Dab's Emporium—Magical Scrolls	
Item (magical rarity)	**Cost**
Scroll of Burning Hands	6000 sp
Scroll of Fire Ball	18000 sp
Scroll of Lightning Bolt	18000 sp
Scroll of Raise Dead	10000 sp
Scroll of Turn Undead	10000 sp
Scroll of Zombie Protection	7500 sp

Table MS36

Raise Dead and Turn Undead scrolls: As the cleric spell or ability at low level.

Zombie Protection scroll: gives target a bonus for 24 hours against zombie attacks.

Ekim Dab's Emporium—Magical Wands, Staves	
Item (magical rarity)	**Cost**
Staff of the Hero—9 charges (major)	7500 sp
Staff of the Wild—7 charges (minor)	5000 sp
Wand of Destruction—21 charges (major)	10000 sp
Wand of Fire—27 charges (minor)	6000 sp
Wand of Ice—22 charges (minor)	5500 sp
Wand of Steelrot—13 charges (major)	15000 sp

Table MS37

Staff of the Hero: Each charge gives one target character or creature a light bonus to attacks, hit points and defense. No more than 3 charges can be expended on one target within 24 hours.

Staff of the Wild: Each expended charge creates a random effect. See table MS38 for details.

Wand of Destruction: Each charge destroys (disintegrates) 1′ of cubic material. Living or once living matter (undead included) are unaffected.

Wand of Fire: A small cone of flame reaching 20′ wide and 30′ long deals automatic damage to any within its area of effect. No more than single charge may be used per combat round.

Wand of Ice: As the Wand of Fire version but instead with freezing ice and cold.

Wand of Steelrot: Each devastating charge instantly rusts non-magical steel within a 20′ square area (no saving throw). Any magical steel within the area has a 50% chance of rusting and losing one rank of its bonus or one ability.

Staff of the Wild—Abilities	
D100 Roll Result	**Ability**
01—20	Summons small woodland mammal (50% friendly)
21—40	Summons large woodland creature (50% friendly)
41—50	A rare, healing plant suddenly sprouts up nearby
51—70	A small bush or tree instantly grows nearby
71—90	A plant or tree instantly sprouts nearby, with edible fruit
91—100	Water bubbles up nearby, filling a space equivalent to 1 gallon

Table MS38

Although Ekim has several armor and weapon items, he rarely trades or buys such things. He prefers to buy and sell items that he has knowledge in, leaving other shops to specialize in suits of armor and martial gear.

Ekim Dab's Emporium—Magical Armor	
Item (magical rarity)	**Cost**
Magical Leather Armor (minor)	20000 sp
Magical Chainmail Armor (minor)	35000 sp
"**Jumplate**", Magical Platemail (major)	80000 sp
"**Covershield**", Magical Shield (major)	40000 sp

Table MS39

"***Jumplate***", *Magical Platemail*: This magical black platemail weighs one quarter normal weight and adds a jump ability three times per day. The wearer may jump up to three times their level or agility/dexterity score (GM's discretion).

"***Covershield***", *Magical Shield*: This normal sized steel shield can float in any location (any angle) on command for up to 5 minutes, providing cover from any direction. It has the same strength as its owner. The shield can be activated three times per day, but can be used as a normal shield any other time.

Ekim Dab's Emporium—Magical Weapons	
Item (magical rarity)	**Cost**
"**Stabby**", Magical Dagger (minor)	30000 sp
"**Helmcrusher**", Magical Mace (minor)	50000 sp
"**Heartseeker**", Magical Short Bow (major)	100000 sp

Table MS40

"***Stabby***", *Magical Dagger*: This small, thin dagger is easily concealed due to its narrow and short design. Meant for secret attacks, the dagger deals damage as if wielded by a trained assassin.

"***Helmcrusher***", *Magical Mace*: When wielded by a warrior or cleric, this mace deals double damage to declared head shots.

"***Heartseeker***", *Magical Short Bow*: Any arrow successfully fired from Heartseeker hits the torso (or body part where a heart may be located) of the target, dealing two extra base dice of damage. Note that creatures without a heart are automatically missed.

Ekim Dab's Emporium—Magical Belts	
Item (magical rarity)	**Cost**
Belt of the Weakling (cursed)	2000 sp
Belt of Warrior Strength (minor)	16000 sp
Belt of Undead Repulsion (major)	100000 sp

Table MS41

Belt of the Weakling: Disguised as a Belt of the Warrior, this cursed item gives the wearer the lowest strength possible for their class and level. The item cannot be removed except by magical means.

Belt of Undead Repulsion: While worn, undead avoid the area of the wearer, keeping at least 20' from them unless cornered. When attacked by the wearer, undead will retreat to 20' away. Powerful undead are allowed a saving throw or check for the repulsion.

Ekim Dab's Emporium—Magical Boots	
Item (magical rarity)	**Cost**
Boots of Healing (major)	100000 sp
Boots of Riding (minor)	60000 sp
Boots of Water Walking (major)	100000 sp
Boots of Wall Walking (minor)	30000 sp

Table MS42

Boots of Healing: While worn, the boots heal at a rate of one point (or smallest unit of health) of damage per hour.

Boots of Riding: These boots add a bonus (or advantage) to riding checks, including those for land, sea, and flying creatures.

Boots of Water Walking: While worn, these boots allow walking upon calm water as if it were a solid surface. Walking on rough waters can be attempted (at a bonus or advantage).

Boots of Wall Walking: Similar to Boots of Climbing except that the wearer gains a bonus to climbing walls only.

Ekim Dab's Emporium—Magical Rings	
Item (magical rarity)	**Cost**
Ring of Disguise (major)	75000 sp
Ring of Magical Protection (major)	100000 sp

Table MS43

Ring of Disguise: Three times per day, the ring wearer may instantly change their appearance. Clothing, gender, size (up to 50% taller or smaller), color, and equipment are altered as desired. The disguise change lasts until detected or one hour passes.

Ring of Magical Protection: The wearer gains a minor bonus (or advantage) to magical saving throws or checks versus adverse magical attacks or effects.

Although incapable of crafting items himself, Ekim has employed several low level wizards for crafting requests. They are capable of crafting single spell scrolls, recharging wands and staves, and imbuing jewelry or items with simple enchantments.

Ekim's Crafting Options	
Item / Skill	**Cost**
Scroll—1 simple spell	200 sp
Scroll—2 simple spells	450 sp
Scroll—1 low level spell	250 sp
Scroll— Protection from Fire	250 sp
Scroll—Protection from Cold	250 sp
Scroll—Protection from Lycanthropes	2500 sp

Table MS44

Ekim's Recharge Options	
Item / Skill	**Cost**
Rod Recharge per Charge (up to 20)	250 sp
Staff Recharge per Charge (up to 10)	500 sp
Wand Recharge per Charge (up to 30)	100 sp
Spell book inscription, simple spell	250 sp
Spell book transfer, low level spell	500 sp

Table MS45

Adventure Hook: Ekim has recently purchased a false magical item, a necklace that he thought was a legendary item of a long dead mountain queen. The fabled necklace is a thick golden chain of emeralds and diamonds, supposedly enchanted with lightning and posion resistance. The fake item Ekim has is strong with magic but is not the fabled item. The merchant is looking to hire heroes to find the seller and retrieve his money.

The Round Shop

The round, wooden shack first appears to be another one of the ramshackle homes surrounding it, until the simple name plank above the door is seen. Vrashal Kamesh's shop has a dirt floor and a single, round display case in the center. A ladder in the back of the shop (opposite of the front door) leads to an attic where he and his family live.

The Round Shop	
Attribute	**Details**
Owner	Vrashal Kamesh
Found	Village or Town
Skills	Item Identification (Inexperienced)
Money on Hand	100 sp, 75 gp
Family	Wife, 3 children
Shop Clerks	None
Traits	Talkative, Nervous

Vrashal has very little inventory in his magic shop, with most of the items either fake or dysfunctional. Vrashal doesn't intend to sell false items, but lacks the experience to know if they are truly enchanted - in his mind, he's identified them correctly.

The Round Shop—Magical Inventory	
Item (magical rarity)	**Cost**
Belt of Defense (minor)	40000 sp
Ring of Protection from Cats (minor)	15000 sp
Scroll of Fireball (minor)	18000 sp
Tome of Passwords (major)	10000 sp

Table MS46

Belt of Defense: As described on page 50.

Ring of Protection from Cats: The wearer gains a defensive bonus when attacked by cat or cat-like creatures.

Scroll of Fireball: The reader may cast Fireball as if a mid level magic user or wizard. Note that only intelligent characters may read the enchanted writing.

Tome of Passwords: When the reader asks the tome for the best possible password or command word to a portal or item, there is a slight chance that it will reveal it.

The Round Shop—"Fake" Magical Inventory	
Item (magical rarity)	**Cost**
Book of the Wizard (fake)	5000 sp
Dagger of Snake-Slaying (fake)	2500 sp
Jug of Ever-filling (fake)	1500 sp
Ring of Three Wishes (fake)	20000 sp
Wand of Enchanting (fake) - unknown charges	5000 sp

Table MS47

Vrashal will detail the abilities of each of the items in Table MS45 truthfully (he is not lying but is mistaken).

Book of the Wizard (fake): This book will either advance the Wizard reader's level by one or give them an additional spell.

Dagger of Snake-Slaying (fake): This dagger adds a significant bonus to attacks and damage when the wielder faces snake or snake-like creatures.

Jug of Ever-filling (fake): This jug is magically refilled with one gallon of water twice per day.

Ring of Three Wishes (fake): The wearer can use the ring to ask for three wishes.

Wand of Enchanting (fake): Each charge creates a temporary enchantment on a non-magical item.

Vrashal—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
Inexperienced	All items: 85—95 Partial, 96—100 Full
Rolls resulting in a value below what is listed = unknown item *Vrashal charges 50 sp to identify an item*	

Table MS48

Although Vrashal tries to do his best, he has no formal training in item identification. He is wrong more often than he's right, but he never fabricates the items' lore. He truly believes in his ability.

Adventure Hook: Vrashal's wife has been pressuring him to do more business and upgrade the shop, even if it means he must lie or cheat customers. The shopkeeper would rather not, but follows his abusive wife's commands to the letter. After a recent beating, Vrashal has had enough of the mental and physical pain. He is looking for an assassin or mercenary to eliminate his wife...

The Village Wizard

Retiring to a small village far from the busy cities and large towns, Ghremal the Wizard has set up a simple magic shop to sell off remaining treasures from his days of adventuring. With three small counters, and a wall rack, Ghremal has a few interesting items for sale.

The Village Wizard	
Attribute	**Details**
Owner	Ghremal D'boone
Found	Village
Skills	Item Identification (Experienced) Imbuing (Simple)
Money on Hand	200 sp, 150 gp
Family	None
Shop Clerks	None
Traits	Introvert, Honest, Sleepy

Everything within Ghremal's shop has been personally found during his adventuring days; each items has been discovered in deep dungeons, dark forests and lost crypts. Ghremal has recently retired and has decided to set up a small shop in his birth village. He has accumulated several magical trinkets that he is willing to part with. Note that much of what Ghremal has is suitable for wizards and sorcerers.

The Village Wizard—Magical Inventory	
Item (magical rarity)	**Cost**
Belt of Spell Storing (major)	250000 sp
Boots of Flying (minor)	125000 sp
Dagger of the Warrior (major)	40000 sp
Ring of Arrow Deflection (minor)	30000 sp
Robes of Steel (major)	200000 sp
Staff of the Golem (major) - 3 charges	20000 sp
Staff of the Red Mage (major) - 2 charges	15000 sp
Wand of Trap Detection (minor) - 22 charges	10000 sp

Table MS49

Belt of Spell Storing: A wizard may cast up to one high level spell, two mid level spells, or three low level spells into the belt, storing them for later use.

Boots of Flying: The boots give the wearer the ability to fly as the common wizard spell.

Dagger of the Warrior: This dagger gives wizard class characters the same to hit bonuses as a warrior of the same level.

Ring of Arrow Deflection: While worn, the wearer gets an added bonus to defense versus arrow attacks.

Robes of Steel: These silvery robes have the same defensive bonus as plate mail armor.

Staff of the Golem: Expended charges summon a golem of either clay (1 charge), flesh (2 charges) or iron (3 charges). The golem remains present until destroyed or 24 hours pass.

Staff of the Red Mage: Created by the infamous 'Red Mage of Exembarg', this magical device has several fire-related abilities. See Table MS50 for the staff's charge options. Abilities are used at owner's level.

Wand of Trap Detection: Each expended charge automatically finds all traps within 10'. Each additional charge extends the range, up to 50' maximum (5 charges).

Staff of the Red Mage—Abilities	
Charges	**Ability**
1	Protection from Fire, 10 minutes
1	Cast Magic Missile
2	Protection from Fire, 20' radius, 10 minutes
2	Summon Fire Elemental, 10 minute duration
3	Cast Fireball

Table MS50

Ghremal is very capable of identifying items that are clearly wizard or sorcerer type devices. He is fairly inexperienced with anything else.

Ghremal—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
Experienced	Wizard Items: 40—75 Partial, 76—100 Full
Inexperienced	Other Items: 81—95 Partial, 96—100 Full
Rolls resulting in a value below what is listed = unknown item *Ghremal charges 75 sp to identify an item*	

Table MS51

Although Ghremal no longer travels abroad seeking adventure, he continues to practice his wizard skills and spells regularly. He can cast simple spells and imbue (recharge) wizard devices.

Ghremal's Recharge Options	
Item / Skill	**Cost**
Rod Recharge per Charge (up to 20)	500 sp
Staff Recharge per Charge (up to 10)	750 sp
Wand Recharge per Charge (up to 30)	200 sp
Spell book inscription, simple spell	150 sp
Spell book transfer, low level spell	250 sp

Table MS52

Adventure Hook: Ghremal has no desire to leave his comfortable village shop, but if he's asked about his days abroad, he'll mention an area he's always wished to explore. A distant mountain peak supposedly has a tomb of a great wizard, loaded with vast treasures and piles of gold. One of his old acquaintances once said he had a map to the location...

Trinkets & Treasures

Nicknamed by locals 'Trinkets & Troubles', this small town magic shop is run by a hapless, disorganized shopkeeper who is often missing for days. Throgbolis Femalto frequently travels for business, leaving the magic shop closed more often than it is open. When characters find the shop open, they'll meet a frenetic, high energy shopkeeper who rarely can finish a sentence before starting a new one.

Trinkets & Treasures	
Attribute	**Details**
Owner	Throgbolis Femalto
Found	Town
Skills	Item Identification (Very Experienced)
Money on Hand	500 sp, 250 gp
Family	None
Shop Clerks	One
Traits	Frenetic, Disorganized

Throgbolis is eager to work deals with customers and is always open to negotiating. He speaks quickly, often confusing customers, and forgets what he's said a few minutes earlier.

He has never trained as a wizard and lacks the crafting and imbuing abilities as other magical shop owners. However, his knowledge of items is vast—he is constantly researching and maintaining his expertise in rare and legendary artifacts.

Throgbolis—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
Very Experienced	Books, Scrolls, Tomes: 50—75 Partial, 76—100 Full Rings, Belts, Boots, Bags: 60—85 Partial, 86—100 Full
Experienced	Wands, Staves, Rods: 75—90 Partial, 91—100 Full
Inexperienced	Other Items: 85—95 Partial, 96—100 Full
Rolls resulting in a value below what is listed = unknown item *Throgbolis charges 150 sp to identify an item*	

Table MS53

Throgbolis' shop is small, but he has plenty of items crammed in every available space. In addition to a town magic shop inventory (page 47), he has several very nice (unique) items for sale. The chances of Throgbolis quickly finding the item is slim. It may take him hours to pinpoint the location of any of the items he's selling amongst the piles of non-magical research materials and purchased gear. Note that he has hundreds of non-magical trinkets laying around the store.

Trinkets & Treasures—Magical Inventory	
Item (magical rarity)	**Cost**
Ball of the Mystic (minor)	5000 sp
Eyeglasses of the Hawk (minor)	2500 sp
Greaves of the Knight (minor)	5000 sp
Hammer of the Smith (major)	25000 sp
"**The Emerald Chalice**" (major)	250000 sp
Violin of the Dead (major)	20000 sp

Table MS54

Ball of the Mystic: Any who gaze into the glass ball have a slight chance to see into the future. The chance is doubled for fortune tellers or those with future sight.

Eyeglasses of the Hawk: When worn, the character can see ten times the normal distance.

Greaves of the Knight: These etched steel greaves give the wearer a bonus to combat, jousting, and court speaking attempts.

Hammer of the Smith: In the hands of a trained blacksmith, this magical hammer doubles the effectiveness of the creator and halves the time it takes to create items.

The Emerald Chalice: Once owned by an immortal king, the Emerald Chalice can purify drink, turn water to wine, and add healing properties to any liquid five times per day (total). It is said that its use takes days off the owner's life.

Violin of the Dead: When used by a bardic character, this string instrument can interrupt any undead activity within hearing range. Undead can be 'charmed' into leaving the area, or to cease attacks (often resulting in dancing undead). Powerful undead creatures are allowed a saving throw.

Adventure Hook: When characters arrive at the shop, Throgbolis may exhibit a worried demeanor. If asked, he may discuss his current problem with the group.

After unpacking from a recent trip, Throgbolis accidentally knocked over several boxes of forgotten purchases. One of the wooden crates broke open, releasing a small green slime from a broken glass container. The creature now roams the basement and Throgbolis has no way to recapture or destroy it.

Slimy Business

A small door in the back of Throgbolis' shop leads down to a dark basement. Characters will have to bring their own light source down into the large cellar to navigate around the piles of crates, boxes and chests. Rickety stairs plunge sharply into the cellar from ground level, making quick movement up or down the wooden steps hazardous.

A narrow path weaves through hundreds of forgotten purchases within the fifty foot square basement. Stacks of teetering storage containers surround the narrow path through Throgbolis' treasures, making it difficult for characters to find the green slime. Table MS53 offers suggestions to where the green slime may be found within the basement.

Green Slime Location	
D10 Roll Result	**Location**
1	Under stairs
2	Ceiling above stairs
3	Behind boxes near stairs
4	Between crates in middle of room
5	Ceiling in middle of room
6	Wall to one side of the stairs
7	In the path between crates
8	Inside a crate
9	Corner of ceiling and wall
10	Back wall of the cellar

Table MS55

The green slime has grown considerably over the last several days, feeding on rats and other vermin within the basement. Exhausting all the cellar food options, the green slime is hungry and will act aggressively toward characters entering the basement.

Green Slime, stats:

The basement is full of treasures, both magical and non-magical, all belonging to Throgbolis Feamlto. However, the green slime has "absorbed" a few trinkets that could arguably be looted from the creature. The GM should decide if these are Throgbolis' or the green slime's treasures (perhaps a reward for the players for dispatching the slime).

Green Slime's "Treasure"	
Item (magical rarity, if any)	**Value**
1d100 gold coins	1d100 gp
1d100 silver coins	1d100 sp
Silver dagger	25 sp
A Ring of Physical Protection (minor, pg 49)	40000 sp
Potion of Healing (minor, pg 71)	4000 sp

Table MS56

The Wandering Wizard

Not every magic shop is bound to a physical location; the Wandering Wizard, run by the wizard Samonol Heshnix, is found on the back of an old mule, traveling from village to village upon the back roads of the realm. Samonol has opted to keep his shop moving between settlements, feeling that he sells more by going to his customers instead of waiting for them to enter a stationary shop.

The Wandering Wizard	
Attribute	**Details**
Owner	Samonol Heshnix
Found	Various settlements *
Skills	Item Identification (Experienced) Imbuing (Simple)
Money on Hand	100 sp, 50 gp
Family	None
Shop Clerks	One **
Traits	Talkative, Humorous, Kind
** traveling shop, ** not a clerk, but a bodyguard*	

Samonol stops at every village or town on his regular route, spending at least two or three days in each locale. He is accompanied by Laverne, his mule, and Gortok, his large half-orc bodyguard. Samonol takes care of the simple-minded guard, providing him with food, drink, gear, and healing, when necessary. Gortok is absolutely loyal to the old wizard.

Most settlements look forward to the Wandering Wizard's arrival; Samonol always has simple magical trinkets and toys for the children, and often gives away items to townsfolk in need of help. He rarely buys anything from strangers but will purchase items at a low price when he feels he's getting a good deal.

Samonol—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
Experienced	Wands, Staves: 65—90 Partial, 91—100 Full Books, Scrolls: 70—95 Partial, 96—100 Full
Inexperienced	Other Items: 75—95 Partial, 96—100 Full
Rolls resulting in a value below what is listed = unknown item *Samonol charges 50-100 sp to identify an item*	

Table MS57

The old wizard carries a limited inventory upon the back of his aging mule, and limits the items within the saddle bags and baskets to smaller sized goods.

The Wandering Wizard—Magical Inventory	
Item (magical rarity)	**Cost**
Amulet of the Protector (major)	60000 sp
Ring of Goblin Protection (minor)	20000 sp
Wand of the Arch-Wizard (major) - 21 charges	100000 sp
Wand of the Butler (minor) - 17 charges	14000 sp
Wand of Missile Reversal (minor) -9 charges	20000 sp
Wand of Sparks (minor) - 28 charges	12000 sp

Table MS58

Amulet of the Protector: The gold and gem-studded amulet may be used once per week to summon a shadowy warrior (of equal level and life total of the amulet wearer) that protects the amulet and its current owner from attacks. Once the protector is "slain" (or after 24 hours), it disappears until it is summoned again.

Ring of Goblin Protection: This ring gives the wearer a bonus versus goblin attacks, including saving throws related to goblin actions.

Wand of the Arch-Wizard: One of the more powerful wands known and sought after, the Wand of the Arch-Wizard enhances spells cast by the wizard by 25% (damage, duration, range). Additionally, it provides a large bonus to spell effect saving throws.

Wand of the Butler: Each charge of this wand summons an invisible butler to serve the wizard with simple (non-combat) tasks for 30 minutes. Multiple charges may be expended to summon multiple butlers or to extend the duration by 30 minutes each charge. Butlers can only be seen by the wand user.

Wand of Missile Reversal: With a wave of the wand (and an expended charge), a single missile may be reversed, targeting the origin instead.

Wand of Sparks: Each charge of the wand creates a shocking bolt that targets one visible creature for minimal damage (to-hit roll required). No more than 3 charges can be used in a single combat round.

Samonol can recharge magical items to some degree. See Table MS59 for options and rates.

Samonol's Recharge Options	
Item / Skill	**Cost**
Rod Recharge per Charge (up to 5)	100 sp
Staff Recharge per Charge (up to 5)	250 sp
Wand Recharge per Charge (up to 5)	50 sp

Table MS59

Adventure Hook: Over a decade ago, Samonol found his bodyguard along the side of a road near death. The old wizard nursed the half-orc back to life and promised to help him find his wife and family. Since then, Samonol has been searching for clues of a red headed orc female (Gortok's wife, Chraglaknsa) in the area. He has heard tales of red headed orc raiders and wonders if Gortok's wife and children are still alive.

Whalt's Bazaar of the Unusual

Mixed in with dozens of other vendors on a busy street, Whalt Burney's eclectic little shop is easy to miss. Although he has limited inventory, his shop has a wide range of strange and unique items.

Whalt's bazaar of the Unusual	
Attribute	**Details**
Owner	Whalt Burney
Found	City
Skills	None *
Money on Hand	1000 sp, 750 gp
Family	Wife
Shop Clerks	One **
Traits	Cautious, Reserved
*Whalt relies on experts to help identify items, ** his wife, Agnabelle helps in the shop*	

Whalt is unable to identify magical items, instead preferring to enlist the services of other experts in the city. If he's interested in buying something, he'll call on one of his trusted advisors to examine the item. If they properly identify the item, Whalt may be interested in buying it, assuming the price is favorable for the shrewd shopkeeper. He is most interested in rare and one of a kind items—these fit his shop's theme.

Whalt's Bazaar—Magical Inventory	
Item (magical rarity)	**Cost**
Accordion of Pain (major)	10000 sp
Crown of the Ultimate Fighter (major)	20000 sp
(3) Feathers of Time-stopping (major)	25000 sp
Manual of Group Experience (major)	30000 sp
Statuette of the Bull (major)	15000 sp
Totem of Medusa (major)	25000 sp
Vest of Blending (major)	12500 sp

Table MS60

Accordion of Pain: When played by a bardic character, all enemies within hearing range suffer a penalty to all actions and take minimal damage each round the accordion is played.

Crown of the Ultimate Fighter: While worn, the character has twice the normal attacks per round (maximum of four), double life total, and a bonus to attacks and defense.

Feathers of Time-stopping: When one feather is dropped, time stops for everyone within sight of the feather except the feather's owner. When the feather hits the ground, time resumes. Note that time resumes after a maximum of five minutes of time stoppage, regardless of the feather's drop distance. Each feather can be used once.

Manual of Group Experience: When read aloud, all within hearing range gain enough experience to advance to the next level.

Statuette of the Bull: When the statuette is placed upon a hard surface, it becomes either a domesticated bull or friendly young Minotuar (owner's choice). The creature returns to statuette form in 1 hour, and cannot be used again for 24 hours.

Totem of the Medusa: When displayed to a living creature, the totem has a chance of turning that creature to stone (if they fail a saving throw). Note that the totem should be hidden when not in use.

Vest of Blending: This brown vest allows the wearer to blend in with their surroundings. The vest changes color to match the area of the wearer. It adds a large bonus to stealth, hide and sneaking checks.

Markets

Most large towns or cities have an area dedicated for their merchants to sell to visiting travelers and citizens. Although many of these merchants have shops along the busy streets within the settlement, they often also have a smaller cart or stand in the market square. Each merchant has a small portion of their wares for sale at the market, hoping to get rid of excess merchandise or to spotlight great deals.

Depending on the settlement size, marketplaces have several different merchants. Sometimes, more than one merchant type may be found at the market, often creating tension and competition. Markets are a great place for characters to shop for needed supplies and gear.

The section that follows provides suggestions for a small, medium and large marketplace, with basic merchant details added for quick playability. Note that many of the vendors listed here can be swapped out with merchants found within their respective sections elsewhere in the book.

Small Marketplace

Small towns and cities will tend to have smallish marketplaces, or several different markets throughout the settlement. Small marketplaces will usually have five to ten vendors with few duplicate merchant types. Tables M-1 and M-2 provide starting points to fill a marketplace with merchants.

Small Marketplace	
Roll d6	**Result**
1	1d4+4 merchants, no duplicates
2	1d4+4 merchants, one duplicate
3	1d6+4 merchants, no duplicates
4	1d6+4 merchants, one duplicate
5	1d6+4 merchants, two duplicates
6	1d6+6 merchants, no duplicates

Table M1

When a small market place has more than one of a particular merchant type, use Table M-5 to determine the relationship between the merchants. This table can be used for any of the merchant relationships if desired.

Small Marketplace – Merchant Types	
Roll d12	**Result**
1	General Food or Drink
2	Cobbler
3	Beasts (Oxen, Cows, Horses)
4	Clothier or Seamstress
5	Temple Recruitment
6	Blacksmith
7	Fortune Teller
8	Herbalist
9	Magic Shop
10	Potion Shop
11	Supply Shop
12	Weapon Shop

Table M2

General Food and Drink: One of the taverns in the settlement has a small booth, selling their beer, ale, wine, cheese, bread and stews. Use Table M-3 for common prices for the limited selection of food and drink.

Common Food and Drink Prices	
Food / Drink Item	**Cost**
Mug of Beer or Ale	1 sp
Glass of Wine	5 sp
Glass of Exotic Wine	25 sp
Half Loaf of Bread, or Piece of Cheese	1 sp
Bowl of Stew	3 sp

Table M3

Cobbler: For a few silver, the local cobbler can repair boots, shoes, or sandals.

Beast Merchant: Farmers and ranchers will bring their spare beasts of burden to sell at the market. Table M-4 lists common creatures that might be found for sale.

Common Beasts of Burden for Sale	
Creature	**Cost**
Pig, Pony or Cow	75 sp
Mule, Donkey or Small Horse	250 sp
Oxen, Draft Horse	300 sp
Trained Riding Horse	250 sp

Table M4

Clothier or Seamstress: Simple clothing repairs can be performed in the booth at the market, with complicated repairs being referred to the merchant's main store within the settlement. For a few silver, most items can be patched or repaired. New garments cannot be created at the marketplace, however. Requests for new clothes are likely directed to the merchant's main store.

Temple Recruitment: Most markets have one or more stalls with acolytes recruiting followers to their gods. Donations are also accepted at these small booths.

Blacksmith: Blacksmiths use their small booths at the marketplace to sell their wares. Without a forge, they are unable to create or repair items in the small marketplace. Use the village, town or city blacksmith sections to determine items and prices.

Fortune Teller: Most fortune tellers offer basic palm reading or future sight services at the market, preferring to use their main shop for complicated or involved requests.

Herbalist: A small marketplace booth for a herbalist tends to serve the common requests of the local populace; healing salves, sickness brews and general herbs are for sale to travelers and citizens.

Magic Shop and Potion Shop: Vendors selling magical items and potions target travelers, especially those of the adventuring type, and rarely sell to the local settlers. They rarely have high end or major magical items present at their booth, instead sending serious buyers to their stores within the settlement.

Supply Shop: Vendors selling basic supplies at the market tend to stock their stalls with simple items needed by the local populace. Their main stores within the settlement have larger quantities and diverse inventories for travelers and adventurers.

Weapon Shop: Simple weapons such as daggers, clubs, bows, spears and axes are found in the marketplace booth. Special requests are directed to the weapon shop's main location within the settlement.

Note that any item can be found at the vendor's booth if desired. The information above is merely a simple guideline or suggestion. Additionally, larger markets may have larger inventories or a wider selection of services.

Small Marketplace—Merchant Relationships	
Roll d6	**Result**
1	None of the merchants get along
2	[One] merchant hated by all others
3	Two merchants dislike each other
4	[One] merchant distrusted by others
5	Two merchants distrusted by others
6	All merchants get along well

Table M5

Smaller marketplaces tend to have limited hours, smaller groups of customers and less guards patrolling the area. See Table M-6 for more details.

Small Marketplace—Miscellaneous Details	
Attribute	**Details**
Open Hours	6am — 4pm *
Open Days	Monday—Saturday *
Guards	1d4
Average Customers	10—20
Customers, (Busy Time)	Up to 50 (noon)
Thieves	0—1 **
Beggars	1d4-1
** assuming typical calendar, ** local Thieves Guild*	

Table M6

Medium Marketplace

Larger towns or cities that have limited space tend to have one medium or large marketplace for their vendors. The medium market has up to twice the number of small market vendors, with duplicate merchant types likely. Use the following tables to create a medium marketplace.

Medium Marketplace	
Roll d6	**Result**
1	1d6+6 merchants, no duplicates
2	1d8+6 merchants, 1-2 duplicates
3	1d10+6 merchants, 2-3 duplicates
4	1d12+6 merchants, 2-3 duplicates
5	1d12+8 merchants, 3-4 duplicates
6	1d12+10 merchants, 4-5 duplicates

Table M7

Medium Marketplace – Merchant Types	
Roll d20	**Result**
1	General Food or Drink
2	Cobbler
3	Beasts (Oxen, Cows, Horses)
4	Clothier or Seamstress
5	Temple Recruitment
6	Jewelry and Gems
7	Money Exchanger
8	Perfumes and Silks
9	Bowyer, Fletcher
10	Scrolls and Maps
11	Imported Wines and Food
12	Work Recruiter
13	Blacksmith
14	Fortune Teller
15	Herbalist
16	Magic Shop
17	Potion Shop
18	Supply Shop
19	Weapon Shop
20	< GM pick or custom >

Table M8

Booths at the medium marketplace may be larger, and occasionally more of a permanent structure. Vendors with permanent structures could have larger inventories and offer services not available at a small stall (e.g. blacksmith forge).

General Food and Drink: Full service meals and bar are often available at the medium or large marketplace booths. It is also common for taverns to be located on the edge of the marketplace, extending their outdoor seating area into the market for easy access.

Common Food and Drink Prices	
Food / Drink Item	**Cost**
Mug of Beer or Ale	1 sp
Mug of Exotic Beer or Ale	5 sp
Glass of Wine	5 sp
Glass of Exotic Wine	25 sp
Half Loaf of Bread, or Piece of Cheese	1 sp
Bowl of Stew	3 sp
Chicken Dinner *	10 sp
Beef Dinner *	12 sp
Fish Dinner *	8 sp
Mixed Dinners for Four **	35 sp
** dinner includes bread, cheese, mug of beer or ale,* *** beef, chicken or fish dinners for four persons total*	

Table M9

Cobbler: Each vendor can repair or create custom shoes as needed.

Cobbler Prices	
Service	**Cost**
Repair Shoe, Boot or Sandal	1 sp
Make Sandals (2)	3 sp
Make Shoes (2)	5 sp
Make Short Boots (2)	7 sp
Make Tall Boots (2)	10 sp

Table M10

Beast Merchant: Although most beast merchants come to the marketplace to sell farm animals, many have well trained or specialty creatures for sale. Table M-11 has a list of possible creatures for sale.

Beasts of Burden for Sale	
Creature	**Cost**
Pig	25 sp
Pony or Cow	100 sp
Mule, Donkey or Small Horse	250 sp
Oxen, Draft Horse	300 sp
Trained Riding Horse	250 sp
Untrained Warhorse	1000 sp
Trained Warhorse	2000 sp
Trained Oxen Team *	1500 sp
Trained Horse Team *	2500 sp
** team of trained animals to pull wagons or carts*	

Table M11

Clothier or Seamstress: Seamstresses and tailors stand by, waiting for requests to create or repair clothing. Most requests for newly fashioned shirts, pants or stockings are handled at the marketplace booth. Only the most exotic or complicated requests are directed to the vendor's main store.

Clothier Prices	
Service	**Cost**
Repair Pants, Shirt, Stockings	2 sp
Make Cotton or Wool Shirt	5 sp
Make Cotton or Wool Pants	5 sp
Make Cotton or Wool Stockings	3 sp
Make Cotton or Wool Vest	3 sp
Make Leather Pants or Shirt	20 sp
Make Leather Vest	15 sp
Make Leather Hat	10 sp

Table M12

Jewelry and Gems: Merchants trained in appraising, cutting and selling gems and jewelry are found in markets, ready to do any business with travelers. Most gem merchants employ one to two guards to watch over the stall.

Gem Merchant	
Service	**Cost**
Appraise Gem, Jewelry	50 sp
Sell Gems	varies

Table M13

Jewelry Merchant	
Service	**Cost**
Silver ring, earrings	150 sp
Silver necklace	350 sp
Gold ring, earrings	500 sp
Gold necklace	1000 sp
Silver ring w/ gem	500 sp
Silver necklaces w/ gems	1500 sp
Gold ring w/ gem	2000 sp
Gold necklace w/ gems	5000 sp
Note: price varies depending on number, type of gems	

Table M14

Money Exchanger: These specialty vendors can change money types for travelers, converting silver to gold (or other types, depending on game system). They will usually charge a fee of 1% of the total transaction value.

Perfumes and Silks: Well traveled vendors return to their towns and cities with exotic perfumes and clothing for nobles and rich families. Their prices are generally outrageous; only those with near limitless wealth bother with the expensive merchandise found at these vendors.

Bowyer, Fletcher: Vendors specializing in bows and ammunition are highly sought after. They can repair most broken bows and strings, and sell well crafted arrows.

Bowyer, Fletcher Prices	
Service	**Cost**
Repair Bow	20 sp
Restring Bow (new string)	20 sp
Create Exceptional Shortbow	500 sp
Create Exceptional Longbow	1000 sp
(10) Exceptional Arrows	100 sp
Note that exceptional items may have attack bonuses.	

Table M15

Scrolls and Maps: Vendors with non-magical scrolls and maps offer their wares at the marketplace, hoping that travelers and knowledge-seekers stop to purchase an item to help them in their quests. Most maps are local but occasionally, the vendor has a foreign map from an unknown area. Most scrolls are filled with information about a single topic (creature, academic area, etc.).

Scrolls and Maps, Prices	
Service	**Cost**
Identify Map (25% chance)	10 sp
Sell Local Map	5 sp
Sell Foreign Map (unknown)	20 sp
Sell Scroll (creature information)	25 sp
Sell Scroll (academic area)	50 sp
Sell Scroll (spell information)	100 sp
Change the map identification chance as needed	

Table M16

Imported Wines and Food: The local tavern or inn often has suitable food and drink, but for those with a noble palette, a visit to vendors selling imported and exotic wine and cheeses is a necessity.

Imported Wine and Food Prices	
Food / Drink Item	**Cost**
Imported Red, White Wine (bottle)	250 sp
Imported Mead (jug)	150 sp
Imported Ale, Beer (jug)	50 sp
Imported Liquor (bottle)	250 sp
Imported Cheese (slice)	50 sp
Imported Cheese (wheel)	200 sp
Imported, Exotic Spices (small bag)	50-100 sp
Imported Tobacco (small bag)	250 sp
Imported Candy (by piece)	20 sp
Inventory may be limited	

Table M17

Work Recruiter: Large communities have a need for labor or additional apprentices. It is common for a tradesman booth to be found in medium or large sized marketplaces. See Table M-18 for common work recruiter needs.

Medium Marketplace—Work Recruiters	
Roll d8	**Result**
1	Sailors or Fishermen
2	Carpenters
3	Masons
4	General Laborers
5	Builders
6	Hunters
7	Farmers, Field Hands
8	New Guards for Town or City

Table M18

For other merchant types not detailed, use the small marketplace information found in previous pages or select generic or named merchants from the main sections of this book.

Medium Marketplace—Merchant Relationships	
Roll d6	**Result**
1	None of the merchants get along
2	One merchant targeted for assassination
3	Two merchants avoided or disliked
4	One merchants avoided or disliked
5	Merchant is selected to be voice of all
6	All the merchants get along well

Table M19

Medium Marketplace—Miscellaneous Details	
Attribute	**Details**
Open Hours	6am — 6pm *
Open Days	Monday—Saturday *
Guards	1d4+3
Average Customers	50—75
Customers, (Busy Time)	Up to 125 (11am to 1pm)
Thieves	1d4+1 **
Beggars	1d6+3
Pickpocket Chance	1 in 10
Crime Chance ***	1 in 20
** assuming typical calendar, ** local Thieves Guild, *** chance of characters targeted for violent crime*	

Table M20

Large Marketplace

Very few cities can support the massive bazaars and crowded markets that are occasionally found. Capital cities and remote realms may have one or two large marketplaces where nearly everyone in the surrounding area shops and trades. Several of these marketplaces are larger than whole cities, with their own security forces and laws. While most travelers can find almost anything in these marketplaces, many are dangerous; foreign customers are easily targeted for pick pocketing, robbery, kidnapping, and murder.

Large Marketplace	
Roll d6	**Result**
1	1d20+5 merchants, 3-5 duplicates
2	2d20+10 merchants, 5-10 duplicates
3	3d20+10 merchants, 7-12 duplicates
4	4d20+10 merchants, 10-15 duplicates
5	5d20+10 merchants, 15-20 duplicates
6	5d20+25 merchants, 20-25 duplicates

Table M21

Table M-22 lists several merchants (size, type) for quick marketplace generation. No further detail will be given—it is assumed the GM will create the necessary details for pertinent merchants within the large marketplace.

Large Marketplace—Merchant Types	
Roll d100	**Result**
1	Blacksmith (armor)
2	Blacksmith (blades)
3	Blacksmith (axes)
4	Blacksmith (helms)
5	Blacksmith (shields)
6	Blacksmith (blunt)
7	Fortune Teller (fake)
8	Fortune Teller (real)
9	Fortune Teller (Curses)
10	Fortune Teller (Wards)
11	Herbalist (salves)
12	Herbalist (potions)
13	Herbalist (Herbal Lore)
14	Herbalist (Healing Spells)
15	Magic Shop (Rings, Amulets)
16	Magic Shop (Belts, Bags)
17	Magic Shop (Scrolls, Books)
18	Magic Shop (Wands)
19	Magic Shop (Staves)
20	Magic Shop (Rods)
21	Potion Shop
22	Supply Shop (Farming)
23	Supply Shop (Craftsman)
24	Supply Shop (Adventuring)
25	Weapon Shop (minor, major items)
26	Weapon Shop (artifacts)
27	Local Beer, by glass or jug
28	Local Ale, by glass or jug
29	Local Wine, by glass or bottle
30	Local Liquor, by glass or bottle
31	Foreign Beer, by glass or jug
32	Foreign Ale, by glass or jug
33	Foreign Wine, by glass or bottle
34	Foreign Liquor, by glass or bottle
35—39	Local Food (common)
40—44	Local Food (uncommon)
45—47	Foreign Food (uncommon)
48—50	Foreign Food (Rare, Unique)
51	Cobbler (common)
52	Cobbler (expensive)
53	Clothier (common)
54	Clothier (expensive)
55	Farm stand (vegetables)
56	Farm stand (meats)
57	Farm stand (spices, herbs)
58	Farm stand (beasts of burden)
59	Gem Merchant (common)
60	Gem Merchant (expensive)
61	Jewelry Merchant (common)

Large Marketplace—Merchant Types	
Roll d100	**Result**
62	Jewelry Merchant (expensive)
63	Scrolls, Maps ,Tomes
64	Scrolls, Maps, Tomes (rare)
65	Money Changer (local only)
66	Money Changer (all coins)
67	Specialty Shop (perfumes)
68	Specialty Shop (fabrics)
69	Specialty Shop (rugs)
70	Specialty Shop (hats, gloves)
71	Specialty Shop (statues)
72	Specialty Shop (art)
73	Specialty Shop (candy, treats)
74	Importers (food, drink)
75	Importers (animals)
76	Importers (general)
77	Work Recruiters (laborers)
78	Work Recruiters (builders)
79	Work Recruiters (craftsmen)
80—82	Temple Recruiters
83	Guardsmen Recruiters
84 –85	Bowyer
86—87	Fletcher
88—89	Artisans (sculptors)
90—91	Artisans (painters)
92	Artisans (writers—poetry)
93	Falconer (bird trainer)
94—96	Baker (common)
97	Baker (uncommon)
98	Weaver
99	Cooper (barrel maker)
100	Cart Maker (carts, wagons)

Table M22

Special Notes: Large marketplaces can be as large as the GM wishes; large towns and cities may have but a single marketplace or several smaller markets, depending on the world and settlement layout.

Vendor prices can range wildly in a large marketplace—each merchant has different inventory to sell. Merchants with extra merchandise may try to sell their goods cheap while others demand higher prices for uncommon items. The GM will have to determine how the overall pricing model of the settlement works before making individual vendor prices.

Most large marketplaces are under the watchful eye of both the local Thieves Guild and the settlement's guard or militia. Both groups are constantly at odds. Unaffiliated thieves are quickly targeted and "eliminated" by the Thieves Guild (unless recruited, if the thief's skills are suitable). Thieves caught by the local guard are prosecuted by local law enforcement, or banished from the settlement permanently. The Thieves Guild often has inside help within the local guard; many thieves caught by town guard are often released back to the Thieves Guild.

Other organizations work within large settlements, targeting low level characters shopping within the marketplace. Kidnappers, robbers, slavers, and general criminals may attempt to assault (capture) the characters within the large marketplace. Many guards are paid to look the other way; character may be on their own once involved with one of these unscrupulous groups.

Large Marketplace—Miscellaneous Details	
Attribute	**Details**
Open Hours	6am — 10pm *
Open Days	Monday—Saturday *
Guards	3d6+5
Average Customers	250—500
Customers, (Busy Time)	Up to 750+ (8am to 4pm)
Thieves	3d4+4 **
Beggars	2d10+10
Pickpocket Chance	1 in 6
Crime Chance ***	1 in 10 ***
** assuming typical calendar, ** local Thieves Guild, *** chance of characters targeted for violent crime*	

Table M23

Potion Shops

Alchemic masters are not common in most settlements, especially those of a small size. Crafters of strange brews and potions tend to live close to large towns and cities where ingredients are easier to find and customers more plentiful. Towns and cities will usually have at least one potion crafter, a master of alchemy and mystical brews. Although most potion crafters create any and all types of potions, apprentices with little skill or masters wishing a singular focus, specialize in one or two potion types.

Potions aren't necessarily magical; many cannot be detected or identified through magical means. Most potions must be sampled through taste, smell or sight to determine their properties. However, some potions are imbued with magical energy to enhance their properties or complete their creation. The option of magical identification of potions in general or specialty potions is left up to the GM.

Alchemic crafters have the ability to create known potions, create custom potions (new or cancelation types), and identify potions through sampling. Many sell potion ingredients to those dedicated to studying alchemy.

Generic Potion Shop Names	
D20 Roll Result	**Blacksmith Name**
1	The Bubbling Cauldron
2	The Poisoned Vat
3	Boil and Bubble
4	Mystical Brews
5	Pinch of This and That
6	The Needy Bottle
7	The Rare Brew
8	The Churning Ladle
9	New Brew Solutions
10	Arcane Potions
11—15	<settlement name*> Potion Shop
16—20	<name**> Potion Shop
** use settlement's name in the shop title* *** roll the shopkeeper name on Table PSx*	

Table PS1

Potion Shop— Shopkeeper Names	
D20 Roll Result	**D20 Roll Result**
1—Kiffel	11—Thesha (F)
2—Grundul	12—Landana (F)
3—Pwallee (F)	13—Jurlko
4—Mersha (F)	14—Reginalso
5—Yiima (F)	15—Emmena (F)
6—Gorfak	16—Bergg
7—Bepp	17—Puaqena (F)
8—Hema'ta	18—Corlis
9—Gootah (F)	19—Vrandal
10—Bwenda (F)	20—Oliviah (F)
(F) represents a female shopkeeper name	

Table PS2

Village Potion Shop

A potion shop in a village is a rare occurrence—the common farmer, hunter or craftsman has little need for a potion except when their village herbalist fails to find a solution to an unknown ailment or disease. Alchemic crafters may take residence in remote villages to get away from the prying eyes of other potion creators or to use the quiet and low stress environment to study.

Not all potion creators have an actual shop open to the public. Sometimes, the village potion creator works out of his or her home, preferring to see customers as needed.

Each alchemic creator has basic skills related to their experience level. Use Table PS3 to determine the average village potion creator's skill level.

Village Potion Shop Shopkeeper Capability	
D10 Roll Result	**Details**
1—5	Create basic potions
6—7	Create basic and custom potions
8	Create basic and custom potions, identify some brews
9	Create basic and custom potions, identify most brews
10	Create basic and custom potions, identify most brews, sell potion ingredients

Table PS3

Village potion crafters have a limited inventory of brews and ingredients for sale. Some may prefer not to sell any items at all, instead offering services as needed (create a custom potion when desired).

Village Potion Shop Standard Service Prices	
Service—Price	**Service—Price**
Brew lesson—250 sp / hr	Identify Potion—250 sp
Create Potion—varies *	Ingredients—varies **
** cost depends on commonality, complexity (see Table PSx)*	
*** ingredients are found in the City Potion Shop section*	

Table PS4

Village Potion Shop—Potion Prices	
Potion	**Cost**
Potion of Enlargement	1000 sp
Potion of Full Healing	5000 sp
Potion of Healing	500 sp
Potion of Shrinking	1000 sp
Potion of Speed	1000 sp
Inventory may be limited	

Table PS5

Potion of Enlargement: Drinker becomes twice their size.

Potion of Full Healing: Drinker is healed of all damage.

Potion of Healing: Drinker is healed of some damage.

Potion of Shrinking: Drinker becomes one half their size.

Potion of Speed: Drinker becomes twice as fast.

Potion crafters with available time may entertain requests for potion creations. Table PS6 lists potion crafting prices for special requests. Note that the village alchemist may lack the proper ingredients for uncommon, rare or unique potion creation.

Village Potion Shop—Potion Crafting Prices	
Potion	**Cost**
Common Potion	10000 sp
Uncommon Potion	25000 sp
Rare Potion (complex)	50000 sp
Unique, Custom Potion (very complex) *	75000+ sp
** may take days, weeks or months to create*	

Table PS6

Village alchemists that have set up a store or shop for customers may also have accepted an apprentice to assist in brew creation and shop operations. Although most village alchemists lack the time and resources for apprentices, they may be found in some shops.

Village Potion Shop— Apprentices	
D6 Roll Result	**Details**
1-5	No apprentices
6	1 apprentice, unskilled

Table PS7

Village Potion Shop Condition	
D6 Roll Result	**Details**
1-3	Messy, disorganized
4	Messy, somewhat organized
5	Clean, somewhat organized
6+	Clean, very organized
Add +1 to roll for each apprentice	

Table PS8

Town Potion Shop

The bulk of most alchemists and potion crafters live in towns, away from loud and chaotic cities but near frequently traveled roads and paying customers. The balance of free time away from a busy city shop and steady income is met at mid level settlements.

Town alchemists aren't necessarily more gifted or trained in alchemy but the sheer number of potion creators at the preferred lifestyle level increases the chances for better choices for customers.

Town Potion Shop Shopkeeper Capability	
D10 Roll Result	**Details**
1—2	Create basic potions
3—4	Create basic and custom potions
5—6	Create basic and custom potions, identify some brews
7—8	Create basic and custom potions, identify most brews
9—10	Create basic and custom potions, identify most brews, sell potion ingredients

Table PS9

Town Potion Shop Standard Service Prices	
Service—Price	**Service—Price**
Brew lesson—150 sp / hr	Identify Potion—varies *
Create Potion—varies **	Ingredients—varies ***
** 100 sp by apprentice, 250 sp by master alchemist*	
*** cost depends on commonality, complexity (see Table PSx)*	
**** ingredients are found in the City Potion Shop section*	

Table PS10

Town alchemists will often let their apprentices attempt to identify potions or train customers interested in learning alchemy. If customers want to train directly with the master alchemist, they will pay double the price listed in the table above.

Town Potion Shop—Potion Prices	
Potion	**Cost ***
Potion of Cure Disease	5000 sp
Potion of Energy	1000 sp
Potion of Enlargement	6000 sp
Potion of Full Healing	16000 sp
Potion of Healing	8000 sp
Potion of Invisibility	10000 sp
Potion of Neutralize Poison	25000 sp
Potion of Shrinking	10000 sp
Potion of Speed	9000 sp
** potions may have been created by an apprentice , (1 in 10 chance for failure or adverse effect)*	

Table PS11

Potion of Cure Disease: Drinker is cured of one disease.

Potion of Energy: Drinker's energy is partially replenished (system dependant).

Potion of Invisibility: Drinker is invisible for 1 hour.

Potion of Neutralize Poison: Drinker is no longer affected by one poison type (removed) or gains a saving throw versus poisons for 1 hour.

Relying on their apprentices, town alchemists may have more time to craft custom brews for customers. Additionally, they may allow trained apprentices to craft simple potions on their own. Most town potion crafters have at least one apprentice.

Town Potion Shop—Potion Crafting Prices	
Potion	**Cost**
Common Potion	15000 sp
Uncommon Potion	30000 sp
Rare Potion (complex)	60000 sp
Unique, Custom Potion (very complex) *	100000+ sp
** may take days, weeks or months to create*	

Table PS12

Town Potion Shop— Apprentices	
D6 Roll Result	**Details**
1	No apprentices
2—4	1 apprentice, unskilled
5—6	2 apprentices, 1 trained

Table PS13

Town Potion Shop Condition	
D6 Roll Result	**Details**
1-2	Messy, disorganized
3	Messy, somewhat organized
4	Clean, somewhat organized
5-6+	Clean, very organized
Add +1 to roll for each apprentice	

Table PS14

City Potion Shop

Master alchemists are found throughout cities, with shops of varying sizes. To meet the need of their large customer base, each city potion shop tends to fit squarely in one of two types; large inventory or custom crafting. Rarely does the shop cater to both needs.

Large inventory shops specialize in having everything—at least one of every commonly known potion is likely found on one of the many shelves or display cases. Custom crafting shops tend to be small in size, with alchemists hard at work to create custom solutions for well paying customers. A single shop with a large inventory and custom crafting may exist but they are rare.

City Potion Shop Shopkeeper Capability	
D10 Roll Result	**Details**
1	Create basic potions
2—3	Create basic and custom potions
4—5	Create basic and custom potions, identify some brews
6—7	Create basic and custom potions, identify most brews
8—10	Create basic and custom potions, identify most brews, sell potion ingredients

Table PS15

City Potion Shop Type	
D6 Roll Result	**Details**
1—4	Large inventory
5—6	Custom crafting

Table PS16

City potions shops specializing in large inventories tend to keep dozens of the same potion around, either crafting or buying brews as inventory diminishes. Common and uncommon potions are easy for apprentices to create—the master alchemist and/or shopkeeper makes sure that these types of potions are always on hand.

City Potion Shop Standard Service Prices	
Service—Price	**Service—Price**
Brew lesson—250 sp / hr	Identify Potion—varies *
Create Potion—varies **	Ingredients—varies ***
** 200 sp by apprentice, 250 sp by master alchemist*	
*** cost depends on commonality, complexity (see Table PSx)*	
**** ingredients are found in Table PSx*	

Table PS17

Table PS22 lists many different potion ingredients for sale at all levels of shops, including fairly common to extremely rare components. The list is obviously not complete; there are numerous ingredients not listed. This list can be expanded by the GM as needed.

City Potion Shop—Potion Crafting Prices	
Potion	**Cost**
Common Potion	10000 sp
Uncommon Potion	15000 sp
Rare Potion (complex)	40000 sp
Unique, Custom Potion (very complex) *	100000+ sp
** may take days, weeks or months to create*	

Table PS18

City Potion Shop— Apprentices	
D6 Roll Result	**Details**
1-2	1 apprentice, skilled
3	2 apprentices, 1 skilled
4	3 apprentices, 2 skilled
5	3 apprentices—all skilled
6	3 apprentices, 1 shop manager

Table PS19

City Potion Shop Condition	
D6 Roll Result	**Details**
1-2	Messy, disorganized
3	Messy, somewhat organized
4	Clean, somewhat organized
5-6+	Clean, very organized
Add +1 to roll for each apprentice	

Table PS20

City Potion Shop—Potion Prices	
Potion	**Cost ***
Potion of Cure Disease	16500 sp
Potion of Energy	7500 sp
Potion of Enlargement	6000 sp
Potion of Fire Resistance	15000 sp
Potion of Full Healing	13500 sp
Potion of Healing	6500 sp
Potion of Heroism	6500 sp
Potion of Invisibility	8250 sp
Potion of Neutralize Poison	15500 sp
Potion of Restoration	100000 sp
Potion of Reverse Decay	100000 sp
Potion of Shrinking	8250 sp
Potion of Speed	7500 sp
Potion of Stall Death	20000 sp
** potions may have been created by an apprentice , (1 in 20 chance for failure or adverse effect)*	

Table PS21

Potion of Fire Resistance: The drinker is given a substantial bonus to resist fire and fire attacks.

Potion of Herosim: Drinker is given bonuses to attack, defense, hit points and initiative.

Potion of Restoration: Fully restores drinker's energy (system dependent).

Potion of Reverse Decay: Reverses decay of dead body to the moment of death.

Potion of Stall Death: Returns character to an unconscious state and no longer dying..

Note that common ingredients (e.g. pepper, chicken egg, mint, etc.) are easily found in supply shops or marketplaces. They are not listed here for obvious reasons. Additionally, it is impossible to list every known potion ingredient in this book. The GM is encouraged to expand this list as needed.

This text does not include the recipes to create specific potions using the ingredients in the list provided. That information can be found elsewhere or created by the GM as needed.

City Potion Shop—Ingredient Prices (each)	
Potion Ingredient	**Cost**
Bat Spleen, Giant	50 sp
Bee Thorax, Giant	25 sp
Bone Dust of Animated Skeleton	150 sp
Bird Wing, Raven	25 sp
Dog Tail	10 sp
Dragon Blood, 1/4 oz.	1500 sp
Dragon Scale, Black	1500 sp
Dragon Scale, Gold	5000 sp
Dragon Scale, Green	1250 sp
Dragon Scale, Other	1000 sp
Dragon Scale, Red	2000 sp
Eel Eye	10 sp
Eye of Newt	5 sp
Frog Brain, Giant	10 sp
Goblin Toenail	50 sp
Griffin Claw	250 sp
Harpy Feather	500 sp
Horse Tongue	5 sp
Human Eyeball	Varies *
Ivory Tusk, Elephant	100 sp
Lich Eye	2000 sp
Mouse Whisker	5 sp
Octopus Tentacle	25 sp
Oxen Liver	10 sp
Peacock Feather	5 sp
Pegasus Feather	250 sp
Pig Testicle	25 sp
Rabbit Foot	10 sp
Slug Skin, Giant	20 sp
Unicorn Blood, 1/4 oz.	1000 sp
Unicorn Hair	750 sp
Unicorn Horn	2500 sp
Wart of Toad	5 sp
Wyvern Egg	500 sp
Zombie Flesh, 1 oz.	200 sp
** illegal in most places*	

Table PS22

Named Potion Shops

Bungle's Shop of Mystical Brews

Characters will find Bungle's Shop of Mystical Brews to be a disorganized, cluttered mess. Working alone and behind schedule, Bungle spends little time managing his shop while he works frantically in the back room. His wife, Hekena, tries to help her chaotic husband by running the store at various times throughout the day, and attempting to clean up the boxes of unlabeled potions and vials.

There is a strong chance that characters may purchase the wrong potion unless Bungle himself identifies the brew before letting it leave the shop. Note that characters may end up on the right side of a transaction if they buy a rare potion at a common potion price.

Bungle's Shop of Mystical Brews	
Attribute	**Details**
Owner	Bungle DeMoran
Found	Town or City
Skills	Identify Potion, Craft Potion (moderate)
Money on Hand	150 sp, 75 gp
Family	Wife, 7 children
Shop Clerks	Wife (part time)
Apprentices	None
Traits	Disorganized, Stressful
Bungle's wife helps in the shop as often as she can	

Although Bungle is desperately trying to catch up to his customer's demands, he is available to help identify potions when needed. He will eagerly accept requests for custom potions, but will not be able to complete the order for several weeks due to his backlog of previously unfilled orders.

Bungle—Chance of Accurate Potion Identification	
1D100 Roll	**Result**
01—25	Unknown or not sure
25—50	Partial knowledge
51—100	Full knowledge
Bungle charges 200 sp to identify a potion	

Table PS23

Hekena (Bungle's wife) has begun to learn how to identify some potions, having observed her husband's process of identification. If Bungle is busy, Hekena may attempt to identify the character's mystery potions.

Hekena—Chance of Accurate Potion Identification	
1D100 Roll	**Result**
01—85	Unknown or not sure
86—100	Full knowledge
Hekena charges 50 sp to identify a potion, but only if she is sure of what she has identified.	

Table PS24

Very little in Bungle's shop is labeled—characters may randomly pick up bottles, vials or clay pots, possibly finding a marked brew. Roll on Table PS25 for the items found in the small shop.

Potions—Unlabeled and Labeled	
D100 Roll Result	**Details**
01—10	Unlabeled (Potion of Healing)
11—20	Unlabeled (Potion of Cure Disease)
21—30	Unlabeled (Potion of Shrinking)
31—40	Unlabeled (Potion of Invisibility)
41—50	Labeled "Potion of Healing, Actually a potion of Cure Disease
51—60	Unlabeled (Potion of Speed)
61—70	Unlabeled (Potion of Fire Resistance)
71—80	Labeled "Potion of Healing"
81—90	Labeled "Potion of Cure Disease"
91—100	Labeled "Potion of Neutralize Poison"
Potions are in glass vials, bottles, and clay pots	

Table PS25

Bungle's Shop—Potion Crafting Prices	
Potion	**Cost**
Common Potion *	350 sp
Uncommon Potion *	500 sp
Rare Potion (complex) **	1500 sp
Unique, Custom Potion (very complex) **	5000+ sp
** may take several days to create,* *** will take weeks or months to create*	

Table PS26

Adventure Hooks: (1) Bungle could use a hand organizing his shop. Offers to help organize the mess will be accepted, with Hekena offering to pay the characters one or two potions each. The cleanup should take 20 hours for one person, 10 hours for two, etc. (2) Bungle has been looking for a rare potion ingredient, an ounce of green slime. He'll pay for up to three ounces, at a rate of 1000 sp each ounce or 1 shop potion per ounce.

The Village Cauldron

Potion shops are a rare occurrence in small settlements; village alchemists tend to have few regular customers and inconsistent income. Somehow, the Village Cauldron has survived in a small farming settlement, probably due to the owner's unique brew, the "Dreamcaster". Unfortunately, the community is falling victim to the mysterious brew's side effects...

The Village Cauldron	
Attribute	**Details**
Owner	"The Ghost" (Giss Quazal)
Found	Village
Skills	Craft Potion (complex)
Money on Hand	250 sp, 100 gp
Family	None
Shop Clerks	None
Apprentices	1—unskilled
Traits	Mysterious, Quiet, *Evil*
The shopkeeper is known only as "The Ghost"	

After moving to the small community a few years ago, the mysterious alchemist, Giss Quazal has successfully traded and sold only a handful of strange brews to villagers and travelers. Giss rarely crafts common potions, instead preferring to dabble in strange brews and newly tested concoctions. His wildest success by far is the Dreamcaster potion. More than half the community is addicted to the bizarre brew, drinking small vials of the cloudy mixture each day before bed. The potion creates vivid dreams so realistic that people crave returning to them each night. Unfortunately, the mixture induces insomnia for several nights after each use of the potion. The alchemist trades his potions for food, wine, supplies, clothing and household services, as well as selling them for silver and gold as needed.

He knows that the brew is addictive yet chooses to manipulate the hooked townsfolk to his whims. Already, the magistrate, town guardsmen and other influential village members are serving the alchemist's wishes in order to keep a steady supply of potions coming their way.

Village Cauldron Prices	
Potion (Quantity)	**Cost**
Dreamcaster (20)	50 sp
Thoughtbringer (5)	250 sp
Lovestarter (2)	500 sp
Giss will negotiated for services if the buyer has no money	

Table PS27

Dreamcaster: The potion bestows ten hours of uninterrupted, blissful sleep with vivid and pleasurable dreams. (Side effect: 1d6+2 days of insomnia).

Thoughtbringer: The potion gives the drinker a bonus to Intelligence checks for the next 24 hours. (Side effect: Intelligence checks for the next week are penalized).

Lovestarter: The drinker is open to a romantic relationship to a known person. (Side effect: The next known person, either seen or heard, is the target).

Giss will trade items and services for his potions if the villagers lacks coin. Table PS28 lists possible options.

Potion Trade Options	
Potion	**Trade**
Dreamcaster	1 meal, 1 bottle of wine, firewood
Thoughtbringer	1 pig, 6 chickens, 1 oxen, 1 day labor
Lovestarter	1 horse, 1 week labor

Table PS28

Several of the townsfolk suspect that the Village Cauldron's shopkeeper is up to no good. Unfortunately, the Ghost (as he's known by the townsfolk, as no one has ever seen his face beneath the dark cowl of his cloak) has key members of the community addicted to his potions.

Adventure Hook: A single prominent village member wants to hire adventurers to investigate the shop and its owner, and eliminate the wide spread addiction.

Bustling Dwarf Brews

Ghrumbold Hellheart is well known on the back roads and trails of the remote parts of the realm. His green ox "Lilly" is a favorite of village children, and Ghrumbold's unique and inexpensive alchemic brews are sought out by settlement herbalists and supply shops. The energetic dwarf travels to dozens of remotely located village, selling and trading his potions and ingredients to all.

Bustling Dwarf Brews	
Attribute	**Details**
Owner	Ghrumbold Hellheart
Found	Village Trails
Skills	Identify Potion, Craft Potion (simple)
Money on Hand	50 sp, 25 gp
Family	None *
Shop Clerks	None
Apprentices	None
Traits	Energetic, Helpful, Kind
Ghrumbold was once married but lost his wife long ago	

Traveling with his only companion Lilly, Ghrumbold transports his wares to each village and small town on his regularly traveled route. He often stops for a few days in each village to visit friends, brew additional potions or take orders for special potions. He is well liked by most and his arrival is often eagerly anticipated. Ghrumbold charges extremely low prices for his common and uncommon potions, and usually has several of each stored away in Lilly's bags and baskets.

He rarely takes custom potion requests—he carries the bare minimum ingredients and lacks the proper alchemy equipment to create complex concoctions. Ghrumbold is above average in potion identification skill.

Ghrumbold—Chance of Accurate Potion Identification	
1D100 Roll	**Result**
01—20	Unknown or not sure
21—45	Partial knowledge
46—100	Full knowledge
Ghrumbold charges 100 sp to identify a potion	

Table PS29

Bustling Dwarf Brew's Prices	
Potion (Quantity)	**Cost**
Ghrumbold's Brew (3)	10000 sp
Potion of Cold Resistance (2)	5000 sp
Potion of Cure Disease (2)	15000 sp
Potion of Full Healing (1)	13500 sp
Potion of Healing (5)	4000 sp
Potion of Neutralize Poison (1)	10000 sp
Potion of Speed (2)	8000 sp
Ghrumbold often trades simple potions for supplies	

Table PS30

Ghrumbold's Brew: This potion has the combined properties of Cure Disease and Healing potions. It only cures "natural" occurring diseases and heals slightly less than a regular Healing potion.

Potion of Cold Resistance: Similar to the Fire Resistance potion, except that it offers resistance to cold attacks and temperatures.

Ghrumbold—Potion Crafting Prices	
Potion	**Cost**
Ghrumbold's Brew	10000 sp
Potion of Cure Disease	20000 sp
Potion of Healing	5000 sp
Ghrumbold can only create the potions listed above, unless he has access to better equipment and ingredients	

Table PS31

Recently, Ghrumbold has found out that his trusted companion and hard working ox, Lilly is ill. He has been unable to determine the cause of her sickness, and no brew or potion that he's created or obtained has done anything to slow or reverse her condition.

Adventure Hook: Ghrumbold is in search of a skilled healer or druid that may be able to save his beloved ox. He will trade much of his inventory or skill in alchemy for the help in saving Lilly.

He may be able to tell where they've been in the past few months since she got sick, eventually deducing that she may have come in contact (or eaten) black mushrooms off the trail several leagues previous.

The Overflowing Cabinet

Legendary in alchemy circles, the Overflowing Cabinet has been the largest and most stocked potion shop in all the land for many years. Run by crafty Halflings, the city shop has been a required stop for most travelers. As most city residents will say, "If it ain't at the Cabinet, it ain't anywhere."

The Overflowing Cabinet	
Attribute	**Details**
Owner	Jiffus Pinkfoot
Found	City
Skills	Identify Potion, Craft Potion (complex)
Money on Hand	1000 sp, 500 gp
Family	Wife, 4 children
Shop Clerks	Five
Apprentices	Three—all 3 skilled
Traits	Practical, Sensible, Thrifty
Jiffus only hires and trains Halflings for his shop	

Although a master alchemist by trade, Jiffus Pinkfoot has been devoting more time to running his wildly successful potion shop, leaving basic crafting to his well trained apprentices. His flair for selling potions within and out in front of his shop is well known, often gathering large crowds for his spectacles. He uses simple magic to create small explosions and fireworks that draw customers to his clean and bright shop.

The shop spans two floors but each floor is small in size. Counters and display cases fit the Halfling workers well, although they are a bit short for human folk. His cases are full of potions, both common and unique. The apprentices split their time between attending customers and crafting new inventory or special requests.

Everyone knows that potions from the Cabinet are of the highest quality and purity. For this reason, Jiffus charges higher prices than most city potion shopkeepers. Additionally, the savvy shopkeeper purchases potions from customers at 40-50% of their value.

Chance of Accurate Potion Identification—Apprentices	
1D100 Roll	**Result**
01—25	Unknown or not sure
26—60	Partial knowledge
61—100	Full knowledge
Apprentices at the shop charge 150 sp to identify potions	

Table PS32

If Jiffus is found in the store, he'll gladly identify potions for customers. Although his skill is superior to that of his apprentices, he's much more expensive.

Chance of Accurate Potion Identification—Jiffus	
1D100 Roll	**Result**
01—20	Unknown or not sure
21—50	Partial knowledge
51—100	Full knowledge
Jiffus charges 250 sp to identify potions	

Table PS32

The Overflowing Cabinet's potion inventory is vast; Jiffus always has at least three of every potion in stock. Extremely rare or custom potions are found on a separate list. (PS34)

The Overflowing Cabinet—Potion Prices	
Potion (quantity)	**Cost ***
Potion of Cure Disease (5)	40000 sp
Potion of Energy (5)	30000 sp
Potion of Enlargement (3)	5000 sp
Potion of Fire Resistance (7)	30000 sp
Potion of Full Healing (3)	50000 sp
Potion of Healing (15)	4000 sp
Potion of Heroism (5)	6000 sp
Potion of Invisibility (3)	8250 sp
Potion of Neutralize Poison (10)	30000 sp
Potion of Restoration (3)	150000 sp
Potion of Reverse Decay (3)	75000 sp
Potion of Shrinking (7)	8250 sp
Potion of Speed (12)	20000 sp
Potion of Stall Death (3)	37500 sp
** potions may have been created by an apprentice , (1 in 50 chance for failure or adverse effect)*	

Table PS33

The Overflowing Cabinet—Rare Potion Prices	
Potion * (quantity)	**Cost**
Potion of Animal Control (2)	8000 sp
Potion of Flying (1)	15000 sp
Potion of Giant Strength (1)	20000+ sp
Potion of Levitation (2)	8000 sp
Potion of Plant Control (2)	6000 sp
Potion of Poison (1) **	Varies
Potion of Treasure Finding (1)	40000 sp
Potion of Undead Control (1)	18000 sp
** potions were personally inspected, purchased or created by Jiffus*	
*** poison potions may be illegal in some locations*	

Table PS34

Although the prices may not reflect the rarity of the potions in table PS34, they are uncommon for most shops due to customer demand. Adjust this as necessary if the GM's campaign demands it.

Jiffus will deny having poison potions for sale, unless he feels the customer is trustworthy. He may ask a series of questions to determine if the customer is truly in the market to buy poison or if they are a member of law enforcement or a temple of Law. Table PS35 lists several poisons that Jiffus has secretly on hand.

Poisons "Sold" at the Overflowing Cabinet	
Poison (quantity) - Result *	**Cost**
Arsenic Drops (2) - illness, death	100 sp
Belladonna Berry (12) - death	50 sp
Belladonna Leaf (6) - death	500 sp
Black Vine Root (1) - death	1000 sp
Curare Leaf (6) - paralysis, death	150 sp
Hemlock Root—paralysis, death	250 sp
Monkshhod [wolfsbane] - suffocation	500 sp
Nightshade Berries (12) - death	100 sp
Nightshade Drops (3) - death	500 sp
** poisonous effect*	

Table PS35

Many of the poisons are in liquid or crushed form, but a few in the list are in their natural state (e.g. leaves, berries, roots, etc.). Jiffus *may* accept payment for making potions from the poisons on hand.

Adventure Hook(s): Jiffus is looking to hire one or more brave adventurers to pick up a shipment across the city. The Halfling shopkeeper is unable to take the time away from the shop, preferring to hire messengers to pick up the shipment.

Easy Pick Up

Jiffus knows that the shipment pick up is a trap, designed to kidnap the Halfling away from his shop. Of course, he won't share this information with the hired group. A shady merchant with several thugs await the shopkeeper at a hidden location across town. They will likely be very annoyed that the Halfling has sent a group to pick up the "shipment", and will likely try to murder the group.

The shopkeeper will give the group a bag of well made fake gold for the transaction. He hopes to learn who his enemy is, and that the group will dispatch the would-be assailant.

The arranged meeting place will be a seedy, unsafe area near the thieves' hideout. It should be obvious to adventurers that the pickup location is fairly shady.

"Kwandolfo", Shady Merchant, stats:

Kwandolfo has nothing to give the characters as he expected the Halfling to show up alone with his bag of gold. He will take the money and tell his hired thugs to kill the characters.

Hired Thugs (6), stats:

If it appears that the characters may prevail, the thugs and/or Kwandolfo will retreat back to their lair. The characters may be able to follow the escaping thugs through the side streets, tunnels and abandoned buildings, reaching their merchandise laden hideout...

Supply Shops

Craftsmen, farmers and local residents of settlements of every size look to their local supply and trade shops for the necessary goods to survive. Supply shops provide every staple needed by their community, purchasing and trading specialty goods with caravans and travelers to fulfill uncommon requests. Most supply shops are one of the most critical merchants of any community.

Generic Supply Shop Names	
D20 Roll Result	**Shop Name**
1	The Village Trader
2	The General Store
3	Specialty Supplies
4	Corner Goods
5	Gear and Goods Shop
6	Crossroad Supplies
7	The Country Store
8	The Cedar Chest
9	The Feathered Nest
10	Simple Supplies
11—12	The Supply Shop
13—16	<settlement name*> Supply Shop
17—18	<name**> Supply Shop
19—20	<name**> and Sons Supply
** use settlement's name in the shop title* *** roll the shopkeeper name on Table SS2*	

Table SS1

Supply shops carry goods for the community, rarely stocking items that their common customer base doesn't need. Small settlements carry the bare minimum in supplies, specializing in the most basic goods that their villagers use day to day. Large city supply shops have a broad range of items, from the common to extremely unusual, for a diverse and larger customer base.

Supply Shop— Shopkeeper Names	
D20 Roll Result	**D20 Roll Result**
1—Hargus	11—Urslinn (F)
2—Billum	12—Xaviar
3—Grignus	13—Penn'to
4—Dugg	14—Earll
5—Arlund	15—Narktal
6—Darkus	16—Crammie (F)
7—Emmiah (F)	17—Thonn
8—Frodd	18—Murk
9—Vrexel	19—Shenna (F)
10—Shemm	20—Geeblo
(F) represents a female shopkeeper name	

Table SS2

Village Supply Shop

Often part of the owner's home, barn or other outbuilding, the village supply shop carries the basic supplies for farmers, carpenters, miners, hunters, and other small settlement tradesmen. Inventory is generally small quantities (except for the most critical goods) and is replenished slowly, when caravans and supply wagons arrive periodically. The more remote the village supply shop, the less likely they have the uncommon item in stock.

Village shopkeepers rarely buy items from customers unless they are common items always in need or are on the shopkeeper's special order list. Most supply shop owners will pay no more than 50% of the value of the item, or less if the item is obviously used. The most commonly purchased items are found in the list below.

Village Supply Shop—Commonly Purchased Items	
Item	**Paying**
Carpentry Toolkit	25 sp
Flint & Steel (Tinderbox)	10 sp
Large Sack, Burlap	1 sp
Large Sack, Leather	2 sp
Nails (20)	1sp
Rope, 50′	5 sp
Uncommon items are found in lists in the named merchant section	

Table SS3

The average village supply shop has an inventory make up like the list below.

Village Supply Shop – Commonly Sold Items	
Item (quantity)	**Cost**
Ale, jug (2) *	2 sp
Arrow (20)	10 sp
Axe, Tree or Wood (3)	10 sp
Backpack, Small (1)	20 sp
Bedroll (1)	5 sp
Beer, bottle (6) *	2 sp
Carpentry Toolkit (3)	25 sp
Crossbow Bolts (6)	10 sp
Flour, sack (2)	5 sp
Glass Jar, Empty (3)	1 sp
Hammer (4)	1sp
Lantern (1)	75 sp
Large Sack, Burlap (3)	1 sp
Large Sack, Leather (1)	2 sp
Mason Toolkit (1)	50 sp
Mead, bottle (2) *	10 sp
Miner Toolkit (2)	25 sp
Nails, 20 (25)	1 sp
Oil, 8 oz. (3)	10 sp
Pick (2)	5 sp
Rope, 50' (10)	5 sp
Salt, 1 lb bag (1)	5 sp
Salt lick (2)	2 sp
Salted Meat, 1 lb (3)	5 sp
Saw, Tree or Wood (3)	2 sp
Shovel (4)	5 sp
Spikes, Small 6" (12)	10 sp
Sugar, 1 oz bag (2)	20 sp
Tinderbox [flint & steel] (6)	20 sp
Trail Rations, 3 meals (3)	30 sp
Torch (12)	1 sp
Wine, bottle (2) *	50 sp
** most alcohol is locally made, common variety*	

Table SS4

Town Supply Shop

Offering a broader selection of items with larger quantities in reserve, the town supply shop is a sure stop for most adventuring parties. Large towns may have more than one supply shop, introducing competitive pricing and discounts for customers. Some locales may even have specialization shops that sell only specialty or select supplies.

Town Supply Shop Type	
D6 Roll Result	**Details**
1-5	Common supply shop
6	Specialty supply shop

Table SS5

Specialty supply shops may dedicate their shelf and storage space to items of a particular type of product; adventuring, alcohol, clothing, craftsman, and other types of products may be the main focus of a specialty shop. Examples of named specialty shops can be found in the Unique Shop section of this book. Additionally, the Market section of the book has common shop types that can be used as a starting point.

The common supply shop will almost always be interested in purchasing items from customers if the goods are in excellent condition and inexpensive. Most shop owners will buy needed supplies for no more than 50% of their selling cost, or 25% of cost if they have an overabundance of that item.

In addition to the village supply shop item list, the town supply shop may also have items from the table below.

Town Supply Shop – Items for Sale	
Item (quantity)	**Cost**
Ale, barrel (3)	50 sp
Backpack, Large (1)	25 sp
Barrel, empty large (2)	5 sp
Beer, barrel (2)	50 sp
Beer, imported bottle (3)	20 sp
Candle, wax small (6)	1 sp
Cart, small (1)	500 sp
Container, small ceramic (2)	5 sp
Container, small steel (1)	10 sp

Table SS6-1

Town Supply Shop—Items for Sale	
Item (quantity)	**Cost**
Donkey (1)	75 sp
Farm Equipment, general (1)	Varies
Fashionable Clothes, medium (1)	50 sp
Holy Symbol, silver (1)	500 sp
Holy Symbol, wooden (3)	50 sp
Honey, small jar (2)	25 sp
Honey, comb (1)	10 sp
Horse, draft (1)	250 sp
Horse, riding (2)	250 sp
Jar, glass small with lid (2)	1 sp
Jar, glass medium with lid (1)	2 sp
Lantern, bulls-eye (1)	125 sp
Mule, ornery (1)	100 sp
Oxen (1)	150 sp
Pants, cotton medium sized (2)	5 sp
Pants, leather medium sized (1)	25 sp
Pig, medium (2)	50 sp
Pony, small (1)	25 sp
Saddle, riding horse (1)	100 sp
Saddlebags (2)	25 sp
Scale, measuring (1)	50 sp
Sewing Kit (3)	1 sp
Shoes, pair leather medium (1)	5 sp
Shoes, pair leather large (1)	5 sp
Shirt, cotton medium sized (2)	10 sp
Shirt, leather medium sized (1)	3 sp
Socks, pair cotton (3)	1 sp
Tent, one person (1)	25 sp
Tent, four person (1)	100 sp
Vest, cotton medium (2)	2 sp
Vest, leather medium (1)	15 sp
Wagon, medium (1)	1500 sp
Wine, cask (2)	250 sp
Wine, imported bottle (2)	100 sp
Wine, imported cask (1)	1000 sp

Table SS6-2

Village inventory counts for town supply shops can be increased by double or triple as needed.

Supply shops are a great way for adventurers to find local work; work boards are often posted outside the shops. Local villagers, eyeing the adventurers, may approach the group with work propositions.

Town Supply Shop—Work Board	
D6 Roll Result	**Details**
1-4	No work board
5-6	Work board, 1d4+1 "jobs"

Table SS7

Town Supply Shop—Jobs	
D10 Roll Result	**Details**
1	Need laborers for fields, tasks
2	Caravan needs guards
3	Find reason to missing cattle
4	Find missing family member
5	Rid local mine of vermin
6	Help local nobleman with task
7	Assist local priest with issue
8	Assist with treasure expedition
9	Investigate local forest haunting
10	"Eliminate" spurned ex-lover

Table SS8

City Supply Shop

Several supply shops are found in each city, sometimes numbering over a dozen for a large settlement. Most supply shops specialize in one particular type of goods to differentiate themselves from other shops. Rarely do two or more specialty shops of the same type coexist, unless they are separated by distance.

City Supply Shop Type	
D6 Roll Result	**Details**
1-2	Common supply shop
3-6	Specialty supply shop

Table SS9

City Supply Shops by Type		
D6 Roll	Standard	Specialized
1	1d2+1	1d4+1
2	1d2+2	1d6+1
3	1d3+1	1d6+3
4	1d3+2	1d6+5
5	1d4+1	1d8+5
6	1d4+2	1d10+5

Table SS10

Use the list of specialty shops in the marketplace section of this book to help determine city supply shops.

Standard city supply shops have the same inventory as village and town shops, with increased inventory counts. Additionally, Table SS11 lists a several more uncommon items found in larger, city supply shops.

City Supply Shop—Uncommon Items for Sale	
Item (quantity)	Cost
Alchemist Tools (1)	1000 sp
Bag of Horse Feed, 20 lbs (2)	50 sp
Boots, leather short medium (1)	25 sp
Boots, leather tall small (1)	50 sp
Boots, leather tall medium (1)	50 sp
Candle, wax medium (3)	2 sp
Candle, wax large (1)	5 sp
Firewood, arm bundle (3)	5 sp
Hat, cotton floppy (1)	2 sp
Hat, leather (1)	5 sp
Hay Bale (3)	1 sp
Horse, Heavy War (1)	3000 sp
Mead, imported bottle (3)	50 sp
Parchment (10 sheets)	5 sp
Sand Timer, 1 minute (1)	25 sp
Seeds, vegetable bag, 1 lb (2)	5 sp
Wine, imported exotic bottle (2)	250 sp
Writing Kit, ink and quill (1)	50 sp

Table SS11

Named Supply Shops

Groval and Sons Supply

Found in the center of a bustling town, the Groval & Sons Supply shop is a store focused on having a little bit of everything for the local farmer and travel bound adventurers. Although the family has a wide assortment of items for sale, they rarely have more than one of any given item.

Groval and Sons Supply	
Attribute	Details
Owner	Groval Picsard
Found	Town
Money on Hand	250 sp, 125 gp
Family	Wife, Three Sons
Shop Clerks	His Sons
Traits	Worrisome, Helpful, Tired
Groval's grown sons help run the store	

Groval's supply shop has been in business for nearly fifty years. He alone has managed to keep the store running, supplying the locals and travelers with needed supplies, through terrible storms, epidemics and invasions. He is planning to retire soon, but worries that his sons are still unable to run the store without him. His sons are very capable of running the store, however the three of them rarely agree on anything.

Use the village and town inventory lists for Groval's shop, changing the inventory counts to one or two of each item. Caravans and re-suppliers stop in every two or three days; Groval restocks sold items within a few days. In addition to the common supply lists in the generic sections, Groval and Sons Supply also has other items for sale (see Table SS12).

Groval and Sons Supply—Uncommon Items	
Item (quantity)	**Cost**
Arrows, with retrieval line, 50′ (6)	25 sp
Dress, fancy revealing large (1)	250 sp
Fishing Net (1)	20 sp
Fishing Pole (1)	5 sp
Sand Timer, 5 minutes (1)	50 sp
Scabbard for longsword (1)	50 sp
Seeds, Giant Tomatoes, 1 lb bag (1)	5 sp
Silk head scarf (1)	10 sp
"Spellbook", empty (1)	50 sp

Table SS12

Adventure Hook: The region's government officials are planning to change the main road through the area, bypassing the town where Groval's supply shop resides. This rerouting means less travelers and less frequent caravan and re-supplier visits. Groval needs help convincing the region officials to leave the road alone. Otherwise, his supply shop will likely close.

Darg's Farm Supply

When Darg was a young farmer, his little village lacked a reliable supply shop. Darg would often have to travel a great distance to get needed supplies for his animals and family. Soon, he realized that he had to set up his store to help other farmers, hunters, and craftsmen in his area. He sold his farm to a good friend and started Darg's Farm Supply.

Once he was able to set up a recurring caravan re-supplier, his store became successful. Although the caravan only stops at the village once every two or three weeks, Darg is usually able to get the much needed supplies for his local customers. Darg takes special requests from the villagers but the specialty items may take up to two or three months to get.

Darg's Farm Supply	
Attribute	**Details**
Owner	Darg Hyckel
Found	Village
Money on Hand	75 sp, 25 gp
Family	Wife, Two daughters
Shop Clerks	Wife and one local boy
Traits	Rugged, Heavyset, Fearless
Darg's daughters are married and do not work at the store	

Darg is also part of the village council, helping to plan and coordinate changes for the remote settlement. His two daughters have married prominent families; his oldest daughter Gabriella, has married the magistrate's son, and the younger daughter Inma, has recently wedded the young blacksmith who recently moved into the area.

The Farm Supply store primarily caters to local farmers, hunters and craftsmen; adventuring parties will find little inventory for their expeditions into the wild. The store has inventory similar to a generic village supply shop.

Darg's Farm Supply—Uncommon Items	
Item (quantity)	**Cost**
Arrows, fish hunting (20)	50 sp
Garden Tools (3)	5 sp
Grain Bags, empty (6)	1 sp
Quiver, empty (3)	5 sp
Wagon, flat top (1)	750 sp

Table SS13

Adventure Hook: Inma's husband, the new blacksmith in the village, has a secret that he thinks no one knows. Inma has complained that her husband has been very distant and is worried something is wrong. Darg suspects that the blacksmith is a lycanthrope, changing into a werewolf at night to terrorize the local livestock. The shopkeeper would like a group to look into the blacksmith's after hours trips outdoors.

The blacksmith is **not** a werewolf, but his twin sister is; he keeps her hidden in the local forest. He is slowly losing control of her murderous desires and habitual feasting on cattle at nearby farms.

The City Store

The stories of a three floor, massive supply shop are true—the City Store is a massive supply shop, with thousands of items on several levels. Nearly every city resident has been in the store at least once to see the commercial spectacle. The owner, Jak Renotal, runs the most popular business in the city. Dozens of shop clerks assist customers, ensuring they leave with the items they need.

The City Store	
Attribute	**Details**
Owner	Jak Renotal
Found	City
Money on Hand	1000 sp, 500 gp *
Family	Widowed
Shop Clerks	12 –18, depending on day
Traits	Jovial, Energetic, Charismatic
** Jak has a fortune stored in the basement of the store*	

The bottom floor of the City Store has the common items of any decent supply shop (use the generic supply shop lists), but with no shortage of inventory. Each item can be found in large quantities.

On the second floor, Jak has a full clothier shop, with hundreds of common to elegant clothing options for the discerning citizen. The options are plentiful, with one side of the floor dedicated to everyday wear, and the other side for specialized event and activity apparel. Four dedicated tailors and seamstresses are on hand at all times. Custom clothing can be requested—table SS15 has a list of general prices for custom clothes.

Uncommon and rare items are found on the top floor, restricted to customers who can leave a one gp deposit upon entry. Well to do citizens of the city make frequent trips to the top floor of the store, curious to see what the notorious shopkeeper has recently procured. The rumors that midnight shipment arrivals from distant lands are mostly true.

The City Store—Second Floor Items	
Item (quantity)	**Cost**
Boots, leather, child (3)	10 sp
Boots, low, leather, ladies small (2)	15 sp
Boots, low, leather, ladies medium (3)	15 sp
Boots, low, leather, ladies large (1)	15 sp
Boots, high, leather, ladies small (3)	20 sp
Boots, high, leather, ladies medium (5)	20 sp
Boots, high, leather, ladies large (2)	25 sp
Boots, leather, men small (2)	20 sp
Boots, leather, men medium (6)	20 sp
Boots, leather, men large (4)	25 sp
Boots, leather, riding small (2)	30 sp
Boots, leather, riding medium (4)	30 sp
Boots, leather, riding large (3)	35 sp
Dress, ball gown, small (2)	500 sp
Dress, ball gown, medium (3)	500 sp
Dress, ball gown, large (2)	600 sp
Dress, fancy ball gown, small (3)	750 sp
Dress, fancy ball gown, medium (5)	800 sp
Dress, fancy ball gown, large (2)	850 sp
Dress, cotton, child (4)	50 sp
Dress, cotton, small (2)	100 sp
Dress, cotton, medium (4)	100 sp
Dress, cotton, large (2)	125 sp
Dress, revealing, small (2)	150 sp
Dress, revealing, medium (3)	150 sp
Dress, revealing, large (2)	200 sp
Dress, wedding, small (2)	1000 sp
Dress, wedding, medium (3)	1000 sp
Dress, wedding, large (1)	1250 sp
Gloves, cotton, child (3)	2 sp
Gloves, cotton, adult (5)	3 sp
Gloves, leather, small (2)	5 sp
Gloves, leather, medium (3)	5 sp
Gloves, leather, large (2)	7 sp
Gloves, silk, small (1)	10 sp
Gloves, silk, medium (2)	12 sp

The City Store—Second Floor Items	
Item (quantity)	**Cost**
Gloves, silk, large (1)	15 sp
Hat, cotton, child (2)	2 sp
Hat, cotton, adult (3)	5 sp
Hat, cotton, ladies (2)	10 sp
Hat, leather, men-formal (2)	25 sp
Hat, leather, adult (3)	15 sp
Hat, silk, ladies (5)	25 sp
Pants, cotton, child (5)	5 sp
Pants, cotton, small (3)	10 sp
Pants, cotton, medium (4)	10 sp
Pants, cotton, large (2)	15 sp
Pants, leather, small (1)	25 sp
Pants, leather, medium (2)	30 sp
Pants, leather, large (1)	35 sp
Pants, silk, small (1)	50 sp
Pants, silk, medium (2)	60 sp
Pants, silk, large (2)	75 sp
Scarf, cotton (3)	5 sp
Scarf, silk (2)	25 sp
Shirt, cotton, child (6)	5 sp
Shirt, cotton, small (5)	10 sp
Shirt, cotton, medium (10)	10 sp
Shirt, cotton, large (6)	15 sp
Shirt, silk, small (3)	25 sp
Shirt, silk, medium (4)	30 sp
Shirt, silk, large (2)	35 sp
Slippers, silk, small (2)	10 sp
Slippers, silk, medium (3)	15 sp
Slippers, silk, large (1)	25 sp
Socks, cotton, child (6)	2 sp
Socks, cotton, small (6)	3 sp
Socks, cotton, medium (12)	3 sp
Socks, cotton, large (4)	5 sp
Travel Cloak, cotton, one-size (3)	10 sp
Undergarments, cotton, child (3)	1 sp
Undergarments, cotton, small (2)	2 sp
Undergarments, cotton, medium (3)	2 sp
Undergarments, cotton, large (2)	3 sp
Undergarments, silk, small (3)	10 sp
Undergarments, silk, medium (6)	20 sp
Undergarments, silk, large (3)	30 sp
Vest, cotton, child (3)	5 sp
Vest, cotton, small (2)	10 sp
Vest, cotton, medium (3)	10 sp
Vest, cotton, large (2)	15 sp
Vest, leather, small (1)	10 sp
Vest, leather, medium (2)	15 sp
Vest, leather, large (2)	20 sp
Shoes are found at a Cobbler	

Table SS14

The City Store—Custom Tailor Prices	
Item (quantity)	**Cost**
Create Dress, ball gown, any size	1000 sp
Create Dress, fancy ball gown, any size	15000 sp
Create Dress, cotton, any size	150 sp
Create Men's Outfit, cotton, any size	150 sp
Create Men's Outfit, leather, any size	250 sp
Create Men's Outfit, silk, any size	200 sp
Create Women's Outfit, cotton, any size	175 sp
Create Women's Outfit, leather, any size	300 sp
Create Women's Outfit, silk, any size	350 sp

Table SS15

Although Jak's tailors and seamstresses will take requests for simple clothing, they'd prefer to sell what they have in stock instead. If pressed, they will create custom pieces at 50% over comparable items.

Boots, gloves, hats, scarves, slippers, and travel cloaks are made elsewhere, purchased by Jak for store inventory. Workers in the basement of the store create simple cotton garments (shirts, pants, socks, vests, undergarments). Leather items are created by local leather workers, sold to Jak at a discounted price.

The third floor of the shop contains exotic and rare items, brought in from far away lands and realms. No more than a dozen people are allowed in the area at a time, for security and size limitations (the third floor is fairly small). Although the items are supply shop type items, many are fancy or inlaid with gems, making them more decorative than operational.

At the floor entrance, a guard takes 1 gp deposits, mainly to weed out folks who aren't wealthy enough to buy the items on this floor. The guard may need to be "reminded" to return the gold when the customer leaves.

The City Store—Specialty Items	
Item (quantity)	**Cost**
Abacus, gem encrusted (1)	1000 sp
Golden (gilded) Mallet (1)	1250 sp
Golden (gilded) Scale (1)	1500 sp
Ivory Brush and Comb set (1)	1000 sp
Quill, rare eagle feather (1)	500 sp
Rare Wood Lute (1)	2000 sp
Silk Rope, thin coil, 75' (1)	750 sp
Silk Veil, black (1)	250 sp
Silver Inkwell (2)	200 sp
Silver Mirror, fancy (1)	150 sp
Silver Sand Timer, 2 minutes (1)	500 sp
Stock changes weekly as new shipments arrive	

Table SS16

Adventure Hook: Many believe that Jak stores his entire fortune in the basement of the City Store. Beyond the room of workers creating clothing, there is rumored to be several rooms where the shopkeeper stores his most valuable heirlooms. Thieves from the local guilds have been trying to get into the basement for years, only to be caught by the guards below.

City Store Robbery

The group is either hired by local thieves or decides to see if the rumors are true themselves. Basement level access is guarded by two large thugs, who are responsible for memorizing worker faces and names. No one is allowed in the basement without Jak's consent.

Basement Thugs (guards), stats:

The basement area is fifty foot square, with dozens of tables for workers to create simple cotton and silk garments. Most of the workers rarely look up from their work—missing deadlines leads to termination of employment. At the far end, two more guards (of similar statistics as the first two) guard a strange door. The door has no hinges, door knob or details whatsoever.

Spear Trap Hallway

The door magically opens upon the phrase, "Jak is nimble". Other magical spells may open the door (GM discretion). Once inside, there is a long empty hallway with a door at the far end. If the next phrase isn't uttered before the group moves forward, spears poke out of the walls on either side of the corridor every ten feet (total five spear groups over fifty feet) at two second intervals. The phrase to stop the spear trap is, "Jak is quick." At the far end of the hallway, a lever stops the spears from their violent movement.

Spear Trap, checks:

Spear Trap, damage:

Pit Room

The room beyond the hallway door is roughly thirty feet wide by sixty feet long. Another door is at the opposite end of the room. Each two foot tile is engraved with a letter from the common alphabet (from A to Z, or others at the GM's discretion). The letters are not in order and are jumbled across the floor in various locations, with no discernible pattern. Savvy characters will find that the letters "J", "A", and "K" are a bit more prevalent, and make up a clear yet zigzag path from door to door.

Stepping upon the three letters in the repeated and correct order (J-A-K) allows safe access through the room. Any misstep triggers the gas trap in the room. The trap resets after 60 seconds.

Poison Gas Trap, checks:

Poison Gas Trap, damage:

The nearest floor tile letter (J, A or K) to the door is over four feet away. An intricate (very difficult) locking mechanism keeps the door locked.

Very Difficult Lock:

Once opened, the door leads to a small office with a simple wooden desk, chair and two chests. Searching the desk reveals several papers of outstanding and unpaid shipping bills, and threatening notes from pirates and smugglers looking for their overdue payments. Additionally, a journal details recent liquidations of assets, noted by Jak, as he tries to pay off outstanding debts and debtors.

Each unlocked chest contains a pile of coins, silver in one and gold in the other. There are **100d100 sp** and **10d100 gp** in the respective chests. This represents the last of Jak's monetary wealth.

A careful search of the area will reveal several dust spots (areas with no dust) where an expensive artifact may once have been. Jak has sold most of his personal items to keep his angry debtors at bay.

The Huntsman

The well known supply shop for hunters and wilderness adventurers is found in a remote village and well off the beaten path. The Huntsman is a local secret, visited by mountain men, forest hunters, and grizzled adventurers far from civilization.

The Huntsman	
Attribute	**Details**
Owner	"One-eye"
Found	Mountain Trail
Money on Hand	25 sp, 5 gp
Family	None
Shop Clerks	None
Traits	Quiet, Untrusting, Rude
One-eye hates city slickers.	

Known for his short, monosyllabic insults, "One-eye" greets his regular customers similarly to those he's met for the first time. He trusts no one, not even local trappers and hunters he sees regularly. His shop is resupplied once per month, except during the winter months (which is not at all).

The gruff and surly shopkeeper doesn't take requests for specialty items, and has nothing else available to sell beyond what is seen on his sparse shelves. Customers shouldn't be surprised to see but a few things for sale, especially at the end of the winter season.

The only time that "One-eye" seems less irritated is when the supply caravan arrives or when customers bring in items for sale or trade. It almost seems like "One-eye" is irritated to have to sell something.

The Huntsman—Items for Sale	
Item (quantity)	**Cost**
Ale, bottle (d6)	5 sp
Arrows (d12)	1 sp
Bear hide/pelt (1)	100 sp
Beaver pelt (d4)	20 sp
Beer, bottle (d6)	5 sp
Boar hide (1)	25 sp
Chicken eggs (d8)	1 sp
Crossbow bolts (d6)	1 sp
Deer skin hide (d2)	10 sp
Raccoon pelt (d2)	5 sp
Rope, 50' (d4)	10 sp
Salt, 1 lb bag (d3)	25 sp
Salted Steak, 8 oz—beef or pork (d4)	25 sp
Tinderbox [flint/steel] (d2)	15 sp
Traps, various types (d10)	

Table SS17

The old shopkeeper has three small cabins behind his lodge, rented at 20 sp per night. Each sleeps up to six comfortably. The cabin comes stocked with enough firewood for 24 hours and includes a pot of hot cider at the lodge each morning.

Adventure Hook: "One-eye" is still looking for the massive grizzly that slashed his face, taking his eye. Although most think that the bear is long dead, taken by age or a talented hunter long ago, "One-eye" will say that he can still feel the bear, out there in the wilderness, living an unnaturally long life. He can still remember the massive bear, with its ten inch fangs, towering over him after tearing open his face. Why the bear didn't finish him is still a mystery.

Weapon Shops

Although most common weapons and basic martial gear can be found at the local blacksmith, the weapon shop specializes in uncommon, rare and magical arms. Weapons shops in larger settlements often specialize in one or two weapon types. Some of the greatest and most powerful weapons can be found in these stores.

Generic Weapon Shop Names	
D20 Roll Result	**Shop Name**
1	Sword and Board
2	The Bludgeoneer
3	The Master Swordsman
4	The Shady Blade
5	Steeled Nerves
6	The Silver Scabbard
7	Martial Experts
8	Copper and Bronze
9	The Bitter End
10	The Invincible Warrior
11	Kingmaker
12	Warhorn
13—16	<settlement name*> Weapon Shop
18—20	<name**> Weapon Shop
** use settlement's name in the shop title* *** roll the shopkeeper name on Table WS2*	

Table WS1

Weapons shops often work with blacksmiths, either trading for interesting items or buying magical weapons outright. Most shops refer customers to blacksmiths for common blades, axes and armor, instead preferring to keep a stock of uncommon and magical gear instead. Occasionally, the weapon shop owner may also own the blacksmith shop, keeping the business separate and non-competitive.

Shopkeepers and talented clerks may be able to identify mysterious weapons of power. Each shop has at least one person who can attempt to identify magic items for a fee. Additionally, some shops may have talented enchanters, able to imbue common items with magical abilities,

Weapon Shop— Shopkeeper Names	
D20 Roll Result	**D20 Roll Result**
1—Blochedd	11—Ixnay
2—Frunk	12—Stavan
3—Dharmus	13—Hellena (F)
4—Jerlkep	14—Opus
5—Maize (F)	15—Yarx
6—Derny	16—Darfil
7—Kemmana (F)	17—Bessanonna (F)
8—Tricem	18—Mrurk
9—Polark	19—Krashtor
10—Griggoree	20—Elisaana (F)
(F) represents a female shopkeeper name	

Table WS2

Village Weapon Shop

The blacksmith takes care of most of the local resident's needs for arms and armor as the weapon shop in a village is a rare occurrence. Most small weapons shop found in a rural locale tend to either have a limited inventory or specialize in a single weapon type. Shopkeepers are retired soldiers, permanently injured adventurers or blacksmiths who have decided to specialize in weaponry. Few shopkeepers have enchanters on hand or at the ready to create custom magic items for customers. Most items in their store were bought or traded.

Village Weapon Shop Type	
D6 Roll Result	**Details**
1-5	All weapon types available
6	Specialty weapon shop

Table WS3

Village Specialty Weapon Shop	
D6 Roll Result	**Details**
1-2	Bows, crossbows
3	Swords, daggers
4	Maces, clubs
5	Axes
6	Two-handed weapons
Roll twice on this table to add more variety	

Table WS4

Village—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
None	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Inexperienced	01—75: No knowledge 76—90: Partial knowledge 91 –100: Full Knowledge
Experienced	01—60: No knowledge 61—85: Partial knowledge 86 –100: Full Knowledge
Mastery	01—50: No knowledge 51—80: Partial knowledge 81 –100: Full Knowledge
[weapons only]; Values can be changed at GM' discretion	

Table WS5

Village Weapon Shop Inventory (roll D8)						
Roll	**SW**	**DA**	**MA**	**AX**	**BW**	**TH**
1	-	-	-	-	1	-
2	1	1	-	-	1	-
3	1	-	-	1	1	-
4	1	d2	1	-	d2	1
5	d2	-	-	d2	d2	1
6	d2	d2	d2	d2	d2	1
7	-	d4	-	-	d4	d2
8	d4	d4	d4	d4	d4	d2
SW = swords, DA= daggers, MA = maces, AX = axes, BW = bow TH = Two handed weapons; note these are all "magical" items						

Table WS6

Most of the items found in the village weapon shop are of the minor magic variety with an occasional major or exceptional variety item found in the inventory (possibly misidentified). Shops may have a limited inventory of non-magical arms, but shopkeepers will probably refer customers to the local blacksmith for basic items.

Village Weapon Shop—Two Handed Items	
D6 Roll Result	**Details**
1	Quarterstaff
2-3	Two Handed Sword
4-5	Two Handed Axe
6	Pole Arm
Two handed items are rare in small shops.	

Table WS7

Town Weapon Shop

Adventurers traveling abroad can almost always find a weapon dealer in each town they visit, especially if the settlement is near well used roads or frequented locales. Weapon shops in towns have a higher chance of being specialty shops, with a dedicated focus on one or two particular weapon types. Shopkeepers tend to have the most knowledge about their specialty items, with little experience with arms outside their preferred selection.

Town Weapon Shop Type	
D6 Roll Result	**Details**
1-4	All weapon types available
5-6	Specialty weapon shop

Table WS8

Town Specialty Weapon Shop	
D6 Roll Result	**Details**
1-2	Swords, daggers
3	Maces, clubs
4	Axes
5	Bows, crossbows
6	Two-handed weapons
Roll twice on this table to add more variety	

Table WS9

Town—Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
None	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Inexperienced	01—70: No knowledge 71—90: Partial knowledge 91 –100: Full Knowledge
Experienced	01—55: No knowledge 56—85: Partial knowledge 86 –100: Full Knowledge
Mastery	01—45: No knowledge 46—80: Partial knowledge 81 –100: Full Knowledge
[weapons only]; Values can be changed at GM' discretion	

Table WS10

Town weapon shop dealers that specialize in one or two types of arms generally have no knowledge of other items.

Town Weapon Shop Inventory (roll D8)						
Roll	SW	DA	MA	AX	BW	TH
1	1	1	-	1	-	-
2	1	1	1	-	-	-
3	1	1	-	1	1	-
4	d2	d2	d2	-	-	1
5	d2	-	-	d2	d2	1
6	d2	d2	d2	d2	d2	1
7	d4	d4	-	-	-	d2
8	d4	d4	d4	d4	d4	d2
SW = swords, DA= daggers, MA = maces, AX = axes, BW = bow TH = Two handed weapons; note these are all "magical" items						

Table WS11

Additionally, the weapon shop may have the same number of items rolled on the above table in common (non-magical) items.

Town Weapon Shop—Two Handed Items	
D6 Roll Result	Details
1	Quarterstaff
2-3	Two Handed Sword
4	Two Handed Axe
5-6	Pole Arm
Two handed items are less common in small shops.	

Table WS12

Town shopkeepers have more access to enchanters who are willing to work with customers to enchant common items.

Town Enchanter—Imbuing Prices	
Service	Cost
Add a minor bonus (attack) to weapon	
Add a minor bonus (damage) to weapon	
Add a minor ability to bonus	
Most enchanters unable to perform more powerful service	

Table WS13

The Appendix section details "minor" bonuses and abilities further.

City Weapon Shop

Standard city weapon shops with a large assortment of varieties are less common than specialty shops; shopkeepers prefer to have small stores with highly specialized inventory. These store owners may never have wielded a weapon in their life, but their knowledge of their items is surpassed by few. Of course, their knowledge of items outside their specialty is extremely limited.

City Weapon Shop Type	
D6 Roll Result	Details
1-2	All weapon types available
3-6	Specialty weapon shop

Table WS14

City Specialty Weapon Shop	
D6 Roll Result	Details
1	Swords, daggers
2	Maces, clubs
3	Axes
4	Bows, crossbows
5	Two-handed weapons
6	Unique or foreign weapons
Roll twice on this table to add more variety	

Table WS15

City—Chance of Accurate Item Identification	
Experience	Knowledge Details—roll d100
None	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Inexperienced	01—65: No knowledge 66—90: Partial knowledge 91 –100: Full Knowledge
Experienced	01—50: No knowledge 51—80: Partial knowledge 81 –100: Full Knowledge
Mastery	01—40: No knowledge 41—75: Partial knowledge 76 –100: Full Knowledge
[weapons only]; Values can be changed at GM' discretion	

Table WS16

City Weapon Shop Inventory (roll D8)						
Roll	**SW**	**DA**	**MA**	**AX**	**BW**	**TH**
1	d2	-	d2	-	d2	-
2	d2	d2	d2	d2	d2	d2
3	d4	d2	d4	d2	d4	d2
4	d4	d4	d4	d4	d4	d4
5	d6	d4	d6	d4	d6	d4
6	d6	d6	d6	d6	d6	d6
7	d6 +1	d6	d6 +1	d6	d6 +1	d6
8	d6 +2	d6	d6 +2	d6	d6 +2	d6
SW = swords, DA= daggers, MA = maces, AX = axes, BW = bow TH = Two handed weapons; note these are all "magical" items						

Table WS17

City Weapon Specialty Inventory (roll d100)			
Roll	**Weapon**	**Non-Mag.**	**Magical**
01—05	SW	1d6	1d2+1
06—10	SW	1d6+1	1d3+1
11—15	SW	1d8	1d4+1
16—20	SW	1d8+1	1d6+1
21—25	DA	1d4	1d2+1
26—30	DA	1d6	1d3+1
31—35	DA	1d8	1d4+1
36—40	MA	1d4	1d2+1
41—45	MA	1d4+1	1d3+1
46—50	MA	1d6	1d4+1
51—55	AX *	1d4+1	1d2+1
56—60	AX *	1d6+1	1d3+1
61—65	AX *	1d8+1	1d4+1
66—70	BW **	1d3	1d2+1
71—75	BW **	1d4+1	1d3+1
76—80	BW **	1d6	1d4+1
81—85	QU	1d4+1	1d3+1
86—90	TS	1d3+1	1d2+1
91—95	TA	1d4	1d3+1
96—100	PA	1d4+1	1d4+1
** includes throwing axes, ** includes crossbows, QU = quarterstaff, TS = two handed sword, TA = two handed axe, PA = pole-arm*			

Table WS18

City Enchanter—Imbuing Prices	
Service	**Cost**
Add a minor bonus (attack) to weapon	5000 sp
Add a minor bonus (damage) to weapon	5000 sp
Add a minor ability to bonus	7500 sp
Add a major bonus (attack) to weapon	10000 sp
Add a major bonus (damage) to weapon	10000 sp
Add a major ability to bonus	15000 sp
Most enchanters able to perform some powerful service	

Table WS19

Shopkeepers of well established city weapon shops have several enchanters on call for customer requests. Enchanters specialize in custom imbuement, each preferring to target specific types of magical benefits. The Appendix provides details to minor and major enchantments, and how they may fit into common systems.

Table WS20 provides several suggestions for magical weapons found at stores throughout a common city. The GM is encouraged to create their own magic items or use the custom items found in the named weapon shop, Blacksmith and Unique shop sections.

Magical Weapon List Suggestions			
1d100 Roll	**Avg. Cost/Value**	**Rarity**	**Details *****
01—03		Minor	Adds a bonus to attacks versus goblinoid creatures
04—06		Minor	Adds a bonus to attacks versus lizard type creatures
07—09		Minor	Adds a bonus to attacks versus undead creatures
10—12		Minor	Adds a bonus to attacks versus lycanthropes
13—15		Minor	Adds a bonus to attack versus humanoids
16—18		Minor	Adds a bonus to attack versus <special> *
19—22		Minor	Adds a bonus to attack versus all creatures
23—25		Minor	Adds a bonus to damage versus goblinoid creatures
26—28		Minor	Adds a bonus to damage versus lizard type creatures
29—31		Minor	Adds a bonus to damage versus undead creatures
32—34		Minor	Adds a bonus to damage versus lycanthropes
35—37		Minor	Adds a bonus to damage versus humanoids
38—40		Minor	Adds a bonus to damage versus <special> *
41—44		Minor	Adds a bonus to damage versus all creatures
45—47		Minor	Adds a bonus to attack/damage versus goblinoid creatures
48—50		Minor	Adds a bonus to attack/damage versus lizard type creatures
51—53		Minor	Adds a bonus to attack/damage versus undead creatures
54—56		Minor	Adds a bonus to attack/damage versus lycanthropes
57—59		Minor	Adds a bonus to attack/damage versus humanoids
60—62		Minor	Adds a bonus to attack/damage versus <special> *
63—66		Minor	Adds a bonus to attack/damage versus all creatures
67—69		Minor	Flames, adds fire damage, doubled for those weak to fire
70—72		Minor	Electrical, adds shock damage, doubled for those weak to elec.
73—75		Minor	Frozen, adds cold damage, doubled for those weak to cold
76—78		Minor	Evil, added evil/necrotic damage, doubled for good creatures
79—81		Minor	Gives gift of flight to wielder
82—84		Minor	Gives gift of underwater breathing to wielder
85—87		Minor	Give invincibility versus a creature type *
88—90		Minor	Adds bonus to attack/damage/defense
91—93		Minor	Cursed, adds damage to wielder **
94—96		Major	Unholy weapon, adds attack/damage bonus to good creatures
97—98		Major	Holy weapon, adds attack/damage bonus to evil creatures
99—100		Major	Adds a significant bonus to attack/damage versus all creatures
** GM to pick a creature type, ** characters may not be able to get rid of cursed items, *** GM to pick weapon type*			

Table WS20

Named Weapon Shops

The Enchanted Blade

Jemus, the owner of the Enchanted Blade, moves his shop from street to street, city to city, all too often. His weapon shop claims to have the best in magical wares yet is nothing more than a sham. The gnome shopkeeper sells fake items, sprinkled with magical dust to make customers believe in their magical abilities. He often moves his shop after a big sale, leaving the area to avoid confrontation or arrest.

Along with Jemus, six other gnomes work in the clean and organized weapon store. They bustle between the back room and store, moving "newly acquired" items to the racks for customers to see. The shop appears to sell high end magical gear. The gnomes are good at identifying quality items—any legitimately valuable item offered in trade will be eagerly accepted.

After the gnomes sell a particularly expensive item, they'll pack up the shop in the middle of the night and disappear, leaving an empty store. Characters purchasing fake items will find the Enchanted Blade gone when they return to complain.

The Enchanted Blade	
Attribute	**Details**
Owner	Jemus Sparklestone
Found	City
Identification	Experienced (SW, TS, DA), None (all other weapons)
Money on Hand	750 sp, 250 gp
Family	None
Shop Clerks	Six
Enchanters	None known
Traits	Smooth Talker, Charismatic
Jemus sometimes appears very nervous, even scared	

The gnomes at the Enchanted Blade specialize in identifying, selling and buying bladed weapons; swords of all sizes and daggers fill the racks and display cases at the simple store. Besides a simple painted placard over the door, there is little to separate this store from those around it. Inside, a minimal number of cases and shelves are found—the gnomes can pick up and move their store in a matter of hours.

Jemus' Inventory—Real Magical Blades	
Item	**Cost**
"Jabber", **Magical** Dagger	10000 sp
"Steelbasher", **Magical** Two handed Sword	12000 sp
"Sure-strike", **Magical** Short Sword	10000 sp
"Whirlwind", **Magical** Long Sword	100000 sp
Shop has additional inventory, see Table WS11	

Table WS21

"Sure-strike", Magical Short Sword (minor): This short sword has an unusually wide blade and feels rather heavy in hand. However, it adds a bonus to attacks versus any creature.

"Jabber", Magical Dagger (minor): With a strangely made, curved and jagged blade, this short dagger (six inch blade) is made for up close and personal attacks. Although it offers no bonus to hit, it deals additional damage—double to armored foes, triple to unarmored.

"Steelbasher", Magical Two Handed Sword (minor): Although heavy and slow, this magical two handed sword adds reach to attacks and deals additional damage on successful hits.

"Whirlwind", Magical Long Sword (major): Rumored to be part of a set of warrior gear, this long sword gives the wielder an extra attack once every two combat rounds (added to whatever they may already have). Additionally, it provides a bonus to attack and damage versus all creature types.

Jemus' Inventory—Fake Magical Blades	
Item	**Cost**
"Devastator", Two Handed Sword	10000 sp
"Glassblade", Long Sword	5000 sp
"Healnot", Dagger	4000 sp
"The Ruby Blade", Long Sword	20000 sp
"Starfinder", Short Sword	10000 sp
Many of these blades were named after real items	

Table WS22

Jemus will make up the abilities of the items on the spot, tailoring to the needs of the character, if known. If a character is looking for a specific ability in a blade, Jemus will make sure one of his fake blades will have it. The GM should make up abilities as needed.

Jemus will allow very little handling of the items, especially any major or artifact level weapons. If characters complain or push the matter, Jemus will tell them that they can leave the store. He is good at judging whether a customer will be a problem or not.

Optionally, the GM can add additional inventory to The Enchanted Blade, by using the table below. The GM can decide how much of the additional inventory is fake.

The Enchanted Blade Inventory (roll D8)						
Roll	**SW Mi**	**SW Ma**	**DA Mi**	**DA Ma**	**TS Mi**	**TS Ma**
1	1	-	1	-	1	
2	d2	-	d2	-	d2	-
3	d3	1	d3	1	d2	-
4	d3	d2	d3	d2	d2	1
5	d3	d3	d3	d2	d2	1
6	d4	d3	d4	d2	d2	d2
7	d4	d3	d4	d3	d3	d2
8	d6	d3	d4	d3	d3	d3
SW = swords, DA= daggers, TS = Two handed sword						

Table WS23

All the gnomes, including Jemus, are especially talented at identifying and evaluating magical blades. They are always on the lookout for legitimate magical swords and daggers. They will start offers at 20% of value, never offering more than 50% of an item's worth before ending offers.

Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
None (Other)	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Experienced (SW, DA, TS)	01—50: No knowledge 51—80: Partial knowledge 81 –100: Full Knowledge
[blades only]; Values can be changed at GM' discretion	

Table WS24

Due to the store's frequent relocation, Jemus has no connections to local enchanters. Customer requests for custom enchantments will be refused or ignored.

Adventure Hook: Guards are looking for the gnome thieves, hiring the characters to search the realm's cities for the shop.

Village Axeman

Although most villages rely on their blacksmith for common weapons and rarely have a specialized weapon dealer, the Village Axeman shop breaks the norm. The store's owner, Veneshal has one of the most complete and well stocked weapon shops of any remote settlement. His keen eye for well made axes and his willingness to purchase and trade exceptional items are well known throughout the realms.

Village Axeman	
Attribute	**Details**
Owner	Veneshal Grindmar
Found	Village
Identification	Mastery (AX, TA), None (all other weapons)
Money on Hand	175 sp, 100 gp
Family	None
Shop Clerks	None
Enchanters	One
Traits	Reserved, Pleasant, Skilled
Veneshal was once a blacksmith and soldier	

A local legend for his incredible axe throwing accuracy, Veneshal runs a surprisingly busy shop in a small, quiet village. He caters to locals as well as travelers, creating custom axes for hunters, tradesmen and warriors alike. The shopkeeper keeps the local wizard busy with new requests. His custom created axe demand list is quite long.

Veneshal will take an interest in customer's axes when they enter his store, paying little attention to other weapons and items. He will ask questions and may even ask to look at any axes he thinks are enchanted or special. He will proudly point out his inventory, taking several moments per item to describe its abilities and history.

The Village Axeman shop is small, but is filled with axes of all types. A dozen enchanted throwing, battle, two handed and single hand axes are mixed in with hundreds of regular (non-magical) axes throughout the shop. Veneshal can easily spot the magical items, pulling them from behind cobwebbed racks and dusty display cases.

Veneshal's Inventory—Magical Axes	
Item	**Cost**
"Darkstorm", **Magical** Battle Axe	5000 sp
"Faceseeker", **Magical** Throwing Axe	5000 sp
"Fangtooth", **Magical** Hand Axe	3000 sp
"Foesplitter", **Magical** Battle Axe	11000 sp
"Hatewhisper", **Magical** Throwing Axe	10000 sp
"Moonslash", **Magical** Hand Axe	17500 sp
"Necrocleave", **Magical** Battle Axe	15000 sp
"Quickaxe", **Magical** Hand Axe	8000 sp
"Silverbutcher", **Magical** Greataxe	70000 sp
"Trollbiter", **Magical** Greataxe	15000 sp
"Venomfang", **Magical** Hand Axe	6500 sp
"Voidrazor", **Magical** Hand Axe	15000 sp
Veneshal may negotiate with "good" (axe-loving) customers	

Table WS25

"Darkstorm", Magical Battle Axe (minor): When this black bladed battle axe is readied for battle, dark clouds gather, blotting out the sun to remove any light penalties for deep dwelling creatures. With every successful hit, lightning will crackle overhead. Adds a bonus to hit versus flying creatures.

"Faceseeker", Magical Throwing Axe (minor): On any critical roll, there is chance that the hand axe strikes the face of the target creating a blindness or stun penalty.

"Fangtooth", Magical Hand Axe (minor): This axe is modeled after the shape of massive dragon tooth. The axe deals additional fire damage on successful strikes.

"Foesplitter", Magical Battle Axe (major): Critical strikes with this massive double-bladed battle axe have a small chance of splitting the foe from head to groin. Additionally, the axe has a bonus to attacks and damage versus all creature types.

"Hatewhisper", Magical Throwing Axe (minor): As this ebony axe tumbles through the air, faint whispers of the slain are heard by all foes within range. For each creature slain by the axe, add 1% to the total chance that those that hear the whispers are driven mad (save applicable). The axe has a bonus to attacks.

"Moonslash", Magical Hand Axe (minor): When this axe is used at night, the wielder receives a bonus to attacks and damage.

"Necrocleave", Magical Battle Axe (major): Barely visible, this shadowy battle axe exists both in the prime and ethereal planes at once. Creatures of both planes take double damage from the battle axe when struck. Additionally, targets must save versus disease or are afflicted by an otherworldly flesh eating bacteria.

"Quickaxe", Magical Hand Axe (minor): Wielders of this axe gain bonuses to initiative and attacks. Additionally, the wielder gets a slight bonus to defense versus melee attacks (not ranged).

"Silverbutcher", Magical Greataxe (major): Dipped in silver and blessed by a holy man, this great axe was created to fight lycanthropes. It gives a significant bonus to attacks and damage to these creature types, while providing only a slight bonus to attacks and damage to everything else.

"Trollbiter", Magical Greataxe (major): Although designed to combat Trolls, this large axe affects any regenerating creature. Damage dealt by this axe cannot be regenerated during the combat (can be recovered through magical means, spells or natural rest later). Additionally, the axe gives the wielder a bonus to attacks and damage to all creatures.

"Venomfang", Magical Hand Axe (minor): Foes struck by the short, wide-bladed hand axe believe they have been poisoned (save versus illusion or Wisdom allowed). The affected creature will take imaginary damage from the believed poisoning.

"Voidrazor", Magical Hand Axe (major): A long handled hand axe with an exceptionally lengthy, narrow blade, Voidrazor crackles with strange energy when swung. Foes struck by the axe are temporarily removed from the current plane (1 round), reappearing in another location within sight of the wielder soon after. Although the axe provides no bonus to attacks, it deals double normal damage.

Veneshal has dozens of well made, non-magical axes on the walls, racks and display cases throughout his small store.

When not serving customers in his store, the retired soldier and blacksmith spends his time researching legendary axes and crafting techniques. He is considered by many to be the foremost expert on ancient and exceptional axes.

Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
None (Other)	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Mastery (AX, TA)	01—30: No knowledge 31—75: Partial knowledge 76 –100: Full Knowledge
[axes only]; Values can be changed at GM' discretion	

Table WS26

Veneshal lacks the funds to purchase axes from customers, but is willing to trade one or more items in his store to obtain a unique or special axe for study. He will also buy or trade for manuscripts, scrolls or tomes that have information about axes.

The shopkeeper's good friend, Kippo performs all enchantments for the Village Axeman. Although limited to minor enchantments only, the young wizard is always available and relatively inexpensive.

Kippo the Wizard—Imbuing Prices	
Service	**Cost**
Add a minor bonus (attack) to weapon	5000 sp
Add a minor bonus (damage) to weapon	5000 sp
Add a minor ability to bonus	10000 sp
Kippo cannot create any other enchantments beyond minor	

Table WS27

Adventure Hook: Veneshal has been searching his entire life for the legendary Tome of the Axe, a thousand page manual that holds the secrets to all known axe artifacts, creating axe enchantments and instructions on how to better use axes in combat. Those that read the manual gain combat benefits and expertise in axe identification.

Recently, a traveler mentioned that a distant barbarian shrine had a large book matching the Tome of the Axe's description. Perhaps, it exists and may be close enough for further investigation.

Wondrous Weapons

Although the items in the tiny store are wondrous, the owner is anything but. Dharnak the Grim has been the owner of the magical weapon shop since his retirement over two decades ago. Once a prominent warrior and rich adventurer, the large man met his match on his last day of soldiering when his leg was bitten off by a large, orange dragon. Over twenty years later, he is still bitter about his forced retirement and is most often found in his shop in a surly and unfriendly state.

Wondrous Weapons	
Attribute	**Details**
Owner	Dharnak the Grim
Found	City
Identification	Inexperienced (DA, AX, QU), Experienced (SW, TS, BW), Mastery (TA), None (all other weapons)
Money on Hand	100 sp, 50 gp
Family	None
Shop Clerks	None
Enchanters	None
Traits	Grumpy, Surly, Salty
Dharmak sometime forgets his wooden leg at home.	

Dharnak started his shop with his own gear, using the sales of his treasures to pay for his extravagant lifestyle. He was smart enough to trade items with other merchants and buy magical weapons from naive customers. Realizing he could make a living (albeit modest), he moved his shop to the nearest big city and has been in the same location ever since. His stock of magical weapons varies month to month - even though the shopkeeper is unpleasant on a good day, his small store is known for an assortment of good magical weapons.

Wondrous Weapons Normal Inventory (roll D4)						
Roll	**DA**	**SW**	**MA**	**AX**	**BW**	**Other**
1	d2	-	d2	-	d2	
2	-	d2	-	d2	-	d2
3	d2	d2	-	d2	d2	-
4	d2	d2	d2	d2	d2	d2
SW = swords, DA= daggers, MA = mace, AX = Axe, BW = Bow						

Table WS28

Veneshal's Inventory—Magical Weapons	
Item	**Cost**
"Shanker", **Magical** Dagger	5000 sp
"Farbright", **Magical** Short Sword	8000 sp
"Gnollslayer", **Magical** Long Sword	20000 sp
"Needledart", **Magical** Throwing Dagger	20000 sp
"Deadeye", **Magical** Short Bow	50000 sp
"Stonepunch", **Magical** Crossbow	25000 sp
"Roomcleave", **Magical** Halberd	14000 sp
Veneshal will show these items if asked several times	

Table WS29

"Shanker", Magical Dagger (minor): A short, narrow bladed dagger, *Shanker* prides a bonus to attack for unaware targets.

"Farbright", Magical Short Sword (minor): Distant targets (over 100') with an alignment opposite of the wielder glow with a bluish hue, identifying them as possible threats.

"Gnollslayer", Magical Long Sword (major): This wide bladed long sword is specially tuned to seek and slay gnolls, kobolds and other dog-like creatures. The blade glows green when these creatures are within 50'. Additionally, the long sword gives a significant bonus to attack and damage versus these creatures, with a slaying chance equal to the character's level in percentage.

"Needledart", Magical Throwing Dagger (minor): This throwing dagger gives the owner two options during combat; the wielder may throw the dagger to automatically hit for the least amount of damage possible, or attack with a penalty to deal the most amount of damage possible.

"Deadeye", Magical Short Bow (minor): Made from one of the strongest woods found in the realm, this bow is nearly unbreakable. "Called shots" made by the wielder aren't penalized.

"Stonepunch", Magical Crossbow (major): Although this heavy crossbow can only be fired once every three combat rounds, special bolts fired from it deal three times normal damage. The special bolts punch through steel as if it were wood, and stone as if it were steel. Additionally, the crossbow has a bonus to attack.

"Roomcleave", Magical Halberd (minor): Nearly twelve feet in length, this magical pole axe gives the wielder a bonus to attack, and allows for a single attack roll to hit up to three adjacent foes at once (single roll for all three).

The retired adventurer rarely reveals the full story on an item he owns or is asked to identify. He doesn't purposely withhold information, he just doesn't care enough about the customer or their questions to answer fully. If pressed (and given enough money), he may reveal most or all of the item's properties. He'll recommend another shop nearby for custom requests; Dharnak has no interest in helping customers to create custom items or have a weapon imbued with a magical ability. Additionally, no enchanters will work with the grumpy old shopkeeper unless they are paid handsomely.

Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
None (all other items)	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Inexperienced DA, AX, QU	01—65: No knowledge 66—90: Partial knowledge 91 –100: Full Knowledge
Experienced SW, TS, BW	01—50: No knowledge 51—80: Partial knowledge 81 –100: Full Knowledge
Mastery TA	01—40: No knowledge 41—75: Partial knowledge 76 –100: Full Knowledge
[weapons only]; Values can be changed at GM' discretion	

Table WS30

Adventure Hook: If Dharnak is asked how he lost his leg, he will recount the story, in painstaking detail, of the day he encountered the orange dragon. Nearing the end of the story, he will mention how the dragon, already knowing it was going to defeat him, decided to maim the warrior instead of killing him. Dharnak knew that the dragon would rather take his leg and leave him for dead than to kill him outright. The old shopkeeper will mention that the dragon stripped him of his gear, including his favorite two handed sword, "Bloodgorge". He often wonders if the dragon still lives and if it still has his magical blade. If the validity of his story comes in to question, Dharnak will produce a single, orange dragon scale just before kicking the offending accuser out.

The Golden Archer

Customers seeking a wide selection of bows, arrows, and even throwing weapons, will find the Golden Archer to their liking. Although the owner, Ilgandenel prefers the long bows of his elvish heritage, he has traded or purchased several other types of missile weapons to keep a broad assortment of choices for customers visiting his store. The elvish shopkeeper is one of the best archers in the realm, having won dozens of archery competitions during his time amidst the humans within his current settlement. Although he enjoys archery as competition, he loathes to use his skill to kill anything other than wild game for food, or the occasional foul goblinoid while traveling.

The Golden Archer	
Attribute	**Details**
Owner	Ilgandenel An-Falel-Kal
Found	Town or City
Identification	Experienced (CB, Throwing), Mastery (BW), None (all other weapons)
Money on Hand	250 sp, 125 gp
Family	None *
Shop Clerks	None
Enchanters	Several
Traits	Humble, Thoughtful, Kind
** He may have family back in the elven kingdoms...*	

The elvish shopkeeper has a keen eye for magical rarity and properties, and has limited enchanter capabilities. If complex or powerful enchantments are needed, Ilgandenel will call on one of his several elvish wizard and sorcerer friends to assist in completing the custom enchantment.

Chance of Accurate Item Identification	
Experience	**Knowledge Details—roll d100**
None (all other items)	01-99: No knowledge 100: Lucky guess (partial/full knowl)
Experienced (crossbows, throwing weapons)	01—55: No knowledge 56—85: Partial knowledge 86 –100: Full Knowledge
Mastery (short bows, long bows)	01—40: No knowledge 41—70: Partial knowledge 71 –100: Full Knowledge
[weapons only]; Values can be changed at GM' discretion	

Table WS31

Ilgandenel—Imbuing Prices	
Service	**Cost**
Add a minor bonus (attack) to weapon	5000 sp
Add a minor bonus (damage) to weapon	5000 sp
Add a minor ability to bonus	7000 sp
The elf relies on his trusted friends for complex enchantments	

Table WS32

Hired Elvish Enchanter—Imbuing Prices	
Service	**Cost**
Add a minor bonus (attack) to weapon	10000 sp
Add a minor bonus (damage) to weapon	10000 sp
Add a minor ability to bonus	10000 sp
Add a major bonus (attack) to weapon	20000 sp
Add a major bonus (damage) to weapon	20000 sp
Add a major ability to bonus	30000 sp
Most enchanters able to perform some powerful services	

Table WS33

Several extremely rare items are displayed prominently in display cases and racks. Several nicely made items are hung on one side of the store - although non-magical, many may have special properties or features due to the craftsmanship.

Ilgandenel's Inventory—Magical Weapons	
Item	**Cost**
"Axuo", **Magical** Throwing Axe (2)	60000 sp
"Bladebow", **Magical** Short Bow	10000 sp
"Chancefire", **Magical** Short Bow	100000 sp
"Gronn's Gift", **Magical** Crossbow	200000 sp
"Crankfast", **Magical** Crossbow	100000 sp
"Lelgandabel", **Magical** Long Bow	200000 sp
"Blindstrike", **Magical** Long Bow	100000 sp
"Longshot", **Magical** Long Bow	150000 sp
Magical Arrows (60)	2000 sp ea
Magical Crossbow Bolts (20)	2000 sp ea
Magical Darts (10)	1000 sp ea
The elven shopkeeper also has normal projectiles as well	

Table WS34

"Axuo", Magical Throwing Axes (minor): Two specially created hand axes were designed to be thrown together, at the same time or one right after the other. The first axe gets a bonus to hit and damage, the second matching the first rolls exactly. Only a single target can be chosen for both axes.

"Bladebow", Magical Short Bow (minor): Although the small recurve bow is an exceptional missile weapon (adds a bonus to attacks), it can be used as a melee weapon, using the blades along it's edge as if it were a short sword (with the same bonus to attacks).

"Chancefire", Magical Short Bow (major): This oddly shaped short bow gives the wielder additional chances to hit—if an attack misses, there is a chance that the attack roll can be made again. This chance is equal to the character's agility or dexterity score in d100%. The bow also provides a bonus to attack and damage.

"Gronn's Gift", Magical Crossbow (major): The last magical item created by the legendary weaponsmith Gronn, this crossbow provides an increasing damage bonus with each successful hit. In a single combat encounter, each successful hit increases the damage by one die after the first. So that each hit potentially deals more damage than the last. Any misses in the encounter reset the damage bonus.

"Crankfast", Magical Crossbow (minor): This crossbow magically reloads, resulting in no reload penalties. Additionally, it provides a bonus to attacks.

"Lelgandabel", Magical Long Bow (minor): In addition to its striking beauty, this elvish long bow provides bonues to attacks and damage, doubled if the foe's race is a known elf enemy.

"Blindstrike", Magical Long Bow (minor): Arrows fired from this magical bow can strike unseen target (around corners, behind pillars, etc.) without penalty.

"Longshot", Magical Long Bow (major): Bonuses to attacks at shorter ranges are doubled and penalties for greater distances are nullified. Additionally, the long bow deals double damage to all attacks. The maximum range of the long bow is also doubled.

Magical Arrows: These arrows have a bonus to attack and damage versus all creatures.

Magical Crossbow Bolts: These bolts have a bonus to attack and damage versus all creatures.

Magical Darts: These darts have a bonus to attack and damage versus all creatures.

In addition to the magical items, Ilgandenel has several well made items that may provide a slight bonus in combat die it their craftsmanship. The Appendix section has additional information on item qualities.

Adventure Hook: A recent shipment of well crafted equipment may have been hijacked by local bandits, the caravan group slaughtered and left behind. Ilgandenel had several barrels of well made and magical arrows in the shipment. These items were made by his family living in a nearby forest citadel. The magical missiles were for an important customer who has paid half the price up front. Ilgandenel would like to hire adventurers to recover the barrels before the bandits figure out how powerful they are. Ilgandenel will pay the adventures in gold and several dozen of the missiles.

Unique Shops

Large towns or cities often have merchants that don't fit squarely in one of the previous categories of this book. They sell different items or services, or are too unusual to get their own category. The Unique Shops section provides a list of uncommon or one-of-a-kind merchants for you to add to your campaign.

The Unknown Realms, *a map shop*

An intricate, finely painted sign above the door lets customers know they've arrived at the one-of-a-kind shop that is well known for its vast collection of maps. Iberus Horatni, the curator and store owner of the Unknown Realms, offers customers a chance to view and buy common and rare maps. The store offers customer two options; map rentals or map purchases. Customers may rent maps by the hour, taking them to a private room for viewing and study. Many of the maps that can be rented are not for purchase. Common maps and special treasure maps can be purchased from the store.

The Unknown Realms	
Attribute	**Details**
Owner	Iberus Horatni
Found	City
Specialties	Maps, Tomes
Money on Hand	500 sp, 200 gp
Family	Wife, Two daughters
Shop Clerks	None (2 guards)
Traits	Intelligent, Studious
Iberus is often very excitable when a new map is found	

There are six private study rooms in the rear of the shop, each reserved by customers wishing to review unique or extremely rare maps. Two burly guards stand in the main display and store area, ensuring that no maps leave the store unless Iberus allows it. Several maps are only viewable from their wall mounted display cases - these maps are either too fragile or rare for handling. Customers may view these at their leisure, although a prolonged visit to the store without purchase will get most customers kicked out.

Note that there are two keys to each room - one for the customer and one that Iberus maintains.

Room Rental Prices	
Map Rental—one at a time	**Cost**
Common, Uncommon map	20 sp / hr
Rare map	50 sp / hr
Unique map	100 sp / hr
Iberus may not rent rooms or maps to "unscrupulous" types	

Table US1

Available Maps	
Map (rarity)	**Buy?**
Local regional map, black and white (C)	20 sp
Local regional map, color (C)	50 sp
Local realm map, black and white (C)	50 sp
Local realm map, color (C)	100 sp
Local town, village, city, black and white (C)	50 sp
Local town, village, city, color (U)	100 sp
Local town, village, city, highly detailed (U)	No
Nearby abandoned monastery, low detail (C)	No
Nearby abandoned monastery, high detail (U)	No
Nearby mine, low detail (U)	No
Nearby mine, high detail (R)	No
Nearby cave system, low detail (R)	No
Nearby cave system, high detail (UN)	No
Nearby abandoned citadel, low detail (U)	No
Nearby abandoned citadel, high detail (R)	No
Distant castle, low detail (R)	No
Distant castle, high detail (UN)	No
Distant goblin stronghold, low detail (UN)	No
Possible dragon locale, low detail (UN)	No
Possible swamp shrine, low detail (UN)	No
Possible dead king burial site, low detail (UN)	No
If the Buy? Column is "No", it cannot be purchased, C = common, U = uncommon, R = rare, UN = unique	

Table US2

Iberus has several treasure maps, purchased from customers or merchants over the years. None of the maps are verified, of course, but Iberus will indicate that with most treasure maps, their owners are taking a chance to find a great reward or nothing at all.

Available Treasure Maps		
Map	**Real?**	**Cost**
Dragon Treasure!	No	200 sp
Buried Pirate Treasure!	No	150 sp
Lost Treasure of Xylamon	Yes	250 sp
Ancient Tomb Treasure	Yes	125 sp
Local Legend Buried Treasure	Yes	250 sp
Dwarven Mine Treasure!	Yes	350 sp
Elvish Forest Treasure!	No	500 sp
Bandit King Treasure!	Yes	100 sp
Orc King Treasure!	No	175 sp
The GM is encouraged to flesh out the adventures behind the maps!		

Table US3

Adventure Hook: Early this morning, a customer took a rare and previously illegible map into a private room for study. After four hours of seclusion, Iberus asked the customer how much longer he would be. No answer came from behind the study door. After several failed attempts to question the customer, Iberus tried to use his key to open the door. The door was somehow magically locked from the inside! Iberus's guard couldn't break down the door, the portal somehow protected from their brute strength.

Just as the characters arrive, a local wizard (and friend of Iberus) has magically unlocked the door. As he does, the portal bursts open, and dozens of small extra-planar creatures spill out into the store! The strange customer is dead upon the floor, partially eaten by the creatures. An other-worldy portal shimmers within the study room, and additional creatures crawl through the mystical gateway into the study chamber...

Sweet Treats, *a candy shop*

Dozens of children wait outside the small treat shop, anxious for the kind-hearted shop owner to give away the extra or misshapen treats from his latest batch. Gorno Baldower, a talented candy and confectionary crafter, is a favorite with the poor and rich alike; his prices are absurd for the common resident, but the well to do have the coin to buy his expensive treats. The shopkeeper's constant tests and inventions create many baking failures, and the poor street urchins who wait outside his doors care little about the less than perfect concoctions. Gorno gladly gives his failures to the children outside his shop.

Sweet Treats	
Attribute	**Details**
Owner	Gorno Baldower
Found	Town or City
Specialties	Candy, Baked Goods
Money on Hand	100 sp, 25 gp
Family	Wife, Nine Children
Shop Clerks	Three bakers, one clerk
Traits	Generous, Quick-tempered
Gorno loves to eat as much as he likes to bake	

Although his treats are mostly simple, sweet desserts and snacks, Gorno has also begun imbuing his baked goods with light enchantments. Gorno is kind hearted and never intentionally tries to hurt anyone, but he will often test new treats without alerting his rich customers to their hidden properties. Not every enchantment works as hoped, occasionally created undesirable effects. Gorno is quick to rectify the issues, smoothing over any "mistakes" in the treats.

Simple Treats	
Candy or Baked Item	**Cost**
Single cookie, toffee, lollipop	1 sp ea
Large cookie or small cake	5 sp ea
Large cake or bag of cookies	10 sp ea
Fruit pie or layered cake	25 sp ea
Box of treats (mixed)	50 sp ea
There are multiple variations, flavors of the listed treats	

Table US4

"Special" Treats	
Candy or Baked Item	**Cost**
Happy Cookie	100 sp
Romance Nugget	200 sp
Lolli Folly	500 sp
Sucker Punch	1000 sp
Sleepy Time Tart	1000 sp
Little Hero Cookie	2000 sp
Gorno keeps a limited supply on hand	

Table US5

Happy Cookie: Created as a plain sugar cookie, this little treat makes any sad (depressed) individual happy for 24 hours.

Romance Nugget: A chewy, caramel treat, this candy enhances the romantic mood and desires of the individual.

Lolli Folly: After licking this lollipop, the individual is prone to clumsiness and speaking their mind (even inappropriate or untimely responses).

Sucker Punch: A small, hardened cup of sweet juice, this treat packs a punch, knocking an individual out for a few minutes after eaten.

Sleepy Time Tart: This tart puts the individual to sleep for 12 hours.

Little Hero Cookie: After eating this chocolate and mint cookie, the individual feels heroic and brave (adds to attack bonuses and saving throws).

Gorno takes requests for special treats for town officials, clergy and rich residents. He is often working on a large order for an upcoming wedding, dinner party or festival. He has never taken requests for custom treats, but is open to the idea if considerable payment is available (half up front, of course).

Treat Enchantments	
Enchantment	**Cost**
Add a positive effect (batch of 12 treats)	1000 sp
Add a negative effect (batch of 12 treats)	2000 sp
Add a mysterious effect (batch of 12 treats)	3000 sp
50% of the time, the treat enchantment will backfire	

Table US6

Adventure Hook: Gorno requires a special sugar from a jungle plant that is both far away and dangerous to obtain. It is said that the rare sugar makes a person crave more sweets, but in concentrated form, could put someone into a week long coma. The rare sugar is guarded by a tribe of jungle men that dip their blow darts in the sugary liquid. Gorno will pay handsomely for the raw plants (250 sp per plant stalk).

The Locked Box, *a bank*

Six well armored soldiers stand out in front this building, guarding it from attack from outside. Inside, another eight guards of similar equipment and training protect the workers and customers from any who try to steal from the bank. Vronkast Stonewall manages the bank, employing ten other dwarves to watch over and record the customer's money and goods. Various size bank vaults may be rented to store personal items and wealth.

The Locked Box	
Attribute	**Details**
Owner	Vronkast Stonewall
Found	City
Specialties	Bank, Personal Storage
Money on Hand	Special *
Family	None
Shop Clerks	Ten Clerks (14 guards)
Traits	Serious, Cautious, Keen-eyed
** Vronkast has access to hundreds of thousands of sp*	

In the forty years the bank has been in business, not a single coin or item has been stolen from the bank. Several break ins and robberies have been attempted, all thwarted by the well trained guards and dwarvish traps within. The Locked Box reputation is untarnished - the bank is well trusted by adventurers, local nobles, and distant baronies. Only the bank manager (Vronkast) has the master key to all vaults. Each vault has two special keys; one goes with the customer, and the other stays locked in the bank. Only Vronkast's master key opens the secure key box. Customers that lose their key will have to wait weeks or months, processing special bank paperwork and passing identification tests to get a new key.

Three size vaults are available to customers; small (1'x1'x1'), medium (5'x5'x5') and large (10'x10'x10'). Locals say that dwarvish miners are constantly digging deeper, creating new vaults to satisfy the demand for secure storage areas. Additionally, customers may "rent" their money to the bank for one year, allowing the bank to use the funds for investment purposes. The bank returns the money at the end of the year, usually adding three to ten percent interest to the total.

Vault Rentals	
Vault Sizes and Terms	**Cost**
Small (1′ x 1′ x 1′) - monthly	100 sp
Small (1′ x 1′ x 1′) - yearly	1000 sp
Medium (5′ x 5′ x 5′) - monthly	250 sp
Medium (5′ x 5′ x 5′) - yearly	2500 sp
Large (10′ x 10′ x 10′) - monthly	400 sp
Large (10′ x 10′ x 10′) - yearly	4000 sp
Special size—yearly only	varies
Payment due before the rental period starts	

Table US7

Vronkast or his clerks will have the renter sign a multi-page contract that has hundreds of rules and stipulations. Most importantly, payment is made in advance of the rental period. If the rent is not paid for the next (new) period, the items are forfeited to the bank.

Investment Options	
Investment Plans	**Return**
Invest 1000 sp for One Year (3% return)	1050 sp
Invest 2500 sp for One Year (5% return)	2625 sp
Invest 5000 sp for One Year (7% return)	5350 sp
Invest 10000 sp for One Year (10% return)	11000 sp
Special Amounts, see Vronkast	Varies
99% guaranteed return	

Table US8

Customers wishing to invest more than 10,000 sp may discuss terms with the bank manager. He will rarely return more then 10% on investment, but will entertain offers of 11 to 12% for 100,000 sp or more investments.

Several dwarven traps prevent access to the bank vaults. Five difficult traps make unauthorized access nearly impossible - each trap is more difficult and deadly. The first two attempt to trap the thieves without injury, while the final three become progressively more deadly (damage, petrification, disintegration). If the thieves pass the five traps, they will still need keys to access the hundreds of vaults below. Each lock is nearly impossible to pick, even for a master locksmith. Any thieves captured in the bank are handed to the settlement's officials for prosecution.

Adventure Hooks: (1) The bank has learned of a master heist being planned. They know little more than that very powerful and well trained thieves are attempting to rob the bank in the next two weeks. They need high level adventurers to investigate the plans and stop the heist before it occurs. (2) The characters learn of a way to gain access to the bank, bypassing some of the traps to get to the vaults. Insider help may be available.

The Eastern Rug Company, *a rug shop*

Exotic perfumes and aromas of strange spices waft into the streets from the open door of the Eastern Rug Company. Nearby smells, both pleasant and not, are lost amidst the thick, foreign scents of the shop, likely from the incense treated rugs, tapestries and mats. Within, piles of intricately woven rugs are stacked to the ceiling, while strong-backed servants find limited space for more inventory. A tall, slender man directs traffic, organizing the piles and stacks in some secret pattern - this is Yemlatta, the store owner. His business appears to be both successful and profitable.

Eastern Rug Company	
Attribute	**Details**
Owner	Yemlatta B'natha
Found	City
Specialties	Rugs, Mats
Money on Hand	1000 sp, 500 gp
Family	Wife, Four Sons
Shop Clerks	Three Clerks, Ten Laborers
Traits	Jovial, Erratic, Talkative
Yemlatta never seems to stop talking	

Most of his inventory consists of well made, colorful rugs, but Yemlatta has recently begun selling large wall tapestries and common prayer mats. Sizing for his rugs span a great range, from common pieces for the average home through massive floor coverings capable of filling an entire palace throne room floor.

Inventory	
Item	**Cost**
Small rug, common material	50 sp
Small rug, exotic material	100 sp
Small rug, exotic colorful material	150 sp
Medium rug, common material	100 sp
Medium rug, exotic material	200 sp
Medium rug, exotic colorful material	300 sp
Large rug, common material	250 sp
Large rug, exotic material	500 sp
Large rug, exotic colorful material	750 sp
Custom rug size, common material	5 sp / sqft
Custom rug size, exotic material	10 sp / sqft
Custom rug size, exotic colorful material	25 sp / sqft
Small tapestry, plain	100 sp
Small tapestry, simple image	200 sp
Small tapestry, detailed image	500 sp
Medium tapestry, plain	250 sp
Medium tapestry, simple image	500 sp
Medium tapestry, detailed image	1000 sp
Large tapestry, plain	500 sp
Large tapestry, simple image	1000 sp
Large tapestry, detailed image	2500 sp
Custom tapestry, simple image	10 sp / sqft
Custom tapestry, detailed image	25 sp / sqft
Simple prayer mat, woven straw	5 sp
Simple prayer mat, woven cloth	10 sp
Fancy prayer mat, single layer silk	25 sp
Fancy prayer mat, multi-layer silk	100 sp
Custom prayer mat	varies
Small = 2'x4', Medium = 4'x8', Large = 8'x20'	

Table US9

If asked about "special" inventory, Yemlatta will show customers rugs from his "exotic collection". Several of the rugs in the private showroom have magical properties, including desirable enchantments for the adventuring types.

"Special" Inventory	
Item	**Cost**
Magical Flying Rug	5000 sp
Magical Gliding Rug	3500 sp
Magical Portable Rug	5000 sp
Magical Shield Rug	2500 sp
Magical Animated Rug	10000 sp
Magical Invisible Rug	20000 sp
Yemlatta's special inventory prices are firm	

Table US10

Magical Flying Rug: Holding one or two people, this rug gives flight as per the *Fly* spell or items with flight ability.

Magical Gliding Rug: Holding up to four people, this rug allows riders to glide downward or on drafts of wind over short distances. The rug cannot ascend unless great wind propels it.

Magical Portable Rug: This rugs works much like a *Portable Hole* or inter-dimensional storage device.

Magical Shield Rug: When the small rug is cast out, it stands on its own like a shield until recalled.

Magical Animated Rug: When the command word is spoken, the rug animates, fighting as a creature at half the character's level or power. When it is "killed", it is completely destroyed and forever useless.

Magical Invisible Rug: This medium sized rug turns itself and anything it's covering invisible.

Adventure Hook: Yemlatta is sponsoring a new race across the skies of the city, the "First Annual Rug Race". He's looking for brave souls to volunteer for the race, citing that the turnout for entrants is lower than expected. Grand prize is 10000 sp and a special rug from Yemlatta's personal collection.

Cask and Bottle, *an import wine shop*

Well known throughout the realms for its wide selection and rare vintages, Cask and Bottle specializes in foreign and imported wines, removing themselves from the competitive local vineyard market. Agents working for the company are in dozens of different provinces and realms, each searching for a new grape or wine never before sold at the store. Caravans and boats carry casks and bottles to the store on a daily basis, giving customers a reason to return often.

Cask and Bottle	
Attribute	**Details**
Owner	Belando Belgato
Found	Town or City
Specialties	Imported Wine
Money on Hand	2500 sp, 1000 gp
Family	None
Shop Clerks	Six Clerks
Traits	Calm, Serious, Intelligent
Belando rarely blinks, his stares are long and uncomfortable	

No tongue has tasted more wine than that of the shop's owner, Belando Belgato. His ability to pick out subtle nuances and minor variations in wine to identify vineyard and year is unsurpassed in the region. His shop clerks will try to identify unlabeled casks or bottles first, before asking for Belando's assistance. The wine master's skill is unparalleled yet rarely challenged. Any wine that he is unable to identify will more than peak his interest and likely open wide his wallet.

Chance of Accurate Wine Identification	
Person	**Knowledge Details—roll d100**
Inexperienced Store Clerk	01-75: No Knowledge 76—90: Partial Knowledge 91—100: Full Knowledge
Experienced Store Clerk	01—60: No knowledge 61—80: Partial knowledge 81 –100: Full Knowledge
Belando Belgato	01—35: No knowledge 36—60: Partial knowledge 61 –100: Full Knowledge
[wines only]; Values can be changed at GM' discretion	

Table US11

The shop has racks upon racks of bottles and casks, organized by year and vineyard. Much of the valuable wine is stored below ground where the temperature is better suited to prolonging the life of the precious liquid. Samples are available in the store on most days, and Belando opens the doors to the public one week per year to allow commoners small tastes of wines that they could never afford.

Wine Inventory				
Name	**Rarity**	**Color**	**Taste**	**Cost***
Blackberry Bowl	C	Red	Fruity	20
Bristlebone	U	White	Acidic	50
Channograss	R	White	Earthy	250
Clear Coastal	U	White	Bubbly**	50
Dinotage	R	White	Earthy	100
Dreamcaller	UR+	Pink	Fruity	5000
Emperor's Best	UR	White	Bubbly**	1500
Gemnotter	UR	Blue	Earthy	750
Golden Fairie	UR	Gold	Fruity	2500
Gorgon Head	R	Red	Earthy	100
Hornblast	U	Red	Bitter	100
Jelly Piss	UR	Green	Acidic	1000
Kingkiller	R	Red	Bitter	250
Lead Bucket	C	Red	Bitter	10
Moonbeam	R	Red	Bitter	150
Pine Needle	C	White	Oakey	10
Rosewood	U	Pink	Sweet	50
Scorpion Sting	R	Pink	Bitter	250
Steel Wheel	U	White	Bubbly**	100
Strawburly	U	White	Sweet	25
Syran Bold	R	Pink	Fruity	75
Underflower	R	Red	Earthy	500
13th	UR	White	Bubbly**	2000
**cost in sp, ** Bubbly wines like "champagne"* *C = common, U = uncommon, R = rare, UR = ultra-rare*				

Table US12

Belando's inventory depends on the wine's rarity: common wines (4d6 bottles, 1d6 casks), uncommon wines (3d6 bottles, 1d4 casks), rare wines, (2d6 bottles, 1d2 casks), ultra-rare wines (1d6 bottles, 50% chance 1 cask) and ultra-rare plus wines (1d4 bottles, no casks).

A special wine-room below the store holds the most exotic and magical wine that Belando has collected over the years. If asked, the shopkeeper may allow a viewing or tasting of a few of his prized treasures. One or two may even be for sale.

Special Wine Inventory	
Wine (rarity, count)	**Buy?**
Argle's Best (R, 2 bottles)	7500 sp
Dwarfblood (UR, 1/2 cask)	No
Moorwine Castle (UR, 1 bottle)	No
Rabblerouser (UR, 2 bottles)	5000 sp
Skullsplitter Abbey (R, 3 bottles)	10000 sp
Underrock (R, 4 bottles)	3500 sp
Woodwine (R, 5 bottles)	5000 sp
Yellow Bend (UR, 1 bottle)	No
If the Buy? Column is "No", it cannot be purchased, C = common, U = uncommon, R = rare, UR = ultra-rare	

Table US13

Argle's Best (exotic): A deep red with strong tannins. Over 200 years old. From a destroyed vineyard.

Dwarfblood (magical): A bitter red with lasting aftertaste. Unknown vintage. Barrel removed from an abandoned, dwarven stronghold. Each mug of the wine adds a 24 hour boost to bravery (attack and saving throw bonuses).

Moorwine Castle (exotic): A white with hints of red notes. Strangely fruity and bitter. Saved from a castle just before it fell into the earth. Unknown vintage.

Rabblerouser (magical): Pink and fruity with a hint of bubbly. When a glass is consumed, one gets feisty and easily agitated by others. Unknown vintage and vineyard.

Skullsplitter Abbey (exotic): A bland red with strong finish notes. Crafted by monks from a defunct abbey. Last three bottles known to exist.

Underrock (exotic): Made from gnomes long ago, from a forest long since deserted. A strong white with oakey tones.

Woodwine (exotic): A simple, acidic flavored white, this wine has been found in several locales throughout the realms, but without labels or vintage years.

Yellow Bend (magical): A strongly smelling white wine with hints of yellow flakes, this wine is rumored to have been made from a yellow mold. When consumed, it gives the drinker a significant bonus to molds, jellies, oozes and other gelatinous creatures for several days..

Adventure Hooks: (1) A case of expensive wine has been stolen from the store, pilfered by a newly trusted employee. His home has been vacated and his whereabouts are unknown. A bounty for his capture and the return of the wine is posted on the front door of the shop. Belando is paying 1000 sp for the return of his precious wine. (2) A legendary, enchanted wine is rumored to be stored in the burial vault of a long dead king. It is said that the wine had age reversal properties, keeping the queen looking youthful her entire life. Belando must have the wine, to validate the rumors. He's paying 1000 sp for the acquisition of the rare wine.

Precious Jewels, *a jewelry shop*

Two dwarven warriors stand to either side of the front entrance to the small jewelry shop. They make inquiries of potential customers, asking their purpose and intentions for visiting the store. If they are satisfied, the allow entry. Inside, two more dwarven guards keep an eye on customers while several gnome clerks assist patrons with their every question and desire.

Precious Jewels	
Attribute	**Details**
Owner	Zeena Bullwhistle
Found	City
Specialties	Gems, Jewelry
Money on Hand	5000 sp, 2500 gp
Family	Husband
Shop Clerks	Four Clerks (4 guards)
Traits	Attentive, Watchful, Cautious
Zeena's husband has been missing for several years...	

Rings, bracelets, earrings, necklaces, tiaras and other exquisite jewelry are within well protected display cases and containers. Gnome clerks bustle about the shop, showing various jewels and items to wealthy customers, while the store owner, Zeena Bullwhistle watches from behind a glass window. Her office is in the back of the store but a wide window gives her a full

view of the shop. Especially prosperous or noble customers are given special attention by the dwarven jewelry expert. Additionally, she may instruct her guards to escort out customers who look like they are up to no good. Zeena has an incredible eye for value and rarity, and can appraise most jewelry and gems to within 5% accuracy most of the time. Her appraisals are expensive, of course (100 sp per item). The dwarven store owner is always interested in buying items, but never pays more than half of the item's value.

Chance of Accurate Item Identification	
Person	**Knowledge Details—roll d100**
Inexperienced Store Clerk (jewelry only)	01-75: within 1/2 value +/- 76—90: within 3/4 value +/- 91—100: Full value
Experienced Store Clerk (gems, jewelry)	01—60: within 1/2 value +/- 61—80: within 3/4 value +/- 81 –100: Full value
Zeena Bullwhistle (gems, jewelry)	01—45: within 1/2 value +/- 46—70: within 3/4 value +/- 71 –100: Full value
[gems, jweelry only]; Values can be changed at GM' discretion	

Table US14

The store has an extensive collection of suitable items but like most shops, has a special area designated for unique and magical pieces. Zeena will only allow one person at a time into the private showroom, taking one of the outside guards with her for protection.

Common Store Inventory	
Item (quantity)	**Cost**
Bracelet, silver (3)	250 sp
Bracelet, gold (2)	500 sp
Bracelet, gold with gems (1)	1000 sp
Earrings, silver (2 pair)	150 sp
Earrings, gold (1 pair)	300 sp
Earrings, gold with gems (1 pair)	500 sp
Necklace, silver (5)	250 sp
Necklace, gold (3)	1000 sp
Necklace, gold with gems (2)	1500 sp
Wedding bands , silver (2 pair)	250 sp
Wedding bands, gold (2 pair)	500 sp
Inventory changes day to day, with new shipment each morning	

Table US15

Special Store Inventory	
Item	**Cost**
Belt of Bel'nath	10000 sp
Bracelets of Beauty	2500 sp
Earrings of Attraction	5000 sp
Necklace of Missiles	10000 sp
Necklace of Stars	15000 sp
Tiara of Radiance	25000 sp
Special inventory viewable in private showroom only	

Table US16

Belt of Bel'nath (major): A wide, dwarven belt encrusted with gems of all types and colors. Provides a bonus to all combat skills for a dwarf. Looks pretty on all other races.

Bracelets of Beauty (minor): These matching bracelets increase the wearer's charisma or beauty score to maximum for their gender, race or class.

Earrings of Attraction (minor): When worn, these long, dangling earrings make the wearer more attractive to any who see them. The wearer gains bonuses to speech, barter, communication and persuasion checks.

Necklace of Missiles (major): This simple gold necklace with ten dangling rubies is deceptively powerful; each ruby can be removed and thrown as a missile. The ruby will explode on contact, dealing fire damage to any within range.

Necklace of Stars (major): This necklace matches the Necklace of Missiles in design, except that diamonds are suspended from the gold chain instead. Each gem can be thrown to create a pocket of starry darkness. The area remains dark for 1 hour.

Tiara of Radiance (major): A diamond encrusted headpiece can be worn to ward off the dead. Any undead creature that sees the tiara must make a save or suffer radiant (sun) damage equivalent to the wearer's charisma or beauty score bonus.

Adventure Hook: Those that know Zeena believe her to be widowed and without children. They can retell bits and pieces of stories of a lost husband, drowned off the coast as he returned to their town after a long trip to another realm. Only Zeena knows the truth; her husband yet lives, and has been extorting funds from her for years. He ran away a decade earlier, taking their two sons with him. He promises to end their lives if she doesn't pay him each month. Every few months, the price increases, forcing Zeena to pay more than she can afford. She has finally reached a point where she cannot afford to keep the business open, the very means to pay her husband. She is willing to hire brave adventures to seek out her husband, eliminate him, and retrieve her sons.

The Silver Thread, *a clothing shop*

Only the wealthiest residents and nobles can enter the Silver Thread and not be too astounded at the prices found on the custom tailored and unique clothing pieces. Although the shop has little in the way of pre-made clothing, instead preferring to custom craft and fit to each customer, they have been known to import exotic pieces from far away lands and distant merchants.

The Silver Thread	
Attribute	**Details**
Owner	The mysterious "AD"
Found	City
Specialties	Clothing
Money on Hand	250 sp, 125 gp
Family	Unknown
Shop Clerks	Twelve Tailor/Clerks
Traits	unknown
The mysterious owner has never been seen...	

Much of the floor space of the store is dedicated to private tailor rooms where customers can get measured, try on pieces, and get final fittings on custom clothing. A dozen tailors work in the shop, each receiving a customer and working with them from concept to final creation. Each tailor works tirelessly to please their patron, doing whatever is needed to get the perfect item created.

The Silver Thread—Custom Tailor Prices	
Item	**Cost**
Create Dress, ball gown, any size	5000 sp
Create Dress, fancy ball gown, any size	10000 sp
Create Dress, cotton, any size	1000 sp
Create Men's Outfit, cotton, any size	1500 sp
Create Men's Outfit, leather, any size	5000 sp
Create Men's Outfit, silk, any size	7500 sp
Create Women's Outfit, cotton, any size	5000 sp
Create Women's Outfit, leather, any size	8000 sp
Create Women's Outfit, silk, any size	11000 sp

Table US17

Several interesting pieces hang from a single rack in the middle of the store. Each piece is unique and several of the items have special properties. Customers seeking a custom creation tend to ignore this rack, but those with a keen eye (or magical detection device) will find a few exceptional items.

The Silver Thread—Pre-made Clothing Prices	
Item	**Cost**
Red Dress, simple yet stunning, size small	20000 sp
Pink Ball Gown, size small	50000 sp
Ladies High Necked Blouse, size medium	75000 sp
Ladies Silk Scarf	40000 sp
Men's Travel Suit, size medium	5000 sp
Men's Silver shirt, size large	50000 sp
Men's Cotton Pants, size large	30000 sp
Men's Long Overcoat, size medium	50000 sp
These items are the only premade clothing items in the store	

Table US18

Red Dress (enchanted): Although it appears simply made, with clean lines and no frills, the dress adds a bonus to Charisma or beauty scores.

Pink Ball Gown (enchanted): A beautiful gown enchanted with an anti-staining charm (cannot get dirty or stained by any substance).

Ladies High Necked Blouse (enchanted): The shirt gives the illusion of height and power, giving the wearer a bonus to Intimidation or Persuasion checks.

Ladies Silk Scarf (enchanted): Over twenty feet in length, this scarf stretches up to fifty feet, and can be used as a rope for climbing.

Men's Travel Suit (normal): A well made suit for the traveling gentleman. Has dozens of pockets (visible and hidden) to store items while exploring.

Men's Silver Shirt (enchanted): This shirt adds a bonus to the wearer's Charisma or beauty score, and also adds a bonus to lightning defense.

Men's Cotton Pants (enchanted): These pants seem overly large, with huge billowy folds in the fabric. If the wearer falls from any height, the pants balloon, allowing for a slow, controlled fall.

Men's Long Overcoat (enchanted): This overcoat changes color to match the wearer's hat or boots. Also, the overcoat is rainproof and adds a bonus to Hide or Sneak checks. It can be worn over non-metal armors.

The main area of the store as well as each private room are connected to single communication tube where the store owner, the mysterious "AD" offers suggestions to tailors and customers. The store owner has a perfect eye for fashion and design, and often resolves situations with customers before they become impossible. Even the tailors are unaware of his special tubes with mirrors and wires that allow him viewing and speaking access to the whole store.

Adventure Hook: The store's owner has suddenly fallen silent and no one knows why. Not a single person has ever seen the only known door to the back office area opened. If "AD" ever leaves the building, it's after hours or by another exit. After three days, the tailors have grown nervous and need someone to find a way into the owner's office to check on him. They know this is probably will get them terminated, but their loyalty to the shop and owner comes first.

The Shiny Soldier, *a toy shop*

Parents looking to please their children with dwarven and gnome constructed toys shop at the Shiny Soldier. Well made enchanted dolls, toy soldiers, puzzles, games and storybooks are found in the two story store. Dozens of shop clerks assist parents and their children, helping to pick out just the right toy for their customers. Although some toy prices are high, there are options for all economic classes.

The Shiny Soldier	
Attribute	**Details**
Owner	Frollo Giggleboot
Found	Town or City
Specialties	Toys
Money on Hand	500 sp, 175 gp
Family	Wife, Twelve Children
Shop Clerks	Ten Clerks
Traits	Joyful, Pleasant, Caring
The portly gnome owner has been known to give away toys	

The first floor of the toy shop is filled with dolls, toy soldiers, stuffed animals, and other simple playthings. Puzzles, games, and storybooks are in the second floor of the shop. Most of the clerks work in the first floor, by the far the busiest part of the shop.

The Shiny Soldier—Common Toy Prices	
Item (quantity)	**Cost**
Balls, Kicking (6)	1 sp
Balls, Throwing or Juggling (12)	2 sp
Doll, simple straw and stick (3)	1 sp
Doll, simple wooden (12)	5 sp
Doll, simple wooden with clothes (6)	10 sp
Doll, stuffed (12)	25 sp
Doll, stuffed, with clothes (6)	50 sp
Doll, child sized, with clothes (2)	100 sp
Doll clothes, assorted (25)	10 sp
Toy Animal, wooden (20)	1 sp
Toy Animal, stuffed (6)	5 sp
Toy Animal, stuffed, Full Size (3)	100 sp
Toy Soldier, wooden (100)	1 sp
Toy Soldier, metal (50)	2 sp
Toy Soldier Cavalry, (20)	3 sp
Wooden Axe (1)	5 sp
Wooden Shield (3)	10 sp
Wooden Sword (6)	10 sp

Table US19

A private appointment with Frollo is needed to see the store's enchanted toys.

The second floor of the toy shop is nearly half the size of the first floor. Children and adults fascinated with challenging puzzles, games and reading will thoroughly enjoy looking through this floor.

The Shiny Soldier—Common Toy Prices	
Item (quantity)	**Cost**
Board Game, child (6)	25 sp
Board Game, adult (3)	100 sp
Card Game, simple (12)	5 sp
Card Game, complex (6)	10 sp
Puzzle, wooden, simple (10)	5 sp
Puzzle, metal, simple (3)	25 sp
Puzzle, wooden, complex (6)	20 sp
Puzzle, metal, complex (2)	50 sp
Story book, illustrated, young reader (25)	5 sp
Story book, illustrated, any age (12)	7 sp
Story book, no illustrations, children (3)	10 sp
Story book, no illustrations, adult (12)	15 sp

Table US20

Frollo is always interested in enchanted toys or games, having collected several in his private collection. He is always looking for new or creative items and will be interested in purchasing toys that fit this category. Many of the items in his private collection are for sale.

The Shiny Soldier— Enchanted Toys	
Item	**Cost**
Bad, Bad Doll	10000 sp
Card Game, "Perfecto"	1500 sp
Board Game, "Golden Rainbow"	1000 sp
Growing Toy Soldiers	1500 sp
The Impossible Puzzle	5000 sp

Table US21

Bad, Dad Doll: This doll is in a locked cabinet and is never removed. Frollo will tell the characters that when it's left alone outside of its special container, it comes to life, doing dastardly deeds. Several children have been seriously injured by the wicked toy...

Card Game, "Perfecto": A card game in which no one ever loses. The cards themselves will not let the player play one unless it's the perfect card to play in that situation.

Board Game, "Golden Rainbow": As players race across the board to reach the end of the magical rainbow, animals and monsters on the board make real noises. The winner gets a single gold coin, magically appearing in their pocket within 24 hours.

Growing Toy Soldiers: Each of the six toy soldiers will reach full height when the command word is given. Fully animated and obeying their owner, the soldiers will rigidly move and defend, however they will not attack anything. At the first point of damage taken, they shrink back down to their tiny size.

The Impossible Puzzle: No one has been able to solve this intricate steel puzzle. Consisting of at least 1000 pieces, this puzzle has yet to be solved. Frollo thinks that there is a mighty treasure within the magical puzzle, awaiting the one who solves its combination.

Toy Enchantment	
Item	**Cost**
Enchant Toy to Speak One Phrase	50 sp
Enchant Toy to Move	250 sp
Enchant Toy to Put Itself Away	500 sp
Enchant Toy to Fix Itself when Damaged	250 sp

Table US22

It is possible to enchant any common toy—Frollo has several wizards on hand to add one or more simple enchantments to any common toy.

Adventure Hooks: (1) The shopkeeper has recently learned of a deserted gnome toy factory in the far north, where many magical toys were once created. He'll pay 500 sp for information about the rumor's authenticity. (2) Frollo's prized toy, the Impossible Puzzle, has been stolen! The shop owner will pay a 1000 sp reward for its return. Frollo suspects that a local noble's spoiled son has the toy, stolen by hired thieves after the shopkeeper refused to sell it.

A Familiar Beast, *a creature shop*

Well trained creatures are a rarity, but the Familiar Beast has the best selection in the region. The shop sits at the city's outer edge, seemingly as far from the bustle of human activity as is possible. The small shop is on a large piece of land, used in training the beasts it sells. The owner, Urfala Vulgott, and her three helpers work with all manner of creatures, training them to assist humans in every day or special tasks.

A Familiar Beast	
Attribute	**Details**
Owner	Urfala Vulgott
Found	City
Specialties	Trained Beasts
Money on Hand	250 sp, 100 gp
Family	Husband
Shop Clerks	Three "helpers"
Traits	Terse, Curt, Disapproving
She has a way with animals, but not with humans.	

Urfala dislikes most humans, especially those that intentionally mistreat creatures. If she feels that a customer will harm or injure one of her beasts, she will refuse to sell any of them. Although she trains them to assist humans, she won't knowingly put them in a situation that will bring them misfortune or death. However, she does train a few creatures to fight by their owner's sides.

A Familiar Beast—Small Creatures	
Item (quantity)	**Cost**
Attack Falcon (1)	10000 sp
Guardian Owl (1)	4000 sp
Retrieving Ferret (1)	1500 sp
Scouting Hawk (2)	3000 sp
Sniffing Rat (1)	1250 sp

Table US23

Attack Falcon: Trained to attack targets that threaten their owner, this falcon swoops down on creatures, using its beak and talons to tear at faces and hands.

Guardian Owl: Requiring little sleep, the guardian owl acts as a night sentry, allowing their owner to sleep knowing that the creature is keeping watch.

Retrieving Ferret: The retrieving ferret will search out small and shiny objects for their owner, delving into tight and hidden places. They occasionally return with items of no value or food.

Scouting Hawk: When released, the scouting hawk will fly overhead, searching the area for threats within one mile of their owner. If they return making noise, the owner knows that there is something or someone nearby.

Sniffing Rat: A well trained sniffing rat can detect the smallest traces of poison in food or in an area.

A Familiar Beast—Medium Creatures	
Item (quantity)	**Cost**
Deadly Snake (2)	1500 sp
Guard Dog (2)	1000 sp
Trained Wolf (1)	2000 sp

Table US24

Deadly Snake: Using a charm bracelet to protect the owner, the deadly venomous snake is trained to bite anyone but their owner. They bite the first target they encounter, returning to their owner for a reward.

Guard Dog: Probably the most loyal of the trained creatures, the guard dog protects their owner to the point of their death if necessary.

Trained Wolf: Only one in ten wolf pups pass the training to be trusted enough to be used as a guard for their owner. Trained wolves are twice as tough and sturdy as guard dogs, but may be less reliable.

A Familiar Beast—Large Creatures	
Item (quantity)	**Cost**
Battle-pony (1)	2500 sp
Fearless Donkey (1)	10000 sp
Sprint Horse (1)	20000 sp
Warhorse (1)	25000 sp

Table US25

Battle-pony: Much like a warhorse, this pony has been trained to bear a rider during battle and heavy conflict. It can navigate terrain, keep their rider mounted, and bite or kick if need be.

Fearless Donkey: Trained to stand in the face of fear and terrifying situations, this donkey will not run when scared. It stands its ground, even attacking with its hooves and bite if necessary.

Sprint Horse: Selected from the fastest horse breeds in the realms, this horse has been trained to sprint at maximum speed for short distances. No horse is likely faster than this one.

Warhorse: Over twenty hands high, this heavy horse is trained for mounted combat, bearing a rider through war and battle. It can bite and kick foes if necessary.

A Familiar Beast—Special Creatures	
Item (quantity)	**Cost**
Miniature Drake (1)	200000 sp
Trained Griffon (1)	500000 sp
Tamed Pegasus (1)	750000 sp
War-tested Unicorn (1)	1000000 sp

Table US26

Miniature Drake: This creature is a special variety of the drake, growing no larger than a foot in length. The creature becomes very fond of its owner, often lending its magical abilities and assistance as often as possible.

Trained Griffon: Although the griffon isn't naturally fond of carrying riders, Urfala has trained this one to bear human sized owners.

Tamed Pegasus: The tamed pegasus allows only it's owner as a ride, rejecting all others. It can run at the same speed as any riding horse, and flies as needed.

War-tested Unicorn: Trained to wear armor and fight in battle, this once in a lifetime trained unicorn can use its horn to gouge opponents in battle.

Any of the small or special creature can be attuned as "familiars" - Urfala will work with customers and others in the spell-casting community to enable the feature if desired.

Adventure Hook: Urfala has heard of a nearby castle where the head-mage is performing hideous experiments on common animals. She will pay characters 250 sp or trade one small to medium creature to put a stop to the mistreatment.

The "Cloak", *an independent shop*

Merchants will recommend searching for "the Cloak" when asked about items they don't have. A mysterious figure that walks the streets of the city by night, this strange one-person merchant can quite often produce requested items from its large, billowy cloak. "The Cloak" specializes in hard to find, rare and unique items.

"the Cloak"	
Attribute	**Details**
Owner	"the Cloak"
Found	City
Specialties	Rare and Unique Items
Money on Hand	Varies
Family	None
Shop Clerks	None
Traits	Silent, Mysterious, Distrusting
No one has ever seen the face of "the Cloak"	

It may take characters several days to track down "the Cloak"; the merchant moves from place to place several times per night, and has never been seen during the day. "The Cloak" allows customers to approach but if it feels unsafe, will vanish into the shadows, preferring to be unseen and unfound.

Speaking in single word whispers, "the Cloak" waits for requests before beginning any transaction. If it has the item in question, it will reach into it's black, bulging shawl and pull it forth. "The Cloak" holds a bag in its other white, ghastly hand, awaiting payment before giving the item to the customer. "The Cloak" silently leaves once all transactions are complete, melting into the shadows of the night.

There are times when "the Cloak" does not have the requested item but can get it. In these cases, it hands out a small card with the date, time and location to meet again. "The Cloak" will be on time to that meeting and will likely have the requested item.

The more specific and detailed the request, the greater chance "the Cloak" can produce the item the first time; although it may not have it, it won't confuse it with some other item.

Chance of "the Cloak" Having an Item	
Item	**Chance to Have—roll 1d100**
Non-Magical Item (rare)	01—50: Does Not Have Item 51—100: Has Item
Magical Item (general)	01—60: Does Not Have Item 61 –100: Has Item
Unique Item	01—70: Does Not Have Item 71—100: Has Item
Artifact	01—80: Does Not Have Item 81—100: Has Item
Values can be changed at GM' discretion	

Table US27

If the characters are looking for something very specific, it's up to the GM to determine if "the Cloak" would have it (story dependent). If the customer requests an item with general qualities (e.g. "a magical sword that kills dragons"), "the Cloak" will produce the closest item it has that matches the description.

"The Cloak" is actually a time-traveling, plane-jumping Githyanki, that uses a unique artifact as his cloak. Dozens of portal holes (or Bags of Holdings) have been sewn into his shawl, making for easy retrieval of items he's acquired in his treks. He has hundreds of magical, rare and unique items in his cloak. The GM should tailor their inventory to the needs of the characters in their current adventure.

The Githyanki doesn't show his wares like a traditional merchant; he doesn't reveal the items he carries unless it is either specifically requested or matches the description or abilities of something he has within the shawl. He never displays items unless they match a customer's request.

Adventure Hooks: (1) The Githyanki behind the magical cloak has a large bounty on his head, having been accused of stealing many of the items stored in its many pockets. A powerful Githzeria overlord is behind the bounty, offering a purse of 50,000 sp for the capture of "the Cloak". The Githzerai is looking for one particular item, hoping that it's still in the shawl. (2) "The Cloak" has a proposition for the characters—find an item he seeks and get rewarded from one of his many treasures. (3) The characters approach "the Cloak" just as he's being attacked by several thugs.

Symbols and Relics, *a clerical shop*

A simple wooden sign in the window of the tiny shop lets customers know they've arrived to the holy symbol and clerical shop, Symbols and Relics. Specializing in all things for the devout healer, the shop has a wide assortment of godly symbols, prayer beads, holy water, healing potions and other items needed by the party healer.

Symbols and Relics	
Attribute	**Details**
Owner	Grenna Heartswell
Found	Town or City
Specialties	Holy Symbols
Money on Hand	100 sp, 25 gp
Family	None
Shop Clerks	1 store clerk
Traits	Friendly, Devout, Helpful
There'll be no cursing or fraternizing in Grenna's shop	

Grenna Heartswell is a retired cleric, opening this shop several years ago after her last adventure. She once had a fondness for collecting religious items from other realms and races, but ended that pastime after her entire party was killed by a group of evil cultists. Only she remained alive, likely a cruel joke by the cultists, thus ending her adventuring and collecting.

Her shop sells what remains of her vast collection of odds and ends, religious paraphernalia, and healing elixirs. Although she is still a practicing cleric, she will not heal anyone who follows a different deity than herself (*GM's discret*ion).

Symbols and Relics—Potion Inventory	
Item (quantity)	**Cost**
Potion of Cure Blindness (1)	18000 sp
Potion of Cure Disease (2)	18000 sp
Potion of Cure Sickness (3)	15000 sp
Potion of Cure Mental Illness (1)	15000 sp
Potion of Full Healing (3)	35000 sp
Potion of Healing (6)	8000 sp
Potion of Stall Death (2)	10000 sp

Table US28

Potion of Cure Blindness: When consumed, any normal or magical blindness is cured.

Potion of Cure Disease: As per page 72.

Potion of Cure Sickness: Cures one magical or non-magical physical sickness (e.g. weakened or ill).

Potion of Mental Illness: Removes mental illness caused by magic or natural affliction.

Potion of Full Healing: As per page 71.

Potion of Healing: As per page 71.

Potion of Stall Death: As per page 74.

Beyond simple potions and elixirs, Grenna's shop has a large assortment of various holy symbols for dozens of deities and religions.

Symbols and Relics—Symbol Inventory	
Item (quantity)	**Cost**
Ceramic Holy Symbol, necklace (20)	5 sp
Ceramic Holy Symbol, held (12)	7 sp
Metal Holy Symbol, necklace (6)	25 sp
Metal Holy Symbol, held (3)	50 sp
Wooden Holy Symbol, necklace (50)	5 sp
Wooden Holy Symbol, held (20)	10 sp
Hand crafted symbols may be available upon request	

Table US29

No more than three symbols of the same configuration (material, use) exist for a single deity. For example, Grenna has fifty wooden holy symbol necklaces—there are at least fifteen or sixteen different deities represented in the total. Grenna can commission new symbol creations; she has several friends who are capable craftsmen who could make a custom holy symbol from wood or ceramic.

Symbols and Relics—Other Inventory	
Item (quantity)	**Cost**
Blessed Candles, wax (12)	5 sp
Cleric Robes, men, sized medium (2)	10 sp
Cleric Robes, women, sized medium (2)	10 sp
Holy Water, vial (6)	250 sp
Prayer Beads, wooden (2)	10 sp

Table US30

The retired cleric has her most special inventory in the back of the shop under lock and key. A private closet holds several of Grenna's best items, each found while adventuring yearts ago. Grenna's special inventory is available upon request.

Symbols and Relics—Special Inventory	
Item	**Cost**
"Anointer", **Magical** Mace	50000 sp
Bracers of Prayer	30000 sp
Ring of Blessed Protection	40000 sp
Scroll of Daily Healing	100000 sp
Tome of Utter Devotion	150000 sp

Table US31

"Anointer", Magical Mace (major): This long handled mace is well balanced and usable by strong clerics one or two-handed. It deals double damage to dead or undead creatures, and triple damage to demons and devils. It provides a bonus to attacks versus all creatures.

Bracers of Prayer: The wearer recovers clerical spells in half the time during prayer while wearing the bracers. Additionally, the bracers add a bonus to defense.

Ring of Blessed Protection: Worn only be devout characters, the wearer's god bestows a significant bonus to their defense.

Scroll of Daily Healing: This scroll holds a single healing spell. When read, the letters of the spell dim faintly until 24 hours passes. If the spell is read twice in one day, the scroll is no longer useful. If allowed to recharge, the scroll returns the next day, ready for use.

Tome of Utter Devotion : With an unbroken read of the tome, the character's god judges their devotion. The god chooses whether to bestow them enough experience to gain one level or to gain enough experience to progress to the halfway point between levels.

Adventure Hook: Grenna has been looking for the cultists who murdered her adventuring friends for many years. Any news of the purple-robed, drow cultists would likely be paid in items from the store. Destruction of their temple and leaders would mean a lifetime of friendship and service (including healing, gear, etc.).

The Golden Dish, *a fancy eatery*

Wealthy connoisseurs of exotic meats, rare spices and fancy dining are all welcome to the Golden Dish. A splendid selection of dishes made from uncommon game and foreign herbs awaits the hungry patrons who have likely waited months for a reservation. The restaurant has only ten, two seat tables and a special feasting room for twelve that has rarely been seen.

The Golden Dish	
Attribute	**Details**
Owner	Yahmanni Olaris
Found	City
Specialties	Exotic Food
Money on Hand	5000 sp, 500 gp
Family	None
Workers	Dozens of staff
Traits	Complimentary, Attentive
You can't get into the Golden Dish without a reference	

The restaurant's menu changes weekly as new exotic creatures and rare spices are brought in. Even the best selling dishes rarely stay on the menu for more than a week, although they may return during various times in the year.

A dozen waiters, six chefs and several other workers keep the Golden Dish running at top speed. The owner, Yahmanni Olaris, takes reservations and seats customers. He knows every rich merchant, noble and wealthy adventurer in the region.

The Golden Dish—Sample Menu	
Menu—Dish (serves 2)	**Cost**
Fried Spiderling over Chub-grub Noodles	100 sp
Dragonsteak with Dwarven Potato Crumble	250 sp
Griffon Wings with a Cloud Dressing	500 sp
Leviathan Tentacle over Coastal Rice	350 sp
Unicorn Ribs with Candied Horn Sauce	1000 sp

Table US32

Fried Spiderling over Chub-grub Noodles: Harvested from the Dark Forest, the spiderlings are deep fried to a golden brown, and served over fatty Chub Island grub noodles. Paired with a vintage white wine.

Dragonsteak with Dwarven Potato Crumble: A flank of red or black dragon, seared and roasted over a flame for twelve hours. Served over deep cavern potatoes, roasted to hardened bits, with the famous "dozen" dwarven spices added for intense flavor. Paired with a strong red wine or limited stock dwarven ale.

Griffon Wings with a Cloud Dressing: Two Griffon wing tips, slow roasted and basted with griffon egg paste. Served with a side of desert-rice and airy cloud dressing, Paired with a white wine or a small glass of Youthwater.

Leviathan Tentacle over Mountain Rice: A gigantic length of tentacle from a massive leviathan, boiled to an oozing perfection. Comes with a side of coastal rice steamed for six days using one hundred and one sea spices. Paired with a white wine or limited stock salted ale.

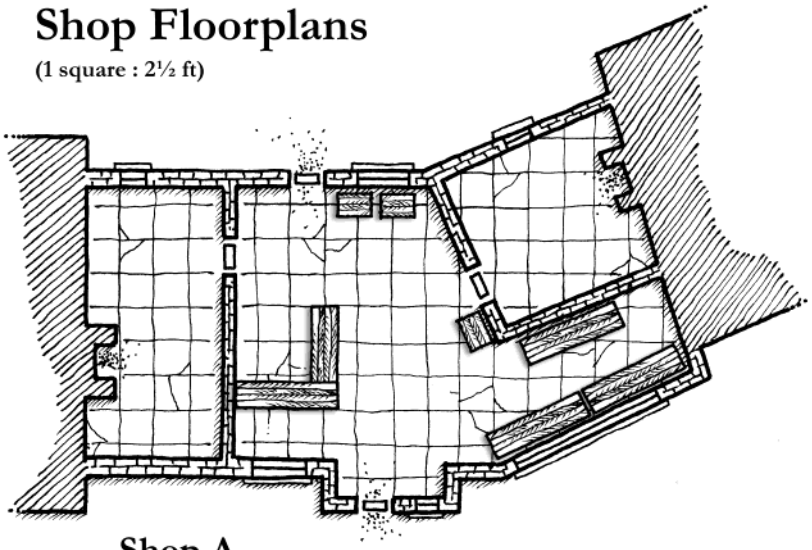
Unicorn Ribs with Candied Horn Sauce: A large rack of unicorn ribs drizzled with candied horn sauce. Comes with a basket of meadow flower bread. Paired with a deep red wine or glass of rare Druid's Tears ale.

Yahmanni is always on the hunt for new, rarer and more exotic creatures for the Golden Dish. He and his chefs have been known to cook almost anything, in the hopes that the wealthy will rush to make a reservation.

Adventure Hook: The town guard has heard a rumor that the Golden Dish is trying to put human meat on the menu. Several questions have been posed to unscrupulous merchants and thugs in the area, many which have been traced back to one of the restaurant's workers. An investigation is needed to validate the rumors.

Shop Floorplans

(1 square : 2½ ft)



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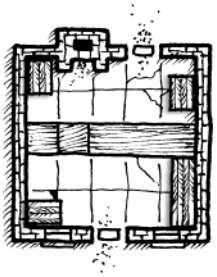

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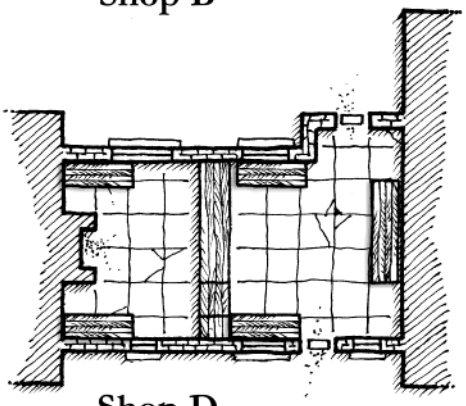
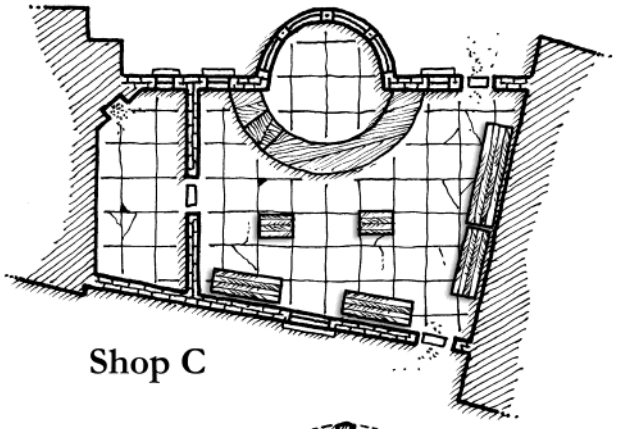
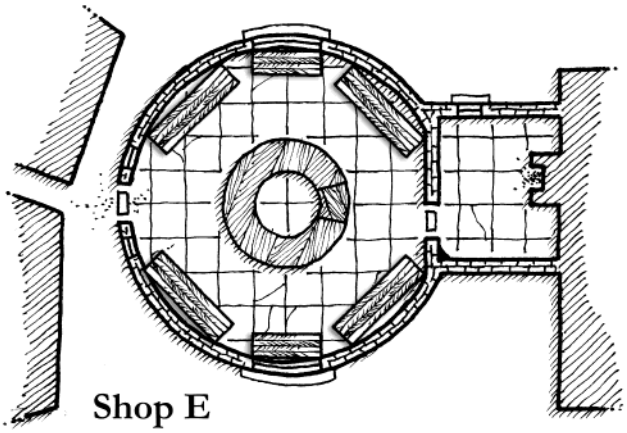


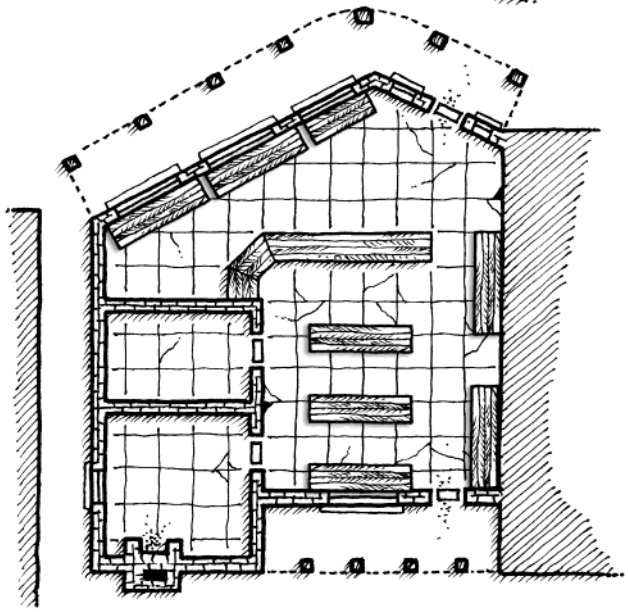
Shop D



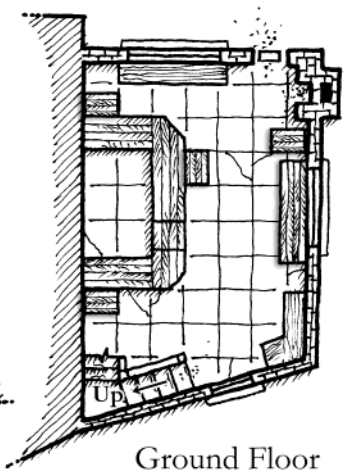
Shop C



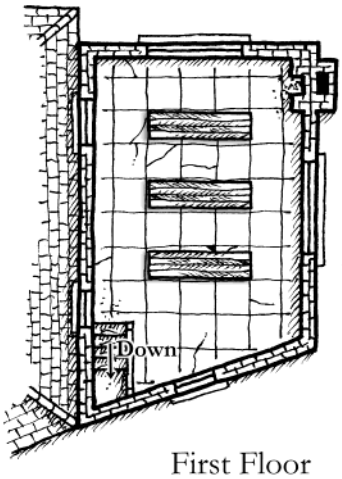
Shop E



Shop F



Ground Floor



First Floor

Shop G

Appendix

Merchants & Markets was created for use with any fantasy roleplaying game system. In doing so, many common system mechanics or options were removed to keep the contents system-neutral. This section of the book will hopefully clarify any possible confusion or vagueness.

Magical Item Terms

Many of the magical items in the book have been described as "minor" or "major" (and some, "exceptional" or "artifact"). Each of these levels have different attack, damage and defense bonuses by system. Tables A-1 and A-2 try to give the GM an idea of what each level may mean in various systems.

Weapon Ratings — Average Bonuses			
Level	**D6**	**D20**	**D100**
Exceptional	+1 TH or D	+1 TH or D	+5 TH
Minor	+1 TH, D	+1 TH, D	+10 TH
Major	+2 TH, D	+2 TH, D	+15 to +25 TH
Artifact	+3 TH, D	+3 to +5 TH, D	+30 to +50 TH
TH = to-hit bonus, D = added damage			

Table A1

Armor Ratings — Average Bonuses			
Level	**D6**	**D20**	**D100**
Exceptional	+1 AC	+1 AC	+5 DEF
Minor	+1 AC	+1 to +2 AC	+10 DEF
Major	+2 AC	+2 to +3 AC	+15 to +25 DEF
Artifact	+3 AC	+3 to +5 AC	+30 to +50 DEF
AC = armor class (+/-), DEF = Defensive Bonus			

Table A2

Note that other "powers" or abilities of various magical item levels that aren't attack, defense and damage related, are left up to the game master to determine or define for their particular game system.

Silver Pieces, Gold Pieces?

Each game system uses a different monetary conversion rate for silver (sp) and gold (gp). Instead of trying to make the conversions work in each section, the merchant prices are ***only*** shown in silver. The GM can convert large silver piece totals to gold pieces when needed.

Charts and Dice

Trying to build a system neutral book with a single die (e.g., the 1d6) is almost impossible, as many of the tables required more options determined by random roll. Merchants & Markets makes use of all the common polyhedral dice (d4, d6, d8, d10, d12, d20, and d100) to increase the flexibility of tables and chart selections.

Merchant Redundancy

Several merchant and merchant types have overlap, meaning that their services and/or inventory may be similar. There might be references to item descriptions in other merchant sections, or particular services could be abbreviated due to redundancy in detail.

Special Thanks

A special thank you to all 285 Kickstarter backers — your support and excitement for this project kept me going as I wrote away! Thank you!

Also, thanks to the artists (Eric, Isa and Shaman's Stockart) and cartographer (Glynn) for their work to make this product even better!

Blacksmith illustration (page 8) © 2016 Eric Lofgren, used with permission. All rights reserved.

Thank you to Michael J. Gross III for his input and work to review magic item pricing.

Most importantly, to my wife Tracey, for her tireless support and lending her editing time — Thank you!

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B = blacksmith, C = caravan, FT = fortune teller, H = herbalist, MS = magic shop, PS = potion shop, SS = supply shop, US = unique shop, WS = weapon shop

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Additional system-neutral mini-adventures (one and two page in length) can be found at the ThrowiGames Patreon page, found at: **http://patreon.com/throwi**. Several new adventures are available each month as a PDF download.

Blank Merchant Template

Merchant Name:

Attribute	Details
Shop Owner	
Found	
Specialties	
Money on Hand	
Family	
Clerks/Workers	
Traits	

Notes:

Store/Shop Notes :

Inventory:

Item (quantity)	Cost

Special Inventory Item Notes :

Services:

Service	Cost

Adventure Hook(s):

Merchants & Markets is a system neutral, fantasy roleplaying supplement, designed for GMs who need to add more depth to their village, town and city designs. Over **100** merchants, markets and caravans are found within these pages, including blacksmiths, fortune tellers, herbalists, magic shops, potions shops, weapon dealers and several unique vendors. This book also includes a page of basic floor plans and **five** mini-adventures!

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