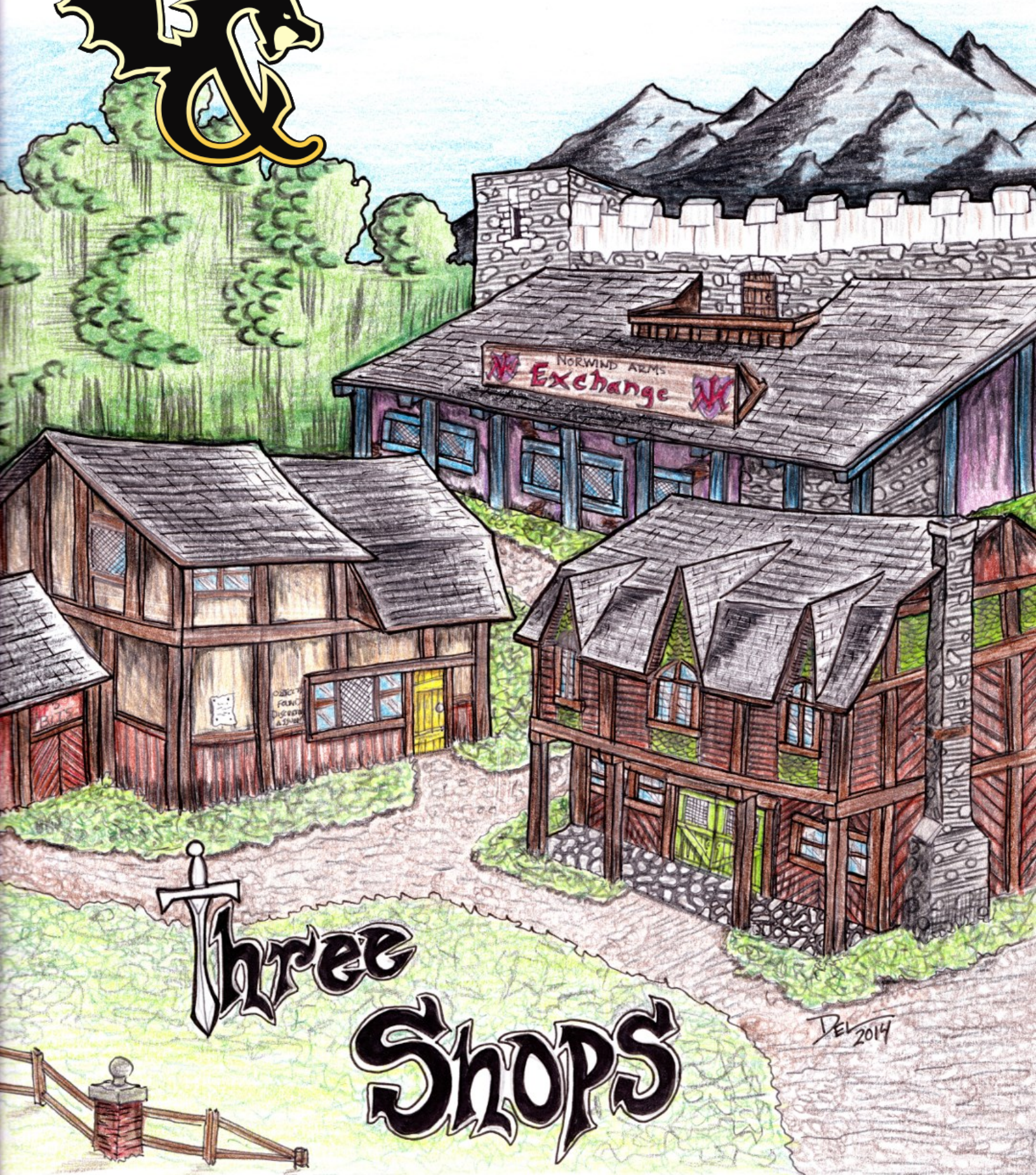


by Jeff Bowes and Del Teigeler



Three Shops

article by Jeff Bowes

art by Del Teigeler

Issue 9 of & Magazine featured this article, which lists three shops that can be dropped into any campaign.

Unfortunately space limitations reduced the size of the accompanying 3-D graphics of the three businesses. In hindsight ... we wish we had found a way to fix that problem, as the tiny graphics in the magazine were too small to really be of use.

Since we cannot change the past, we have fixed the future, and are publishing this article again as a stand-alone document with full size graphics.

Proudfoot and Archer

Objects Found *Discretion assured.*

Proudfoot and Archer are finders. Despite the fact that the city has a large, well-organized City Guard there is still a need for private investigative work. In general they concern themselves with recovering stolen property, the protection of property and finding missing or hiding persons.

Owner: The owner of the shop is Rorie Archer, a middle-aged balding Halfling. In the past 5 years Rorie brought on the Halfling adventurer Sam Proudfoot as a partner and his business has blossomed. Sam is much younger than Rorie and still engages in the adventuring life. A combination of his natural skills and enthusiasm has made Sam an excellent investigator. Due to Sam's reputation customers frequently insist on his involvement. This is something of a headache for Rorie.

Hours of Operation: The shop is open non-rest days from a few hours past dawn to dusk.

Exterior Description: This tiny two-story building is nestled between a bakery and a large warehouse on one of the city's back streets. The building has a freshly painted wooden sign over the single door which states, "Sam Proudfoot and Rorie Archer, Finders". A small sign in the single front window, states "Objects found – Discretion assured." The second story has a pair of windows and appears to be a residence.

Interior Description: Inside the office door is a small waiting room with a desk for the secretary, Altessa (human female). Past this waiting room is a small office

belonging to Rorie and a stairway up to Rorie's 2nd story apartment. Sam lives at a nearby Inn and does not spend a lot of time in the office.

Price Range: Fair.

Quality Range: Good.

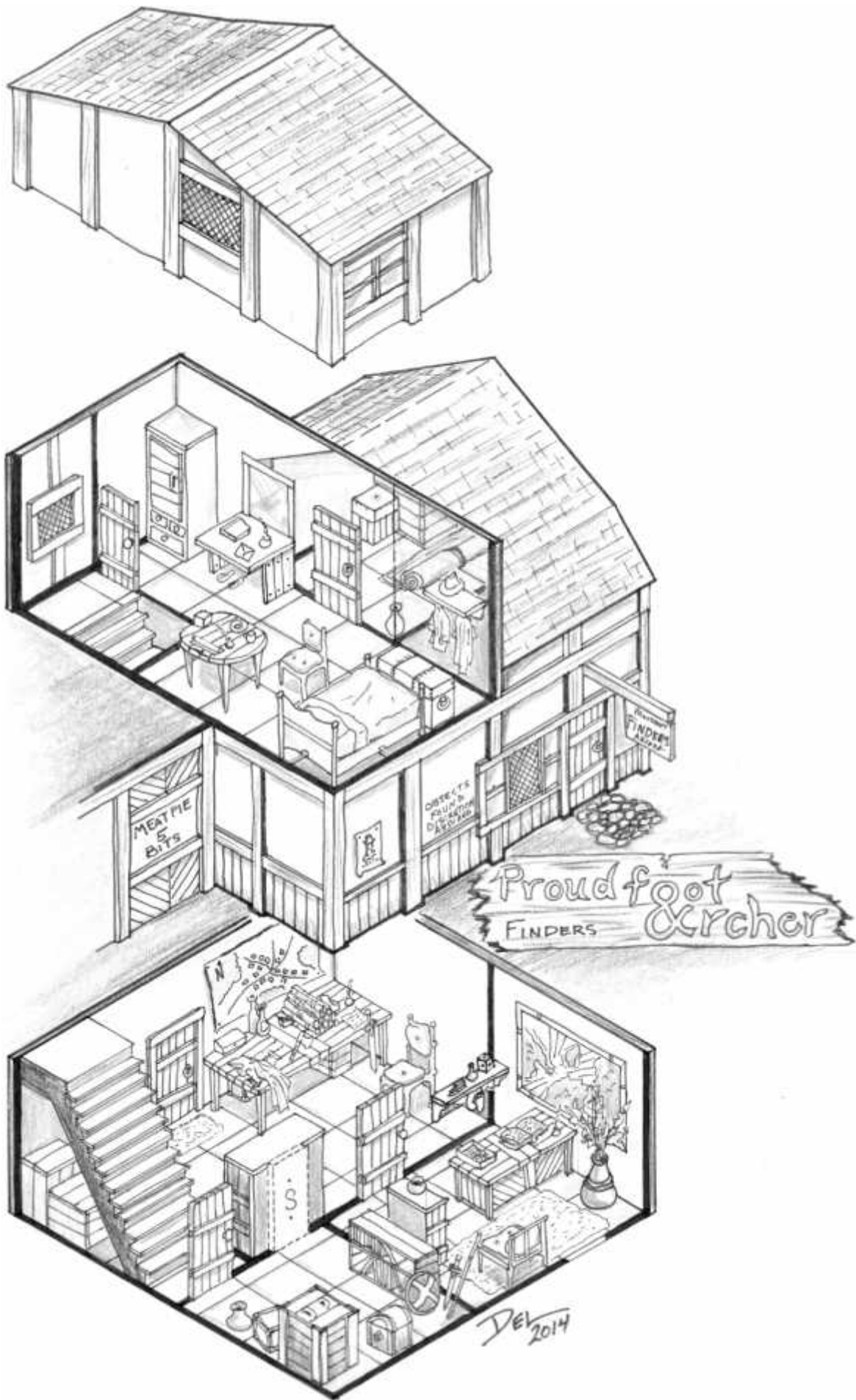
Occupants: Rorie Archer (halfling Thief 5, LN, Age 64). Altessa (human 0-level, LG, age 19). Sam Proudfoot (halfling Fighter 8, LG, Age 39).

NPC Encounters: The shop does not do a lot of business. The shop is visited occasionally by Merchants who are arranging protection for their shipments and their businesses. Also, on occasion local members of the thieves' guild can be found here looking to sell information. Rorie's main informant is Dolan Black a member of the main thieves' guild. He will only be found around the office near closing time.

Plot Hooks: (1) If the players are looking to locate someone or retrieve a stolen object then Rorie and Sam can help. (2) If the players are looking to make some money offering their protection services, Rorie may serve as a broker.

Author Background: I was introduced to Dungeons and Dragons after receiving the Moldvay Red Box for Christmas in 1981. I had a long running B/X Campaign that lasted 15 years and generated a lot of hand-written notes. I did sell three adventures to Maelstrom Magazine back in 1996. One of which made it to print in issue #4. The other articles never managing to make it to print before the magazine ceased publication. I have not been doing any writing for the past 15 years.





Norwind Arms Exchange

Precious goods exchange.

In most towns of reasonable size transactions must be carried out in the local coinage. Often towns have Laws governing how many foreign coins can be carried within the Town Limits. For this reason there are a few moneychangers near the Town Gates. Norwind goes beyond just changing coins, they will also purchase gems, jewelry and some objects of value.

Owner: Anton Kaiden a member of the local Norwind Merchant house. Anton is a portly man of 46 years with close shaven grey hair. Anton married into the Norwind Merchant house and received this position from his unimpressed father-in-law.

Hours of Operation: Weekdays from Dawn to 1 hour before Night Watch.

Exterior Description: Across the street from the Town Gate is a single story wooden building in a row of three wooden buildings. The building next door is a day bread bakery. The sign over the exchange states, "Norwind Arms Exchange: Coins exchanged, precious goods changed", a smaller sign says, "Under the Protection of the Town Watch." Displayed in the iron-barred front window are many pieces of fine jewelry and two swords advertised as magical. Standing to one side of the double doors to the exchange is a guard of the town watch.

Interior Description: The guard on the front door provided by the Town watch is replaced every 2 hours the entire time the exchange is open. Inside, across from the doors, are two booths with metal bars in which work 2 clerks who exchange coins. In the entry room are some wooden chairs, in one of which sits a private guard with a loaded crossbow. A corridor leads from this room to the back of the exchange. Down this corridor are 6 rooms. Three of these rooms house clerks who handle larger transactions. The other rooms are a meeting room, the vault and Anton Kaiden's office. Anton's office has a locked and barred metal banded door that leads to a back street.

Price Range: High. The exchange charges 5% on changing coins to local coinage and 7% to exchange gems or jewelry.

Quality Range: Fair.

Outstanding Items: In the front window are some objects that down on their luck adventurers have traded in for much needed gold coins. These are a sword+1 (2,500 gold) and a sword +1, +2 vs mages (3,500 gold). The second item belongs to the adventurer Gil Defose who is still in the town trying to make enough money to get his sword back. He may attempt to reclaim his sword by force if he learns someone has purchased it.

Cash Box: The exchange needs to keep enough of the local coinage on hand to exchange with passing merchants. The vault is a locked room, (only Anton has the key) within which are three enormous steel chests (4'x3'x3'). The key to the chests are also with Anton. The chests are not trapped in any way as they need to be accessed periodically. However, there is an Iron Statue in the vault which will attack anyone not escorted by Anton. The amount of coins in the chests varies week to week but normally would amount to at least 12,000 gold coins in various coin types.

The clerks in the cages up front have 300 to 400 coins in gold at their stations.

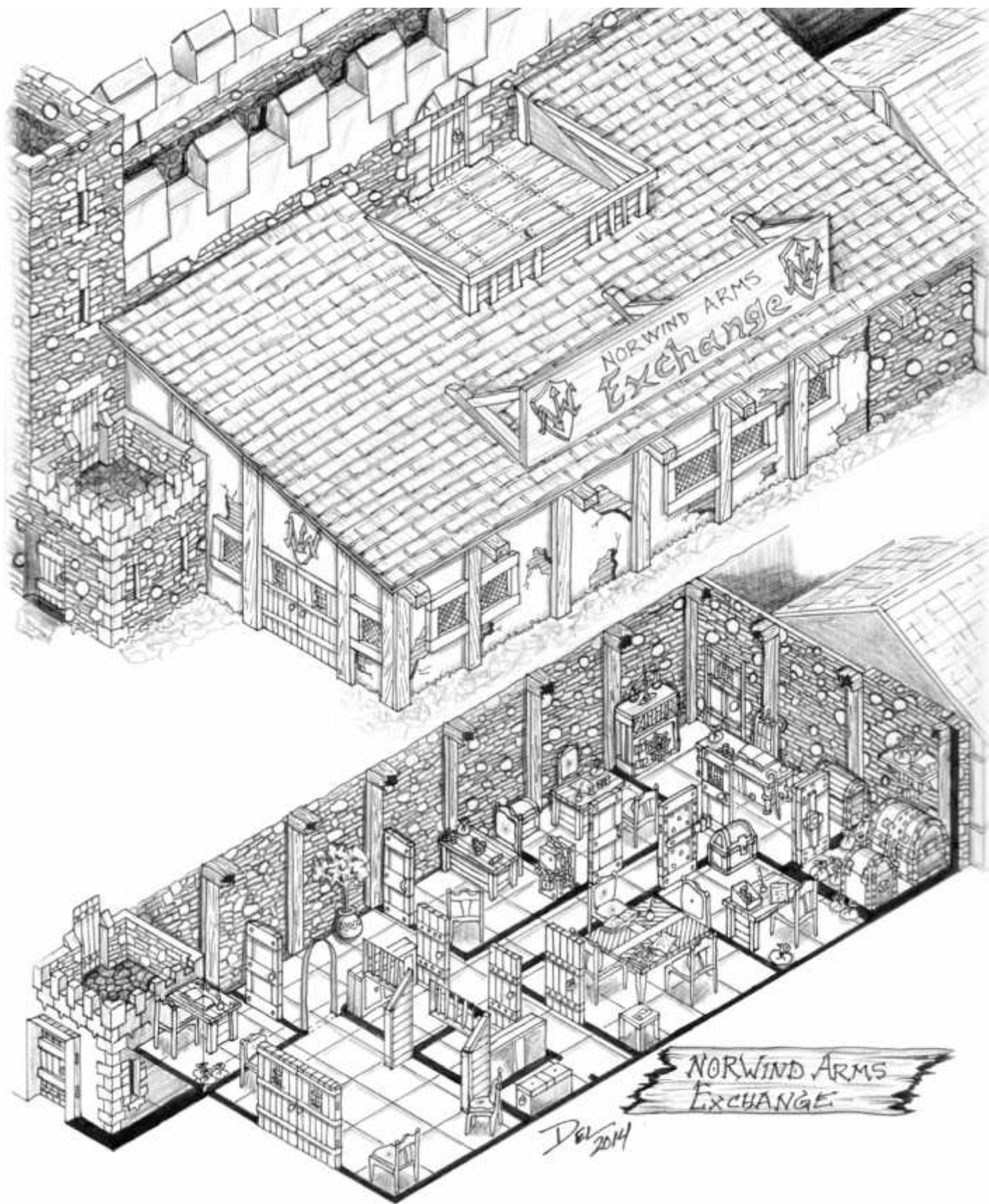
Staff: Anton Kaiden (human, NG, age 46). The guard Brax (human Fighter 5, NG, age 25). Five normal human clerks.

Customers: Normally there will be 1d6+2 customers in the shop during the day. This number will drop as the day comes to an end. Several of these customers will be merchants in the offices in the back.

Loiterers: Thieves have been known to loiter across the street from the Exchange looking for rich, foolish foreigners. They have to keep a low profile because of the number of Town guards who can be found around the Gates at all times of the day.

Plot Hooks: (1) One of the jeweled armbands in the display for sale is actually a Cursed Armband of Attraction. This object attracts missile weapons giving missile attacks by monsters +2 to hit the character wearing the armband. (2) As mentioned above Gil Defose can come after a character that purchases his sword. (3) Characters finding themselves in debt to a local Lord who demands they retrieve a family heirloom he had to hock. The item would be up to the GM. But it is unfortunately in the main vault at the Norwind Arms Exchange.





The Roving Eye Tavern

The Roving Eye Tavern is a small tavern on the Town's main market square. Although a two-story building, only the lower floor is a tavern open to customers. The wooden sign above the door has the shape of an eye carved in its center. Faded red paint clings to the wood. Beneath the eye are two crudely painted legs.

Owner: The tavern is owned by the Conwon merchant family but managed by Genin Moorwalk. Moorwalk manages the Tavern with little interference from the owners. Moorwalk is a retired merchant in his late forties. Moorwalk is heavyset and is generally found behind the bar or mingling with patrons wearing a stained apron. He has a wisp of grey hair above his ears and a bald head.

Hours of Operation: The tavern opens for business around noon and stays open until late in the night. Generally Moorwalk closes once the money stops flowing.

Exterior Description: The tavern is a simple two-story building with about thirty feet of market street space across the front. The second story hangs three feet above the first and has a pair of windows. There are no windows on the ground floor.

Interior Description: The main double doors open into the center of the tavern common room. This is a large room thirty feet across by 20 feet long. A large stone fireplace stretches 10 feet along one wall. A wooden bar sits at the far end of the room from the entrance. Scattered about the common room are tables surrounded by benches and stools. The main room is lit by oil lamps. Behind the bar are stacks of barrels and the entrance to the kitchens. In the back of the tavern is the kitchen, a door to the alley, pantry and a stair up to the second floor.

On the second floor are rooms for Moorwalk, his daughters Megan and Geira, the cook Brummel and the barkeep Lackhand.

Price Range: Fair prices for ale and beer and Low prices for cheap stew and bread that is served in the tavern. Finer fare and wine are not available.

Quality Range: Fair

Cash Box: A cash box is kept below the bar and usually holds as much as 200 gold coins. Every night Moorwalk

empties the gold into a coffer hidden in a floorboard beneath his bed. Payments to the owners are made weekly so there are rarely more than 800 gold in the tavern. Moorwalk's private holdings are behind a wall panel and amount to 1,500 gold.

Staff: (1) Genin Moorwalk the proprietor is a Human, NG, age 48. (2) Megan & Geira his daughters are human Thief 3, LN, ages 16 and 18. (3) Brummel the dwarven cook is a Fighter 4, NG, age 72. (4) Tom Lackhand the barkeep is a human Fighter 7, CG, age 32. Tom is missing his right hand which he lost under mysterious circumstances. Tom has a different story every time he is asked. (5) Dina the barmaid is a Human, CG, age 22. (6) Vaisya the barmaid is an elven Thief 3, CN, age 85. Vaisya has been training Genin's daughters without his knowledge. (7) The pot-boy is a street urchin taken in by Brummel. He is a human Thief 1, NG, age 9. He answers to the name "boy".

Customers: The Roving Eye caters to hard working apprentices and clerks to the town's merchants. On average 1d6 patrons will be found in the tavern during the day and 4d6 in the evenings.

Plot Hooks: The most obvious plot hook would be the popular Merchant in need of adventurers. Whether that task was to guard a caravan or rescue a wayward daughter.

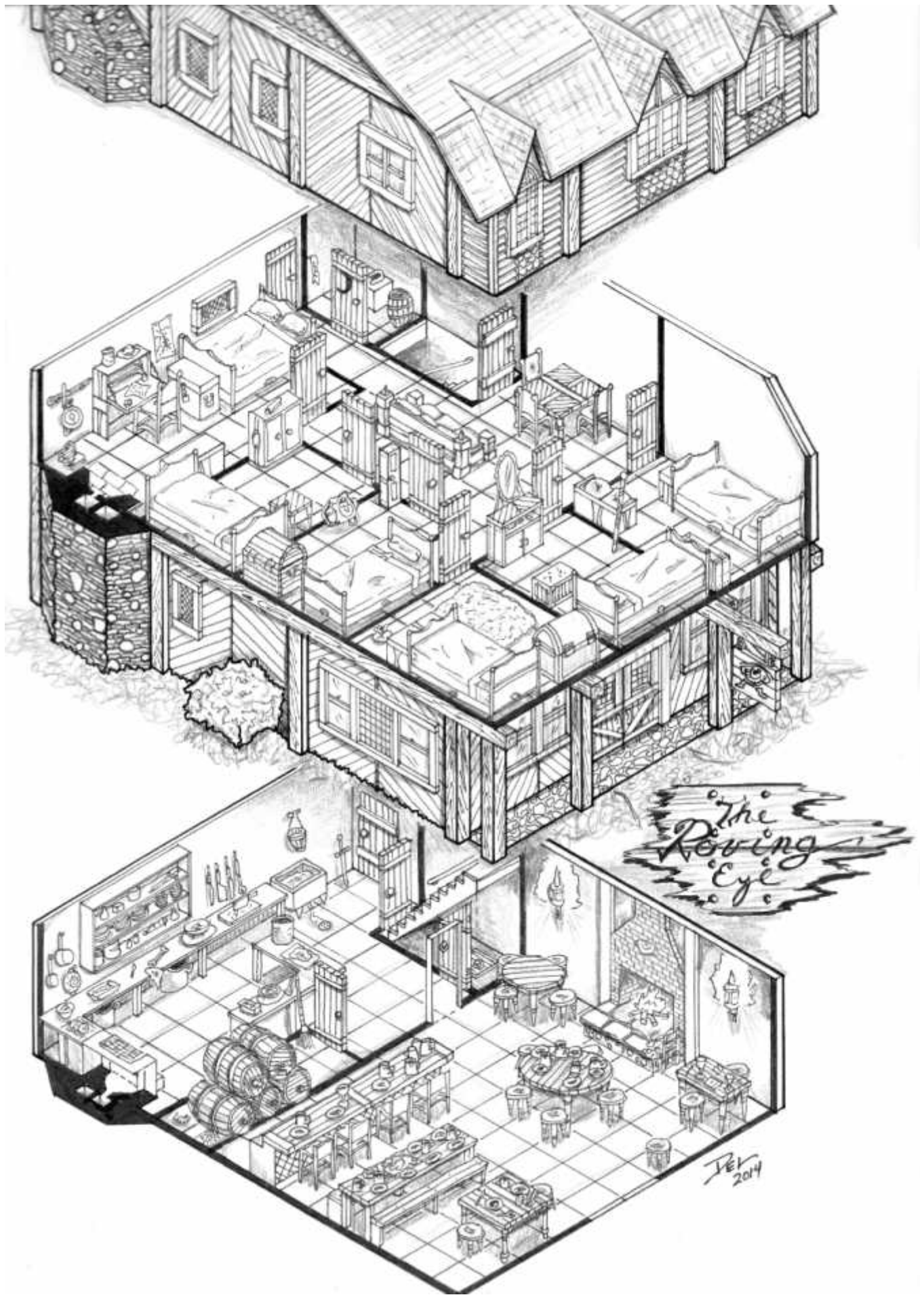
The sign above the tavern door was found by Genin on his travels many years ago. Unbeknownst to Genin it is the symbol of an evil cult. Some cultists were in the city and saw the sign and recognized it as one of their unholy symbols. They will want it back and the players could get in the way.

One of Genin's daughters pick-pockets one of the players and leads him on a chase through the market before hiding in the tavern.

The mysterious "boy" turns out to be the son of a famous wizard who died several years ago leaving a lonely, locked tower full of treasure. The boy is the only one with the mystical blood required to open the door to the tower and the players or some other adventurers may discover that when a former servant of the wizard spots him.

The cover art is by Del Teigeler, who also did the interior illustrations. Among other things, Del is the Art Director of the *& Publishing Group*.





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