

Hugelstein's Curiosities

Finest Wares & Provisions in Carroburg

A SINGULAR SORT OF SHOP FOR USE WITH
WARHAMMER FANTASY ROLEPLAY

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THIS is an unofficial, fan-made supplement for Warhammer Fantasy Roleplay, second edition (abbreviated as WFRP from here on). It's a guide and inventory of a particular sort of shop, one that deals in almost everything: antiques, imports, oddities, sundries, armaments, property, transportation and so on. The first part of this supplement presents Alvin Hugelstein and his place of business, Hugelstein's Curiosities. The second part is a listing of the shop's merchandise.

Hugelstein's is known to collectors throughout the region as a storehouse of the most eclectic assortment of rare goods, not to mention a legendary source of adventurers' provisions. If player characters (PCs) in Carroburg are looking for weapons, armour or unusual items, they're bound to hear about this place of business and its grumbling proprietor, Alvin Hugelstein. Directions to the shop can be attained from any local citizen on a successful Routine (+10%) Gossip or Common Knowledge (the Empire) Skill Test.

Along one of the lesser-used lanes in the Imperial city of Carroburg, surrounded by small houses overloaded with the working class, one will find a crumbling half-timbered affair with a crude sign that reads:

'Hugelstein's Curiosities & Collectibles.' It's actually two houses joined by an awkward extension of plaster and creaking wood. On the ground floor, walls have been removed to create open warehouse space without consideration for structural integrity. As a result, sections of the roof sag, the worst of it supported by an ancient sandstone pillar covered in hieroglyphics. (The pillar is for sale, by the way.)

Beneath the dust and grime are strange and fascinating artefacts and many items that defy classification. There's no order to their arrangement and upon first glance the shop seems to be a collection of rubbish. Curious shapes lie under dusty tarps and crates overflow with glittering trinkets. Searching along the narrow aisles, however, one will find baskets and boxes full of peculiar objects from around the world.

The upstairs rooms remain separate, as they were when the shop was still just two freestanding houses. The southern portion of the upstairs consists of offices and storage for contraband and other sensitive goods. The northern rooms include a privy, linen closet and two bedrooms that are rarely used.

Alvin Hugelstein is the owner and operator of this curiosity shop, which has been in his family four generations. He keeps regular hours of operation: opening after breakfast and closing before supper. Several pie sellers pass by his shop on their rounds and, as a result, Alvin usually eats lunch on his feet.

He's a big man with a haunted soul; two facts that he can't hide. He enjoys romantic novels of the highly dramatic and unrealistic variety but rarely reads them through. When he bores of the story, he skips ahead to the final chapter then starts a new novel. He is forever rubbing the side of his neck because a kink has formed there from looking over his shoulder all day. He seems rushed and preoccupied, and is reluctant to answer personal questions.

He has good reason to be paranoid because he's broken most of the Merchants Guild bylaws throughout his career. He under-reports his earnings and has been contesting a bounced cheque for his guild dues for more than a decade. Worse still, despite the restrictions and limitations of his business permit, Alvin sometimes acts as a pawnbroker and property manager. He's become convinced that the guild has discovered his infractions and may take drastic measures against him.

Customers that engage him in friendly conversation find that he becomes deeply suspicious of their motives, and he'll ask them to leave the store if they keep 'interrogating' him. He doesn't encourage visitors to come back, suggesting instead that they shop with 'that Wastelander scum selling their cheap wares right on the docks.'

Haggling with the shopkeeper should be an Average (+0%) task. For characters trying to sway the shopkeeper by displaying their superior knowledge about a particular item or otherwise being rude or pestering, all such tests should be Hard (-20%) or worse. When buying a large quantity - say, more than 100 gold crowns worth - the order is subject to a 10% surcharge ('For the guild, you understand.'). He'll get more annoyed with his customers each time they visit, so these tests will get harder (cumulative -10% per visit), the surcharges will increase (add 5% each time). He'll start closing the shop for lunch, or stop opening the store entirely until those pesky, spying customers stop coming around.

Though married several times in his life and allegedly a father of fourteen legitimate (and several il-

legitimate) children, Alvin seems to have no family to help him around the shop. If something heavy must be moved, he'll spend a few pennies on day labourers. Being too cheap and paranoid to hire any permanent employees, he mostly does for himself. This means that many things are left undone. The floors are never swept and the merchandise is rarely dusted. Brown mice live in the walls. When it rains, water collects in the joining section of the ground floor. Customers asking to use the privy will regret it.

What the Customers Say

"Hugelstein's? Yeah, just head up Sudstrasse, across the canal bridge. What, you got a princess to rescue?"

—Willi Oesterling, Newsheet Vendor

"Can't trust anyone who's never done an honest day's work, ya hear me, brother? Countin' coins and stackin' boxes ain't work. Gotta get yarself out into the world and break yar back for what's important. Stay out of that damn' shop, ya hear? And don't let that evil man talk ya into buyin' nothin'."

—Nedermeyer, Carroburg Watchman

"Fishing bait, swords, pottery, furniture, perfume, mummies, Magnus' toe. Anything. Problem is, you just never know. And half the time, neither does he."

—Klara Kleinsdottir, Pedlar

"Never had a problem with Alvin. He's a straight dealer, my word on that. His father, now, that's a different story. Used to hire some of the local boys to sweep up the shop, but really what they were doing was picking pockets and sharing their spoils with the old man."

—Nicholas Four-Fingers, Pie Seller

Alvin Hugelstein, Shopkeeper

CAREER PATH: Burgher, Innkeeper, Merchant

"Come in! Out of that rain! First time here? I wouldn't say that I never forget a face, but it's a rare thing. Rare things! That's what I'm offering here. Just, I don't like browsers and dawdlers. If you're only here to look around, you can try Borham's Emporium on Gesselweg. Alvin Hugelstein caters only to true adventurers. You wouldn't be a true adventurer if you hadn't put away a few Karls earned from all that excitement, eh?"

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	35	33	43	49	52	49	48
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	-	2	-

SKILLS: Blather, Charm +10%, Common Knowledge (the Empire +10%, Wasteland), Drive, Evaluate +10%, Gossip, Haggle +10%, Perception, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Tilean, Reikspiel), Trade (Merchant)

TALENTS: Dealmaker, Savvy, Streetwise, Super Numerate

TRAPPINGS: Good Clothing, Abacus, Ledger & Writing Kit, Lantern, Studded Leather Jerkin, Sword, Trade Goods, Trashy Novel, Curiosity Shop and Various Properties around Carroburg

Adventure Seeds

It's possible to build encounters or full scenarios around Alvin's corner-cutting.

- If the PCs have their pockets picked while shopping here, they might see Alvin paying off his accomplices in the alley.
- Members of the Merchants Guild have been looking into Alvin's finances for some time. Believing he owes hundreds of crowns from unreported sales, the guild secretly contracts the PCs to break in after dark and steal Alvin's accounting ledgers. By visiting during working hours, the PCs might learn the layout of the shop and possibly scout out some additional items to plunder during their burglary later on.
- Alvin has lots of creditors and some of them are fed up with his excuses for missed payments. The construction crew that joined the two houses - years ago - still has not been paid in full. They're long past caring about the money. Now they just want Alvin to suffer. Slipping on masks and carrying planks of wood, some of the remaining members of this work gang are going to pay the shopkeeper a visit just as the PCs are starting to look around. Alvin doesn't have the money to pay them, and they'll leave him with a few bruises and lots of broken merchandise unless the PCs intervene.
- The shopkeeper may hire the PCs as bodyguards if he hears rumours of a planned attack by the guild or creditors. In lieu of coins, he'll offer to pay them off in wares from his shop.

Melee Weapons

No warrior himself, Alvin nevertheless caters to those adventurers who swear by a sharp blade. He sometimes remembers that there's a 5% tax on all weapons sales within city limits, but only with a grumble about the local excisemen: how heartless!

Black Mace

"Do Elves employ such weapons? I can only assume it's Elvish. No clue as to why they'd have covered it in black enamel. No practical purpose as I know. But look at how it gleams in the lamp light!"

There's an inscription in 'Elfarish' that Hugelstein will go so far as to describe as a rune - but it's gibberish, of course. There's nothing Elven about this mace, as any character with Common Knowledge (Elves) will tell you. If used in combat, the fearsome spiked head will lose its enamel covering, revealing bright steel beneath. The handle is wrapped in black leather.

- **BLACK MACE:** Craft Average, Cost 10 gc, Enc 50, Group Ordinary, Dmg SB

Carroburg's Finest

"Perish the heirs of Sigmar! You've found a buried treasure! In truth, I hide these behind the counter to keep the idly curious from them. Otherwise, every customer would ask to - Oh hell, go ahead and try it out. Nice, eh? Just a flick of the wrist and you could take off an ear. The price? Oh, everybody asks that and nobody likes the answer."

The centre piece of this package is a shiny two-handed sword clearly marked as one of those used by the Carroburg Greatswords. It is unused and of the highest quality. Also included is an unexpectedly plain broadsword, the Greatswords' standard side arm. Their scabbards bear the Carroburg city crest.

- **IMPERIAL GREATSWORD:** Craft Good, Cost 70 gc, Enc 180, Group Two-handed, Dmg SB, Qual Impact & Slow

- **IMPERIAL BROADSWORD:** Craft Good, Cost 30 gc, Enc 45, Group Ordinary, Dmg SB

Dead-Eye Pierre's Deadly Duo

"Dead-Eye Pierre - the Gentleman Pirate! I suppose they called him that because of his missing eye, and his handsomeness in spite of it. Rumoured to keep a gemstone as big as your thumbnail behind his eye patch. Raided every fishing village on the north coast at least twice, they say, and hoarded away fortunes in the caves of Albion. Must not have been such a sharp fellow after all because he tried to steal Admiral Zubov's young wife away and got caught with his trousers round his knees. When Zubov finally fished Pierre out of the sea to haul him off for his hanging, there wasn't anything behind the patch but a grisly pit."

"His articles were auctioned in Marienburg, and I picked up as much as I could afford including his left-hand dagger and sabre, restored to like-new. Want to own a piece of history? Be a shame to break up the set, don't you agree?"

Pierre's combination of rapier and main gauche includes the original scabbards. All are in excellent condition and well-made, and there are no identifying marks on them.

- **DEAD-EYE'S MAIN GAUCHE:** Craft Good, Cost 15 gc, Enc 12, Group Parrying, Dmg SB-3, Qual Defensive

- **DEAD-EYE'S RAPIER:** Craft Good, Cost 60 gc, Enc 33, Group Fencing, Dmg SB-1, Qual Fast

Dragon Trident of Lung Wai-Toh

"This piece originates in Cathay and was brought here by a sergeant in Baron Stefan's army. As the story goes, he lifted it from a goblin who was part of a throng invading Kislev. Each of the nine blades is sharp enough to disembowel a man."

Taking the form of a long spear with a solid bronze head arrayed with blades, this piece may have been inspired by Cathay's weapons but it was actually made in Marienburg. A close inspection will reveal Wastelander production markings on the shaft.

- **DRAGON TRIDENT:** Craft Poor, Cost 80 gc, Enc 85, Group Two-handed, Dmg SB-1, Qual Defensive & Impact & Tiring

Fahr's Longsword

"Never heard of him? Well, his is a heroic tale, and a tragic one. Hieronymous Langfurter-Fahr led two thousand of the Empire's finest fighting men into a host of Greenskins streaming down the slopes of the Worlds Edge Mountains. This was some two, three hundred years ago, which is probably why you never heard of him. Fahr fought Orcs and Goblins for six days, piling their heads into wagons so that upon his return to Altdorf he could share the victorious carnage with his Emperor. When he had more Greenskin skulls than he could carry, he recalled his men - who were weary of battle anyway.

"The routed Greenskin fiends had been all but obliterated by Fahr's Marauders, as they had come to be known after their glorious scourge. But as the army turned back for home, the craftiest of the Goblinoid survivors trailed the illustrious commander, plotting their revenge. Captain Fahr and four of his sergeants disappeared from their camp the night before they reached Altdorf. Search parties were sent into the woods when their absence was discovered the next morning, but all they ever found of him was his sword.

"And what a fine weapon it is! See that crest there? Real sapphires, those. It's a genuine Fahr family heirloom. Sadly, no next of kin living to receive it - plague, I'm afraid. It was a bit dull and muddy when it came into my care, but as you can see it has cleaned up wonderfully and restored to an unsurpassed sharpness. And they say this sword slew a thousand Orcs... Would you like to feel the weight before buying?"

At first glance this sword should seem like a steal for the price. It's decorated with gold filigree and is lethally sharp but on close inspection it reveals a lot of wear and a patina of tiny scratches. Still it is a well-balanced sword and surprisingly agile, but not as great as it once was.

It comes complete with what appears to be the original scabbard and both display the Fahr family device prominently.

- FAHR'S LONGSWORD: Craft Good, Cost 22 gc, Enc 45, Group Ordinary, Dmg SB

Jade Knife of Lustria

"Can you battle with it? Yes, it seems fine enough as a weapon of war, but why would you want to? It belongs on display as a rare artefact. This is the genuine article, on my father's grave. I had a man from the science college look it over, and he assured me the handle is made of jadeite. I had an expert on the New World verify it. He claims the chieftains of their jungle tribes all carry these jade daggers as protection against evil spirits."

- JADE KNIFE: Craft Good, Cost 50 gc, Enc 8, Group Ordinary, Dmg SB-3

Khopesh

"Everything they say about the land of the Tomb Kings is true. Wait. Is that Araby? Or Nehekhawhatsit? Well, they make an interesting blade, wherever they come from."

A genuine product of Araby. This is a one-handed sword with a arched shape that looks odd to Imperial eyes. It's sharp as it needs to be, but old enough to be an antique.

- KHOPESH: Craft Average, Cost 15 gc, Enc 50, Group Ordinary, Dmg SB

Middenhammer

"The bone picker who traded me for this hammer says that it was found on the field of battle outside of Middenheim. Of course, that same picker once tried to sell me a handful of dirt from Sigmar's tomb, so I'm none too quick to accept her stories."

This is a huge, beaked hammer, with one end of the head featuring a wicked spike. It looks to be hundreds of years old. Grime fills each of its deep grooves and lines. It's decorated with azurite and coloured glass, forming the image of a wolf's head between the leather-wrapped handle and the hammer's head. With some careful restoration, such as an Extended Challenging (-10%) Trade (Weaponsmith) Skill Test, this weapon will be revealed to be of its original Good craftsmanship.

- MIDDENHAMMER: Craft Average, Cost 40 gc, Enc 220, Group Two-handed, Dmg SB, Qual Armour Piercing or Impact & Slow

Ranald Priest's Dagger

"I don't always ask questions when something as unusual as this dagger finds its way into my shop. I am certain however that it was once owned by a priest of Ranald, and by the gods you know that means 'quality.' It's monogrammed on the hilt, just there beneath the raven-head: J.P.S., Ordo Ranald.' Don't balk at the price, lad! This blade will never break or chip - and that's a guarantee so long as I'm among the living."

Hugelstein has never been comfortable having this piece among his collection, and he rarely gets spooked by his own merchandise. He can be haggled to half of his asking price. At the GM's discretion, this blade may be cursed: +5% WS when used after dark, but -5% WS during daylight hours.

- RANALD PRIEST'S DAGGER (MELEE): Craft Best, Cost 8 gc, Enc 10, Group Ordinary, Dmg SB-3, Qual Special (see above)

- RANALD PRIEST'S DAGGER (RANGED): Group Throwing, Dmg SB-3, Range 4/8, Reload Half

Sigmarite Whip

"A fine goad made from the highest quality chain, sold to me by a Sürland merchant who was hoping it would find a home among the faithful."

Each link in this whip's chain is forged in the shape of a hammer and the handle is engraved with a two-tailed comet.

- SIGMARITE WHIP: Craft Good, Cost 40 gc, Enc 65, Group Entangling, Dmg SB, Range 4/-, Reload Half, Qual Snare

Singing Sword

"The smith was clever. The pommel is pierced to catch the wind as the blade is moved from side to side. Hear that? Haunting, isn't it? Maybe it's true that no two singing swords sound alike."

The singing sword emits an eerie, low whistling sound when swung through the air. The sound is distinctive, but can be muffled with a bit of cotton wadding. Singing swords became popular with front-line troops during the Storm of Chaos.

- SINGING SWORD: Craft Good, Cost 35 gc, Enc 45, Group Ordinary, Dmg SB

Verena's Gavel

"Created for a Templar of the Owl in far off Estalia, it has delivered the justice of Verena in many crusades against the men of Araby. Holy relics aren't my area of expertise, so I'll leave you to judge for yourself."

This plain warhammer has no obvious links to Verenean worship but was instead stolen from a Dwarf and fenced through Hugelstein. The original owner would be livid to the point of murder if he spied this heirloom in the possession of any other. Any character with the skill Common Knowledge (Dwarfs) will see right through Alvin's story.

- VERENA'S GAVEL: Craft Good, Cost 30 gc, Enc 50, Group Ordinary, Dmg SB

War Ender

"The proud traditions of the Worlds Edge Mountains are preserved here in the heart of civilization! That's War Ender, forged by the Dwarfs four hundred years ago. Made to split Goblin heads and cleave the limbs from Giant Rats. Earned its name by striking the final blow of the Rat-Things Incursion of 2220."

This is a handsome Dwarf-made axe with a long history. Gold and silver accents are all over the axe-head, and Dwarf runes run along the handle. It can be used with one or both hands. Its blade is very hard and sharp, and its users will be stunned at how well it keeps its edge even after many battles.

- WAR ENDER: Craft Best, Cost 100 gc, Enc 70, Group Ordinary, Dmg SB+1

Warriors' Wall

"Take a look at whatever you like. Nothing too valuable in that rack, but it's popular with folks such as yourselves. Oh, of course by that I mean respectable folk with coin to spend."

Dozens of ordinary-looking weapons lean against one wall in the shop. Hugelstein will dream up any story that sounds good if it makes a shopper more likely to purchase. Scabbards and sheaths are included (or added at the last moment to make the sale). Some of these weapons are not found anywhere else in the WFRP armoury, and might inspire you to create your own.

Warriors' Wall	Craft.	Qty.	Cost	Enc	Group	Dmg.	Qualities
Bastard Sword	Poor	1	12 gc	150	Two-handed	SB	Slow (one-handed) or Impact & Slow (two-handed)
Bill Hook	Average	1	16 gc	170	Two-handed	SB	Fast or Impact & Slow
Brass-hilted Cutlass	Average	1	12 gc	50	Ordinary	SB	None
Brass Knuckles	Average	2 pairs	1 gc	1	Ordinary	SB-3	Pummelling
Broadsword	Average	3	9 gc	50	Ordinary	SB	None
Cavalry Spear	Average	2	18 gc	75	Cavalry	SB	Fast & Impact & Tiring
Claymore	Average	1	30 gc	150	Two-handed	SB	Slow (one-handed) or Impact & Slow (two-handed)
Crow-headed Mace	Average	1	8 gc	55	Ordinary	SB	None
Daggers & Knives	Average	2d10	1 gc	10	Ordinary	SB-3	None
Flail	Average	2	15 gc	95	Flail	SB+1	Impact & Tiring
Imperial Hammer	Average	1	11 gc	50	Ordinary	SB	None
Imperial Pavise	Average	1	20 gc	120	Ordinary	-	Special (see <i>Old World Armoury</i> p.32)
Infantry Halberd	Average	2	15 gc	175	Two-handed	SB	Fast or Impact & Slow
Lance	Average	2	40 gc	100	Cavalry	SB+1	Fast & Impact & Tiring
Large Shield	Good	2	30 gc	45	Ordinary	SB-2	Defensive
Leaf-bladed Broadsword	Good	1	35 gc	45	Ordinary	SB	None
Longsword	Average	2	11 gc	50	Ordinary	SB	None
Marlinspike	Average	2	5 gc	45	Parrying	SB-1	Balanced
Meat Hook	Poor	1	10 s	1	Ordinary	SB-3	Pummelling
Norscan Great Axe	Good	1	60 gc	90	Two-handed	SB	Impact & Slow
Pike	Average	2	17 gc	200	Two-handed	SB	Fast & Special (see <i>Old World Armoury</i> p.32)
Pit Fighter's Halberd	Good	1	50 gc	155	Two-handed	SB	Fast or Impact & Slow
Quarterstaff	Average	1d10	2 s	50	Ordinary	SB-2	Defensive & Pummelling
Round Shield	Average	1d10	8 gc	50	Ordinary	SB-2	Defensive
Rusted Pick-axe	Poor	1	4 gc	50	Ordinary	SB	None
Smallsword	Good	1	30 gc	35	Fencing	SB-1	Precise
Shortsword	Average	3	8 gc	40	Ordinary	SB-1	None
Spear	Average	1d10	8 gc	50	Ordinary	SB	Fast
Ulrican Warhammer	Average	1	13 gc	50	Ordinary	SB	None
Unrimmed Shield	Poor	3	3 gc	50	Ordinary	SB-2	Special (see <i>Old World Armoury</i> p.32)
Voulge	Average	1	13 gc	180	Two-handed	SB	Fast or Impact & Slow
Wooden Club	Poor	3	3 gc	50	Ordinary	SB	None
Wooden Lance	Poor	1d10	20 gc	100	Cavalry	SB+1	Fast & Impact & Tiring
Wooden Staff	Poor	1d10	1 s	50	Ordinary	SB-2	Defensive & Pummelling
Woodsman's Axe	Poor	2	10 gc	200	Two-handed	SB	Impact & Slow

Missile Weapons

Alvin's stockpile of weapons occupies about one quarter of his sales floor, a fact that worries him. More alarming than the sheer quantity of weapons is the rate at which they are purchased and hauled away by individuals who don't look like they can be trusted.

Bladed Bow

"Taken from a fearsome Goblin lord from the Worlds Edge Mountains, this unique piece ensures that an archer will never find himself defenseless."

This awkward Orc creation is a genuine spoil of war. Two serrated blades are fitted to each end of the bow, forming a sort of bladed staff. While it looks fearsome, the smith has compromised both functions of the weapon. It fires standard arrows.

- **BLADED BOW (MELEE):** Craft Poor, Cost 30 gc, Enc 200, Group Ordinary, Dmg SB, Qual Slow

- **BLADED BOW (RANGED):** Group Ordinary, Dmg 3, Range 20/40, Reload Half

Halfling Bow

"It looks like an oversized slingshot because that's just what it is."

This is a well-made bow from Cathay that has nothing to do with Halflings. To an academic of exotic arms this bow would be worth double Hugelstein's price. It fires sling ammunition.

- **HALFLING BOW:** Craft Good, Cost 25 gc, Enc 70, Group Ordinary, Dmg 3, Range 16/32, Reload Half

Lustrian Blowgun

"I can't say for certain whether this one was made in Lustria or if it's an expertly crafted phony, but I wouldn't want anyone to mistake this for a real weapon. Damned nasty thing, a blowgun. Poisoning somebody without their even knowing it - that's just dishonourable! I wouldn't have it."

It's about as likely that this blowgun is from Lustria as it is that Alvin is above selling poison. It's probably from the South Lands or Araby, but Hugelstein doesn't know any details about its origin. It's roughly two feet in length and made from ivory. Skulls and other morbid symbols are carved into the yellowing surface and grime has collected in the recesses. It has

a faint earthy odour. It comes wrapped in a soft cloth bag that includes a small capped tin with 10 wooden darts. If asked discreetly Alvin will admit that he has some poisons for sale to complete the kit. Use the special rules for blowguns found on page 42 of Paths of the Damned: Ashes of Middenheim.

- **LUSTRIAN BLOWGUN:** Craft Good, Cost 50 gc, Enc 10, Group Blowgun, Range 12/16, Reload Half, Qual Special

Military Crossbow

"Those notches on the side - that's how many Bretonnians fell to this chap in the war of 2520. You've never heard of the war of 2520? More of a skirmish, really..."

This sturdy crossbow is the same sort used by the Imperial army. The serial numbers have been filed off of the wooden stock. Just next to this marred surface is engraved a prayer to Sigmar and a vow to serve the Emperor always.

- **MILITARY CROSSBOW:** Craft Good, Cost 80 gc, Enc 105, Group Ordinary, Dmg 4, Range 30/60, Reload Full

Slayer's Crossbow

"Careful with that! This marvel of engineering is straight from Nuln, crafted for the benefit of vampire slayers. It can take a man's heart out at sixty paces!"

Bristling with an overabundance of gears and pulleys, this crossbow fires wooden stakes at high speed. The spring-loaded magazine grants the slayer's crossbow a reload time of Free as long as it's loaded. When empty, it takes 5 actions to reload. It's damaged, however, and will jam on any roll of doubles (11, 22, 33, etc.), a condition which may be permanently repaired with a Hard (-20%) Engineering Skill Test and 5 gc of replacement springs and brackets. It fires wooden stakes that must be made to exact specifications, costing the same as Good Craftsmanship arrows.

- **SLAYER'S CROSSBOW:** Craft Good, Cost 500 gc, Enc 180, Group Crossbow, Dmg 3, Range 8/16, Reload Free, Qual Armour Piercing & Special (see above)

Archers' Rack

"I'd appreciate if you didn't shoot indoors."

This assortment of ranged weapons is backed by a vast painted canvas of some unknown nobleman about four times life size. So horrible and aggrandising is this portrait that Alvin thought nothing of driving hooks and nails through it in order to hang these items from it. There are several arrow-holes through the noble's forehead.

Archers' Rack	Craft.	Qty.	Cost	Enc	Group	Dmg.	Range	Reload	Qualities
Bola	Average	2	8 s	20	Entangling	1	8/16	Half	Snare
Borderman's Bow	Good	1	40 gc	60	Ordinary	SB	24/48	Half	None
Bullwhip	Average	4	2 gc	40	Entangling	SB-4	6/-	Half	Fast & Snare
Competition Bow	Good	1	30 gc	60	Ordinary	2	30/60	Half	None
Creaky Longbow	Poor	2	8 gc	90	Longbow	3	30/60	Half	Armour Piercing
Farmer's Bow	Poor	4	8 gc	80	Ordinary	3	24/48	Half	None
Halfling Staff Sling	Good	1	18 gc	45	Sling	4	24/48	Full	None
Hunting Bow	Average	3	11 gc	80	Ordinary	3	24/48	Half	None
Javelin	Average	6	20 s	30	Ordinary	SB-1	8/16	Half	None
Kislevian Shortbow	Poor	1	12 gc	80	Ordinary	3	24/48	Half	None
Lasso	Average	4	1 gc	10	Entangling	-	8/-	Half	Snare
Muleskinner's Whip	Good	2	7 gc	35	Entangling	SB-4	6/-	Half	Fast & Snare
Outlaw's Crossbow	Poor	2	11 gc	120	Ordinary	3	30/60	Full	None
Rope Net	Average	4	2 gc	60	Entangling	-	4/8	Full	Snare
Shortbow	Average	3	9 gc	80	Ordinary	3	24/48	Half	None
Sling	Average	5	4 gc	10	Sling	3	16/32	Half	None
Smallbow	Poor	1	3 gc	35	Ordinary	3	20/40	Half	None
Staff Sling	Average	3	5 gc	50	Sling	4	24/48	Full	None
Targeteer's Bow	Good	1	35 gc	70	Ordinary	3	24/48	Half	None
Throwing Hammer	Good	3	13 gc	35	Throwing	SB-2	8/-	Half	None
Throwing Knife	Average	5	3 gc	10	Throwing	SB-3	6/12	Half	None
War Quoits	Average	12	5 gc	25	Throwing	SB-2	6/12	Full	None
Watchman's Crossbow	Average	1	27 gc	120	Ordinary	4	30/60	Full	None
Weighted Net	Good	2	5 gc	55	Entangling	-	4/8	Full	Snare
Yew Longbow	Average	2	17 gc	90	Longbow	3	30/60	Half	Armour Piercing

Ammunition

"Stocks haven't been the same since the trouble in the east. Everybody's so paranoid these days. Still, I've managed to store a bit of all of the essentials. Those barrels are full of bolts and arrows and I have some special items in a cabinet, just this way."

Visitors to this shop might be surprised to learn that Hugelstein's stockpile of ammunition is nearly as large as the Carroburg town watch's entire cache, since the Storm of Chaos has drained the Empire of much of its weaponry. Quivers and bullet bags are also available for the cost of a shilling or two.

Bretonnian Barbs

"Who knows how these things get their names. Young men go off to war, see some things that warp their minds and come back with new names for everything. Call it a feather pillow, I still wouldn't want one hurling my way."

These cruel arrows have barbs designed to make removal especially painful and difficult. The fletching feathers are bright red, making them easy to distinguish among the other arrows in one's quiver.

These arrows inflict +1 damage but are poorly weighted and treat all shots as Long range (-20% BS).

- BRETONNIAN BARBS: Craft Good, Qty 6, Cost 5 s, Enc 2, Qual Special (see above)

Swear Rune Bullets

"If you like that pistol, I might recommend one of these for special occasions."

These bullets are inscribed with some of the foulest insults in the Khazalid tongue.

- SWEAR RUNE BULLETS: Craft Best, Qty 3, Cost 10 gc, Enc 1, Qual Armour Piercing

Arrows	Craft.	Qty.	Cost	Enc
Common Arrow	Poor	100	2 p	2
Farmer's Arrow	Average	100	5 p	2
Hunter's Choice	Good	80	1 s	2
Targeteer's Favourite	Best	20	5 s	2
Longbow Arrows	Craft.	Qty.	Cost	Enc
Training Long	Poor	40	3 p	2
Common Long	Average	100	6 p	2
Military Long	Good	60	1 s	2
Show-stopper	Best	10	6 s	2
Crossbow Bolts	Craft.	Qty.	Cost	Enc
Reclaimed Bolt	Poor	80	6 p	2
Cheap Bolt	Average	40	1 s	2
Military Bolt	Good	20	3 s	2
Tilean Truefire	Best	10	10 s	2
Bullets	Craft.	Qty.	Cost	Enc
Irregular	Poor	20	5 p	1
Military Bullet	Average	10	1 s	1
Pure Lead	Good	10	5 s	1
Silver Bullet	Best	5	1 gc	1
Blunderbuss Ammunition	Craft.	Qty.	Cost	Enc
Blunderbuss Shrapnel	Poor	10	2 p	4
Blunderbuss Pellets	Average	10	6 p	4
Blunderbuss Ball	Good	5	1 s	4
Blunderbuss Deer Shot	Best	5	3 s	4
Sling Ammunition	Craft	Qty.	Cost	Enc
Rough Stones (bag of 10)	Poor	10	1 p	10
Polished Stones	Average	100	1 p	1
Steel Slingshot	Good	50	2 p	1
Silver Slingshot	Best	10	1 s	1

ALTERNATE RULE:

Ammunition Craftsmanship

The following may be used in place of the notes about ammunition in WFRP in the Weapons Craftsmanship sidebar on page 28:

POOR CRAFTSMANSHIP ammunition doesn't fly very straight, so that Aiming gives just a +1% BS bonus.

AVERAGE CRAFTSMANSHIP ammunition gives just a +5% BS bonus when Aimed.

GOOD CRAFTSMANSHIP ammunition flies truer, giving +1% BS for all shots, and the full +10% BS bonus for Aiming.

BEST CRAFTSMANSHIP ammunition gives +5% BS for all shots and the full +10% when Aimed.

Gunpowder Weapons

Coachman's Blunderbuss

"I see you've discovered the old blunderbuss! Well, it's not old, exactly. This one was traded in by a coachman, if I recall. Yes, you can still just see the engraving: 'Silvery Moon Coaches.' That's strange. I don't believe I've seen a Silvery Moon coach in ages. Anyway, the coaching man was looking for a new one and I was only too happy to- But, ah, as it turns out, this one is in fine condition for its age and history of service. And it's a bargain by anyone's measure."

Any PC examining this firearm should be allowed a Routine (+10%) Evaluate skill test to detect that it's more likely to misfire. If asked about this, Hugelstein will explain that all items are sold as is, but he admires the shopper's discerning eye. Repairing the blunderbuss takes a Hard (-20%) Trade (Gunsmith) Skill Test. If successful, remove the Experimental quality and restore it to merely Unreliable.

- COACHMAN'S BLUNDERBUSS: Craft Poor, Cost 30 gc, Enc 50, Group Gunpowder, Dmg 4, Range 16/-, Reload 3 Full, Qual Experimental & Shrapnel & Special (see above)

Dwarf Long Gun

"The widow of a Dwarf brought it to me one day. She claimed it was awarded to him by the folk of... oh, what was the name? Karak Something... for his role against the raids of Mountain Giants... or Mountain Goats. I can't remember the details just now."

A classical Dwarf design featuring a rifled octagonal barrel and a flawless flintlock mechanism. It's too fine a weapon for the powder typically available in the Empire. If used with anything less than Best quality gunpowder, treat this weapon as Experimental.

- DWARF LONG GUN: Craft Good, Cost 975 gc, Enc 27, Group Gunpowder, Dmg 4, Range 26/52, Reload 2 Full, Qual Armour Piercing & Impact & Unreliable & Special (see above)

Estalian Noble's Pistol

"Sold to me by Don Benito Juarez. He needed the money to defend himself in court, as he'd been accused of shooting a man in the back. My help wasn't enough to keep him from the gallows, I'm afraid."

This artful pistol has a second trigger, which when depressed reveals a spring-loaded spike that emerges downwards from the grip. Releasing the spike is a Free Action and allows the pistol to be used as a surprise hand-to-hand weapon.

- ESTALIAN NOBLE'S PISTOL (MELEE): Craft Good, Cost 675 gc, Enc 32, Group Ordinary, Dmg SB-3

- ESTALIAN NOBLE'S PISTOL (RANGED): Group Gunpowder, Dmg 4, Range 8/16, Reload 2 Full, Qual Impact & Unreliable & Special (see above)

Gambler's Pistol

"One owner, and he died of old age. Now that's what I call lucky."

Scratched into this pistol's stained wooden handle is a crude image of a pair of playing cards. It's well-used weapon with old and new parts.

- GAMBLER'S PISTOL: Craft Poor, Cost 80 gc, Enc 25, Group Gunpowder, Dmg 4, Range 8/16, Reload 2 Full, Qual Impact & Unreliable

Imperial Boarding Gun

"That's the seal of the Imperial Fleet on the stock. Made for clearing the decks during boarding actions, they've long been out of production as only the rarest marines had the strength to bear them. Also, many's the sailor superstitious against the number seven."

This monstrous firearm fires 7 shots simultaneously and has a vicious recoil. It must be loaded with 7 pistol balls and 7 shots of gunpowder.

- IMPERIAL BOARDING GUN: Craft Average, Cost 600 gc, Enc 75, Group Gunpowder, Dmg 5, Range 24/-, Reload 14 Full, Qual Impact & Experimental & Shrapnel & Special (see above)

Repeater Handgun

"Some Army captain went crazy after the siege of Midenheim, and all of his assigned gear ended up at auction. I do love a good auction. Anyway, I thought it'd make a good piece for my private collection, but it turns out that you've got to be smart, fast and disciplined to use this contraption. I don't have any of those qualities, eh."

This engineering marvel is another Army souvenir. Hugelstein obviously doesn't know what he's got, because he's letting it go for a fraction of what it's worth. Use the standard reload rules for repeater handguns on page 111 of WFRP.

- **REPEATER HANDGUN:** Craft Average, Cost 300 gc, Enc 30, Group Engineer, Dmg 4, Range 24/48, Reload Free, Qual Experimental & Special

Ruegger's Pistol Set

"Ah, Ruegger, poor man. Actually, he was a rich man but cursed with a violent temper and a mouth full of insults. Survived six duels before number seven brought him down. Can't remember the name of the noble who put a bullet through Herr Ruegger, but he didn't survive long either. Even mortally wounded, Ruegger was able to plant lead in his challenger's liver. Though his quickness failed him in the end, Ruegger's beautiful little gun didn't disappoint."

This duelling pistol and accoutrements are neatly contained in a varnished wooden case. Includes powder, jam-rod and cleaning kit. The bullet bag contains 6 lead balls.

- **RUEGGER'S PISTOL:** Craft Average, Cost 250 gc, Enc 25, Group Gunpowder, Dmg 4, Range 8/16, Reload 2 Full, Qual Impact & Unreliable

Gunpowder

In an upstairs room, Hugelstein keeps a small keg containing about 200 shots worth of gunpowder. He charges 3 shillings per shot, but is always in a hurry to sell it off in case the authorities show up asking questions. For orders of 20 or more shots of powder he'll charge just 2 shillings per shot.

Poisons

"Meet me at midnight in the alley behind the shop. If you bring anyone with you, the deal's off. And don't ever tell me what you plan to do with it."

Poison or Drug	Doses	Cost per Dose
Belladonna	2	2 gc
Black Lotus	1	1 gc
Cyanide	3	3 gc
Henbell	1	10 s
Mad Cap Mushrooms	1	1 gc
Mandrake Root	4	5 s
Thung	2	5 s

For information about these poisons see the Old World Armoury starting on page 71. Each is sold in a small glass phial, corked and labelled with a skull-and-crossbones, hourglass, crossed-out eyes or other simple symbol. Alvin's extremely nervous when making sales of poison, and needs constant reassurance that the buyers aren't working for the Town Watch.

Morr's Mask

Ground from the bitter roots of the holmberry shrub, this powder may be stirred into foods and easily mistaken for a spice in taste and appearance. About an hour after consumption, the victim must make a Hard (-20%) Willpower Test or fall into a death-like state. Detecting any sign of life requires a successful Very Hard (-30%) Perception or Heal Skill Test, but nothing will rouse the victim for 1d10+5 hours.

- **MORR'S MASK:** Doses 4, Cost per Dose 5 gc

Armour

Where he can, Alvin has set up these suits of armour on dummies, but many are shoved away in boxes or hidden in unlikely corners of the shop.

Buyers will only be comfortable in armour that was designed for someone within a couple of inches of their own height, and about 10 pounds of their own weight. Ill-fitting armour will restrict movement and incur penalties in combat.

Dragon Slayer's Armour

"Well, I admit, the former owner of this armour probably never saw a dragon, much less slew one, but it makes for a good story. Truly I have no clue who wore this suit nor what their deeds were."

This is a badly rusted, discoloured, dented and scratched suit of armour, lacking any helmet or head coverings it may have once included. It has the look of a squire's armour worn for years in the wild. No extent of cleaning will make it gleam, and it probably won't last very long in battle. It is built for an individual that was about 6'1" and 200 pounds.

- FULL SUIT (SAVES 20 GC AND 25 ENC): Cost 100 gc, Enc 280, Mobility -10% Agility, Armour Arms 2, Body 4, Legs 3
- ARMORED BELT (COUNTS AS PLATE): Craft Poor, Cost 25 gc, Enc 50, Armour Body 1
- LEATHER JACK: Craft Poor, Cost 10 gc, Enc 60, Armour Arms 1, Body 1
- LEATHER LEGGINGS: Craft Poor, Cost 5 gc, Enc 25, Armour Legs 1
- MAIL SHIRT: Craft Poor, Cost 25 gc, Enc 75, Armour Body 2
- PARTIAL MAIL LEGGINGS: Craft Poor, Cost 10 gc, Enc 35, Armour Legs 1
- PIECEMEAL CUISSE & GREAVES (COUNTS AS PLATE): Craft Poor, Cost 20 gc, Enc 25, Armour Arms 1
- PIECEMEAL VAMBRACE (COUNTS AS PLATE): Craft Poor, Cost 20 gc, Enc 25, Armour Arms 1

Reikland Uniform

"I promise you, this is the genuine article. See there? That's the mark of Imperial Clothiers Limited of Altdorf, exclusive supplier of Reikland uniforms and accessories. A gentleman - I can't remember his name - brought in this suit unworn, still in the burlap wrapping it was issued in. I took him for a deserter. As soon as I had collected his money I yelled for the Watch, but alas the scoundrel was too fast and escaped. Oh well. It's a splendid uniform, though."

This is a complete Reikland soldier's uniform and armour. The uniform is white from head to foot, except for a red feather in the cap. It includes a pouch made of good brown leather embossed with a Griffon. These uniforms are jokingly referred to as 'grey hats' by the soldiers who wear them. This particular suit is tailored for a 5'10", 160 pound man.

- FULL SUIT (SAVES 30 GC AND 25 ENC): Cost 125 gc, Enc 150, Mobility -10% Agility, Armour Arms 1, Body 3, Head 3
- LARGE POUCH: Craft Good, Cost 2 gc, Enc 1
- LEATHER JACK: Craft Average, Cost 10 gc, Enc 50, Armour Arms 1, Body 1
- LEATHER SKULLCAP: Craft Average, Cost 3 gc, Enc 9, Armour Head 1
- MAIL SHIRT: Craft Average, Cost 60 gc, Enc 60, Armour Body 2
- POT HELM: Craft Average, Cost 30 gc, Enc 40, Armour Head 2
- UNIFORM: Craft Good, Cost 50 gc, Enc 15

Sergeant Muller's Armour

"They say that he was the only survivor of his entire company when the Storm was over. He went mad, sold everything he owned and is probably right now playing with fairies."

Muller was 6 feet tall and weighed 180 pounds. His armour is simple and comfortable, with some remaining military insignia.

- FULL SUIT (SAVES 10 GC AND 25 ENC): Cost 130 gc, Enc 160, Armour Arms 1, Body 3, Legs 3
- LEATHER LEGGINGS: Craft Average, Cost 10 gc, Enc 20, Armour Legs 1
- PLATE LEGGINGS: Craft Average, Cost 60 gc, Enc 40, Armour Legs 2
- LEATHER JACK: Craft Average, Cost 10 gc, Enc 50, Armour Arms 1, Body 1
- BREASTPLATE: Craft Average, Cost 60 gc, Enc 75, Armour Body 2

Sergio Dominguez's Armour

"You'd have to be a string bean to fit in this suit, but it'll last you a lifetime. Just like it did for Dominguez, ha! I suppose it's uncouth to mock the dead, but Dominguez would appreciate some entertainment at his expense. As well as being a swordsman and legend in his own time, he was a showman who couldn't refuse a dare or a challenge. He once claimed he could catch a thrown knife with his teeth. He couldn't."

The Estalian Diestro Sergio Dominguez was tall and very thin: 6-foot-2 and just 10 stone. The leather is a rich red color and the studs are diamond-shaped, the distinctive work of the Rognisson family of armourers in Delberz.

- FULL SUIT (SAVES 10 GC AND 10 ENC): Cost 75 gc, Enc 150, Armour Arms 2, Body 2, Head 2, Legs 2
- STUDDED JACK: Craft Average, Cost 45 gc, Enc 100, Armour Arms 2, Body 2
- STUDDED LEGGINGS: Craft Average, Cost 30 gc, Enc 40, Armour Legs 2
- STUDDED SKULLCAP: Craft Average, Cost 10 gc, Enc 20, Armour Head 2

Vilas Tuffino's Armour

"Here's a fine suit worn by Vilas Tuffino, captain of Il Bambino. He and his ship were famous in Tobaro or Renras or wherever. The way I hear it, Tuffino died of a whore's disease in Bordeleaux and his armour found its way to me through one of his crew members that had settled here in the Empire. Try it on if you like. I can't assure you it's been cleaned!"

Tuffino paid special attention to armouring his right-side limbs not for aesthetic or tactical reasons, but because he had suffered nerve damage in battle and did not move well on that side. On the breastplate is engraved a sea vessel in the jaws of a giant serpent. Tuffino was a stout 5'11" and 220 pounds.

- FULL SUIT (SAVES 40 GC AND 5 ENC): Cost 200 gc, Enc 25, Mobility -1 Movement, Armour Left Arm 1, Right Arm 3, Body 3, Head 5, Left Leg 1, Right Leg 3
- BREASTPLATE: Craft Average, Cost 70 gc, Enc 75, Armour Body 2
- LEATHER JACK: Craft Good, Cost 35 gc, Enc 45, Armour Arms 1, Body 1
- LEATHER LEGGINGS: Craft Average, Cost 10 gc, Enc 20, Armour Legs 1
- LEATHER SKULLCAP: Craft Good, Cost 10 gc, Enc 10, Armour Head 1
- MAIL COIF: Craft Average, Cost 20 gc, Enc 30, Armour Head 2
- OPEN-FACED HELMET: Craft Average, Cost 30 gc, Enc 40, Armour Head 2
- PLATE BRACER (RIGHT ARM ONLY): Craft Average, Cost 30 gc, Enc 15, Armour Right Arm 2
- PLATE THIGH GUARD (RIGHT LEG ONLY): Craft Average, Cost 35 gc, Enc 20, Armour Right Leg 2

Kits

Bounty Hunter's Pack

"In his time, Johann Harschfeller was the name that sent the criminals in Carroburg running for the shadows. Seemed like he never let one get away once he set his mind to find them."

Harschfeller's methods were unscrupulous but effective, and he took care of his equipment. This pack contains almost everything needed for live capture, as well as torture and interrogation that Harschfeller employed to lead him to even greater bounties.

- **BACKPACK:** Craft Average, Cost 1 gc, Enc 20
- **BOLA:** Craft Average, Cost 5 s, Enc 20, Group Entangling, Dmg 1, Range 8/16, Reload Half, Qualities Snare
- **IRONS AND PLIERS:** Craft Average, Cost 10 gc, Enc 30
- **MANACLES:** Craft Average, Qty 2, Cost 3 gc, Enc 20
- **WANTED POSTERS AND BOUNTY RECEIPTS:** Craft Average, Cost 1 s, Enc 5
- **WEIGHTED NET:** Craft Average, Cost 2 gc, Enc 60, Group Entangling, Range 4/8, Reload Full, Qualities Snare
- **SCROLL CASE:** Craft Average, Cost 10 s, Enc 5

Coin Making Kit

"Oh, it's quite simple, I believe. That bit's for melting the metal, see. And that part is for putting the two halves of the coin together. And that piece... No, that's the furnace, isn't it? So that would make this part... Let's just start over, shall we?"

There could be no legitimate use for this kit. It all fits neatly into a sturdy and nondescript trunk and includes everything needed to turn metal ingots into coins. This miniature mint includes a furnace and stokers as well as ladles, molds, engraving tools, files and other instruments.

- **COIN MAKING KIT:** Craft Good, Cost 60 gc, Enc 150

Dagmarssen's Gear

"Everything you see here belonged to the berserker Dagmarssen. Still alive, I understand, pit fighting in Norsca. I imagine it's too cold there for this fancy little number here. Gods! I could hardly fit this thing round my head, let alone try to fit it round my waist!"

Thor Dagmarssen is the name of a Norse berserker with a reputation in the world of combat-for-entertainment. For years he dominated the pit fighting circuits in the Empire, but retired to his home country abruptly following a near-fatal injury in the arena. What most people don't realize is that he is (or was) a scrawny fellow at just 5'6" and 140 pounds.

- **FUR-TRIMMED HELMET:** Craft Average, Cost 24 gc, Enc 38, Armour Head 2
- **LEATHER COIF:** Craft Average, Cost 2 gc, Enc 9, Armour Head 1
- **STUDDED LEATHER LEGGINGS:** Craft Average, Cost 24 gc, Enc 38, Armour Legs 2
- **BUCKLER:** Craft Good, Cost 7 gc, Enc 10, Group Parrying, Dmg SB-4, Qual Defensive & Pummelling
- **MORNING STAR:** Craft Good, Cost 50 gc, Enc 55, Group Flail, Dmg SB, Qual Impact & Tiring
- **SHORT SWORD:** Craft Good, Cost 28 gc, Enc 45, Group Ordinary, Dmg SB

Letter Writing Kit

"Dear Mum, I'm afraid your precious little boy has gone looking for trouble and found some."

This tidy wooden case contains 6 envelopes (1 Enc), 2 quill pens (Enc 1), sealing wax and metal dies of various designs (Enc 5), 24 sheets of parchment (3 Enc) 5 small bottles of coloured ink (Enc 5) and 3 tiny jars of drying powder, fine sand and gold flakes (3 Enc).

- **LETTER WRITING KIT:** Craft Good, Cost 15 gc, Enc 10 (with all contents, Enc 28)

Magister's Satchel

"Found him dead in the street two or three months ago after an argument with a Dwarf."

This is a lumpy, stained leather bag. It rattles full of glass phials, tins and smaller pouches full of spell ingredients for the most common of Wizards' tricks. It includes a corked phial of lamp oil (Enc 5), a fistful of goose feathers tied with yarn (Enc 3), nine playing darts in a leather case (Enc 10), a pouch of six miniature bronze bells (Enc 5), a small tin of rancid butter (Enc 5) and an empty glass jar with a perforated lid (Enc 10).

- **MAGISTER'S SACHEL:** Craft Average, Cost 4 gc, Enc 7 (with all contents, Enc 39)

Zealot's Lot

"I'll never understand that kind of devotion. It's enough for me to get up in the morning and say a few prayers. Whatever he died for, I thought it wrong to split up his belongings. And, eh, that book might be worth something if it weren't so weather-worn."

There are lots of personal touches on these trappings. The flail has a twin-tailed comet carved into its wooden staff, filled in with charcoal, creating a handsome sigil. There are book-ties covered with ink describing in crude glyphs the tale of Sigmar's life, and these ties are obviously meant to bind the books directly to the faithful. Many zealots feel protected by being in physical contact with their sacred texts, and so strap religious tomes to their bodies.

The books contain notes and underlined passages in several different hands. Characters studying with these books count as special training, and may learn Academic Knowledge (Theology) and Common Knowledge (the Empire) for 200 Experience Points each.

- **ZEALOT'S FLAIL:** Craft Average, Cost 15 gc, Enc 95, Group Flail, Dmg SB+1, Qual Impact & Tiring
- **NECKLACE WITH HAMMER PENDANT:** Craft Average, Cost 5 gc
- **SIGMAR THE CONQUEROR (BOOK):** Craft Poor, Cost 30 gc, Enc 200
- **THE COMET COMETH (BOOK):** Craft Poor, Cost 10 gc, Enc 100

Livestock

In the yard and alley beside the shop are a number of animals for sale. The stable boy working at the Gate & Hook Inn across the streeby earns some brass by tending to Hugelstein's menagerie, but the pens are generally neglected and stink up the entire shop.

Use the standard rules for animals found in WFRP starting on page 232, and in the *Old World Armoury* starting on page 79.

- **CARROBURG TERRIERS:** *"Hanna and Fritz are small, but they're vicious ratters."* Qty 2, Cost 2 gc
- **CHICKENS:** Qty 5d10, Cost 4 p
- **DAIRY COW:** *"Lazy Greta is oblivious to anything but tasty grains."* Qty 1, Cost 12 gc
- **DRAFT HORSES:** Qty 4, Cost 20 gc
Dull-eyed beasts, too stupid for anything but pulling carts.
- **HOMING PIGEONS:** *"I'm sure there are some birdcages for sale among the odds and ends."* Qty 4, Cost 1 gc
- **GOATS:** Qty 2d10, Cost 2 s
Like many goats from Carroburg and the surrounding region, these have black fur and finicky appetites.
- **MUTTS:** *"Loyal as Mannslieb."* Qty 5, Cost 1 gc
Medium-sized dogs of mixed heritage.
- **OSTLAND MASSIF:** *"Once the sun goes down, Bruno barks at anything that moves."* Qty 1, Cost 35 gc
A fierce long-haired wardog from the cold reaches of the eastern Empire.
- **PACK HORSES:** *"Sigmar and Teclis, would you believe."* Qty 2, Cost 35 gc
- **PIGS:** Qty 8, Cost 5 s
- **RIDING HORSES:** Qty 2, Cost 70 gc
Not in their primes, but these hale and good-tempered horses are sold with riding gear included.

Odds and Ends

Customers will find all sorts of unexpected items scattered throughout the shop in boxes, crates, vases and bottles. Most of the strangest goods are kept in the upstairs room, a dusty space that smells of incense. Looking for any particular kind of thing requires a Hard (-20%) Search Skill Test.

Odds and Ends	Craft.	Qty.	Cost	Enc	Notes
10 Yard Banner	Average	1	5 gc	100	Unmarked white fabric banner 1 yard by 10 yards
Agitator's Speech	Average	1	10 s	-	Impassioned speech listing the faults of Imperial Dwarfs
Ancient Remean Statues	Best	3	100 gc	1200	Life-sized plaster figures, mostly without heads and arms
Arabyan Carpet	Good	5	3 gc	10	Fine rugs and carpets 2 yards by 3 yards
Armoured Codpiece	Average	1	2 gc	1	Steel-plated and anything but comfortable
Bag of Cogs	Good	5	3 gc	10	Velvet bag containing assorted small brass cogs
Bag of Orc Teeth	Poor	1	10 p	10	Disgusting trophies from the Storm of Chaos
Bone Walking Stick	Average	1	10 s	30	From the leg of some very large but unclassifiable beast
Bottle of 60-Year Brandy	Good	4	30 gc	20	You'd swear it tasted only 50 years old though
Box of False Eyes	Average	1	1 gc	10	40 false eyes of various qualities and materials, in a small wooden box
Box of Mootleaf Cigars	Good	1	10 gc	10	Most potent leaf in the Empire, so swears Alvin
Box of Rings	Average	5	5 gc	20	About 100 cheap rings of metal, stone, bone and wood
Bretonnian Chamber Pot	Average	1	10 s	10	With the face of the Bretonnian king painted on
Broken Gin Trap	Poor	1	1 s	20	All the parts are there, but it needs some repairing
Bronze Chest Plate	Good	1	90 gc	30	Emblazoned with the image of a medusa; <i>Armour</i> Body 1
Bronze Sword	Poor	1	35 gc	50	From before the time of Sigmar, by its looks; treat as a hand weapon
Cartography Kit	Good	1	150 gc	15	Complete map making kit in a handy case
Cathay Vase	Best	1	300 gc	50	Exotic painted porcelain masterpiece in the shape of a cat
Clockwork Knight	Best	1	750 gc	2000	Turn the crank and it moves its arms and shuffles stiffly
Coach Horn	Average	1	8 gc	30	Bearing the insignia of Ratchett Lines
Collection of Rubbings	Average	1	3 gc	1	Loose-leaf charcoal rubbings taken from standing stones
Coloured Inks Set	Average	1	50 gc	10	10 phials of common coloured inks
Corpse Handler Mask	Average	1	3 gc	5	Beaked mask stuffed with herbs
Crate of Wedges	Average	1	1 gc	500	Large wooden box of 250 wooden wedges
Damsels' Favour	Good	1	5 s	-	Silk handkerchief monogrammed by a Bretonnian witch
Doom's Rocking Horse	Average	1	10 gc	200	Grotesque plaything made of real horse bones
Dragon Egg	Average	1	30 gc	50	Very odd, carefully hollowed egg of unknown origin
Flask of Ulthuan Sand	Average	1	5 gc	10	Handful of sweet-smelling pink sand and seashells
Framed Empire Map	Average	1	100 gc	100	Detailed oil painting of the Empire, 4 feet wide by 3 feet high
Ginger Wig	Best	1	5 gc	1	Very convincing male hairpiece styled as a conservative burgher might
Jar of Leeches	Average	1	2 s	20	There are always jars of leeches in these sorts of places
Juggler Costume	Average	1	7 gc	5	Particolour outfit with bells and things
Marienburger Recipe	Average	1	6 p	-	Scroll containing a recipe for 'lightly spiced herring sausage'
Middenland Moonshine	Poor	2	5 gc	400	Four-gallon casks of cheap spirits; highly flammable
Minute Glass	Average	1	5 gc	2	Tiny hourglass runs out in just one minute
Monkfish Hat	Poor	1	1 s	5	Hat made from a monkfish
Monstrous Turtle Shell	Average	1	35 gc	1000	Measuring three yards in length, a true wonder
Nippon Coin String	Average	1	20 gc	10	A few coins of gold and silver with holes through them
Orc Skin Drum	Good	1	5 gc	45	This foul object has a vaguely Elven touch to its design

Odds and Ends	Craft.	Qty.	Cost	Enc	Notes
Ogre Belly Plate	Poor	1	20 gc	1000	Enormous metal bowl
Painted Lute	Good	1	200 gc	25	Gaudy decorations and a twangy tone
Pair of Opera Glasses	Good	1	50 gc	5	Tiny glasses with about x2 magnification
Pair of Six-fingered Gloves	Good	1	1 gc	2	Kid gloves for mutants with fashion sense
Pair of Ten-sided Dice	Average	1	1 gc	1	Where there would be zeroes, there Xs
Pickled Reik Eels	Average	2	1 s	2	One-gallon bottle of slithery treats
Quarq Horn	Good	1	100 gc	25	Hunting horn taken from a mythical creature
Sack of Smelly Soaps	Average	1	1 s	30	Ten one-pound slabs of soap in a waxed bag
Scrolls of Parchment	Average	4	20 gc	100	Good writing parchment in rolls, 2 feet wide by 12 feet long
Set of Lead Miniatures	Good	1	30 gc	100	Collection of painted toy soldiers for strategy training
Ship in a Bottle	Best	1	3 gc	10	Perfect representation of the <i>Friedrich III</i> sunk in 2165
Silver Snuff Box	Best	1	20 gc	1	Emblazoned with the defunct crest of the Westerland
Shrunken Heads of Lustria	Poor	6	5 gc	5	Crude artefacts of a savage tribe
Skin of a Zebra	Good	1	20 gc	50	Handsome hide of an exotic striped beast
Taxidermy Mystery	Average	1	5 gc	20	Small stuffed creature that utterly defies classification
Telescope	Good	1	300 gc	10	Its square barrel suggests its was made by a Dwarf
Tilean Magnifying Glass	Good	1	250 gc	5	Ground from blue glass
Tiny Birdcages	Average	3	6 gc	100	Perfect for housing up to 2 small birds
Two-headed Piglet Foetus	Average	1	2 gc	20	Mutant swine preserved in a pickling jar
Unreadable Books	Average	6	1 s	10	Novels so horrible even Alvin passed on them
Warship Figurehead	Poor	1	30 gc	500	Wooden prow of the decommissioned ship <i>Lady Julia</i>
Wooden Alphabet	Poor	1	10 s	10	Bag of carved letters for teaching literacy
Worst Beer in the Empire	Poor	8	2 gc	400	Four-gallon casks of an aging vile brew

Books

Alvin's collection of books is his best source of income. He pays special attention to any customers browsing his bookshelves, making suggestions and positive reviews. All of these books are written in Reikspiel. By studying their contents, characters may learn skills using the rules for Special Training on page 212 of WFRP.

Books	Craft.	Cost	Enc	Format	Study
<i>Complete History of the World</i>	Good	80 gc	100	Hard bound, printed	Academic Knowledge (History)
<i>Estate & Economy</i>	Average	20 gc	60	Stitched booklet, printed	Evaluate, Trade (Merchant)
<i>Frahm's Symphonies</i>	Average	10 gc	5	Sheet music, 20 pages	Performer (Musician)
<i>Sciences for the Collegiate</i>	Good	50 gc	80	Hard bound, printed	Academic Knowledge (Science)
<i>Grimwald's Battlefield Lessons</i>	Best	170 gc	120	Hard bound, illuminated	Acad. Knowledge (Strategy/Tactics)
<i>Hungry Grubber's Mootland Recipes</i>	Average	15 gc	40	Stitched booklet, printed	Trade (Cook)
<i>Imperial Almanac</i> , 2517 IC Edition	Average	25 gc	60	Stitched booklet, printed	Common Knowledge (the Empire)
<i>Marienburg Independent</i> , recent issue	Poor	2 s	2	Pamphlet, printed	Common Know. (the Wasteland)
<i>Odric's Perilous Beasts</i>	Good	60 gc	80	Hard bound, printed	Academic Knowledge (Creatures)
<i>Pflier's Human Sinews & Fibres</i>	Good	100 gc	20	Sketches, 80 pages	Surgery, Trade (Apothecary)
<i>Saga of Werner Flamelist</i>	Average	10 gc	20	Stitched booklet, printed	Academic Knowledge (Mythology)
<i>Symbols of the Ancients</i>	Average	30 gc	10	Sketches, 40 pages	Academic Knowledge (Runes)
<i>Usurpers of Ulric</i>	Best	125 gc	100	Hard bound, illuminated	Academic Knowledge (Theology)

Unique Item Qualities

An everyday item needn't be bland. Use the following table to give them more character or a quirk you can hang a history on.

D100	Unique Item Quality
01-02	A few scratches, but otherwise in great shape
03-04	A prayer to Verena is etched on it
05-06	Covered with skull imagery
07-08	An image of Sigmar is inscribed on it
09	Belonged to 'some saint or other'
10	Blood stains
11-12	Briny smell, etched with the image of Manaen
13-14	Caked with dust
15	Carved into it: 'Property of Boris Wurtbader'
16	Coated in bird droppings
17-18	Covered in religious imagery
19-20	Decorated with semiprecious stones
21-22	Dented and beaten up, but serviceable
23	Emblazoned with an image of a mighty elk
24	Estalian attention to detail
25-26	Exceedingly filthy
27	Genuinely enchanted; see <i>Realms of Sorcery</i>
28-29	Has an entirely unwholesome motif
30-31	Has seen a lot of use
32-33	Horse motif
34	In absolute dark this item seems to glow faintly
35	Irresistible for some reason
36-37	It's been around a while, but well taken care of
38-39	It's said the previous owner died with this item in hand
40-41	Kerosene fumes are coming off of it
42-43	Looks like it's made by a drunk Ogre
44-45	Looks to be of Wasteland origin
46	Made in Tilea
47	Makes a strange noise
48-49	Moth-eaten
50	Mouldy green stain that won't come off
51	Once owned by an Elector Count
52	Perfect condition
53	Prayer ribbons pasted on
54	Probably crafted by a Norseman
55-56	Pungent, druggy odour
57-58	Rare collectors' item
59-60	Reeks of beer
61-62	Shiny and clean

D100	Unique Item Quality
63-64	Shows lots of signs of having been repaired
65-66	Slick with grease
67-68	Slightly blackened by fire
69-70	Someone spilled ink on it
73-74	Somewhere tucked away in it is a recipe for pie
75	Soot-stained as if dropped down a chimney
76-77	Splattered with dried mud, or blood
78	Stars and moons motif
79	Sticky with honey
80-81	Stinks like a sewer
82-83	Strong smell of gunpowder
84-85	Sun-bleached
86-87	Tained by Chaos; see <i>Tome of Corruption</i>
88-89	The name Ingrid is carved into it
90-91	There's a funny smell coming from it
92-93	There's something familiar about it
94-95	This item is unexpectedly light: -5 Enc
96-97	This looks like it might be important
98	Very poorly weighted: +5 Enc
99	Wrapped in a wool blanket
100	You'd swear this thing was a thousand years old

Carriage

It's easy to forget that the merchandise in this shop is piled on and around a number of large vehicles. Alvin is more than happy to sell these off, but doing so requires an hour of work or longer just to move everything else out of the way. He will generally take a small loss on the sale if it makes the customer more willing to wait a day for delivery. This gives him a chance to rearrange things at his leisure. Use the standard statistics for all of these vehicles.

- **FARMERS' CARTS:** *Craft Poor, Qty 2, Cost 40 gc*

These rickety, sun-warped carts may be fitted for one or two horses. The wheels are in sad shape and won't survive for many miles.

- **MESSENGER'S COACH:** *"Completely refurbished." Craft Average, Cost 500 gc*

This four-horse coach is painted in a gaudy scheme of blue with yellow trim, hiding the fact that it was formerly owned by Ratchett Lines. There's a hidden compartment beneath the drivers' bench.

- **WAGON:** *Craft Average, Cost 100 gc*

A sturdy wooden cart pulled by four horses.

- **SPARE WHEELS:** *"Trust me, you're going to need them." Craft Average, Qty 10, Cost 3 gc, Enc 200*

Boats

Alvin's small fleet is docked at Linder Wharf, a short distance from the shop.

- **GUARANTEED CATCH (ROWING BOAT):** *"A fine stout boat, she is." Craft Average, Cost 75 gc, Enc 1000*

Use the stats for rowing boats on page 87 of the *Old World Armoury*.

- **NUTHATCH (AGING RIVER BARGE):** *Craft Poor, Cost 1,000 gc, M 3, TB 8, W 100*

Crew of 10, capacity of about 100 passengers or 50,000 Enc. The *Nuthatch* is a 28 yard long river barge that has spent most of her life hauling slate tiles from quarries along the River Talabec to the cities of Altdorf and Carroburg on the Reik. Her deck and lower hold are still gritty with slate fragments and dust.

She's painted green to conceal the mould stains and wood rot that plagued her while awaiting sale in Altdorf's harbour some years ago. Those long months of disuse filled her not only with parasites but also left her with a noisy quirk. Any change in bearing, any alteration in course, elicits a mournful moan sound that rumbles along the hull. Its source is impossible to locate, but crews invariably attribute the sound to a trapped soul or other supernatural entity.

- **RESPECT (WRECKERS' CRAFT):** *Craft Poor, Cost 400 gc, M 4, TB 4, W 60*

Crew of 4, capacity of about 20 passengers or 4,000 Enc, 8 oars. The *Respect* is 10 yards long and clearly a pirate's boat, lacking in railings and other unnecessary features to improve speed. The ride is uncomfortable, there are no amenities, and it leaks.

- **SOLITUDE (CONVERTED PATROL BOAT):** *Craft Average, Cost 700 gc, M 3, TB 5, W 76*

Crew of 6, capacity of about 40 passengers or 6,000 Enc, 12 oars. The *Solitude* is a 14 yard long patrol boat that was used by the Carroburg Harbour Watch for two decades. It was sold off to Alvin this past summer when the city's coffers needed an infusion in order to repair a bridge.

Property

Alvin holds the keys to several rooms and homes in and around Carroburg. Some of them he uses to store contraband, some he keeps unoccupied in the event he needs a safe house and others he rents out to make a little money on the side. GMs may determine which of these properties is available for rent or sale at any given time.

- COMMON ROOM AT THE GATE & HOOK TAVERN, 202 STEINGUT WEG, CARROBURG: *Craft Poor, For Rent 2 p per night, or 15 p per week*

The Gate & Hook is directly across the lane from Hugelstein's, but you don't need Alvin to help you find that dump. Privy is a bucket in the back alley. Rent a locker for 2 pennies per night, or you're just asking for your trappings to get swiped while you try to sleep.

- HOVEL AT THE WEST END OF MILCHGLAS STREET, BEHIND THE OAK COFFIN PASTRY SHOP, CARROBURG: *Craft Poor, For Rent 2 s per month, or 1 gc per year, For Sale 20 gc*

This is a shanty in a poor quarter of the city, typical of a peasant's dwellings. Wattle and daub construction with a thatched roof and straw flooring. Takes a lot of upkeep, but the materials are cheap. The neighbours let a lot of pigs roam in the yard, but the pastry shop sells day-old sweets for next to nothing.

- HOVEL OUTSIDE OF CARROBURG: *Craft Poor, For Rent 1 s per month, or 10 s per year, For Sale 16 gc*

A cruck house several miles outside of the city walls, with no mailing address. Dark, smelly and unwelcoming, but warm enough and it does keep the wolves out. Anyone really determined to get inside will have no trouble breaking down the door, or the wall.

- ROOM 2A AT THE WESTERN WINDS HOSTEL, 343D ARBITERSTRASSE, CARROBURG: *Craft Average, For Rent 3 s per week*

This riverside hostelry offers reasonable furnishings and is not too far from a vegetable market and other conveniences. Tenant enjoys the luxury of their own privy, but the room could use a stronger lock on the door. Transient neighbours generally keep to themselves.

- ROOM 9, 127 ANGLER'S WAY, CARROBURG: *Craft Poor, For Rent 3 s per month, or 30 s per year*

Angler's Way passes through a rough neighbourhood near the river, and afternoon breezes fill it with the stink of a fish market. This room is in a building converted into apartments, without much regard paid to the placement of stairs, doors, windows or fireplaces. All tenants share a single privy. The neighbours can't be trusted, and it's dangerous to be about after dark.

- SUITE 42 AT THE MAJESTIC ARMS, 60 REGENSTRASSE, CARROBURG: *Craft Good, For Rent 5 gc per night, or 35 gc per week*

Large private room on the fourth floor of the Majestic Arms. Includes private bath, food service and reliable security, including strong box rental.

- TOWNHOUSE AT 98 PFELDMANN CIRCLE, CARROBURG: *Craft Good, For Rent 10 gc per month, or 100 gc per year, For Sale 700 gc*

A cramped and aging two-storey brick townhouse along a noisy thoroughfare near the city's government center. Large garden and a high fence, but Alvin has let the plants grow too tall and he's facing a tax for their upkeep. He'd rather rent the place and pass on the taxes to the renters.

Index

- ADVENTURE SEEDS • 3
ALTERNATE RULE: AMMUNITION CRAFTSMANSHIP • 10
ALVIN HUGELSTEIN • 3
AMMUNITION • 9
ARCHERS' RACK • 9
ARMORED BELT • 13
ARMOUR • 13
BACKPACK • 15
BLACK MACE • 4
BLADED BOW • 8
BOATS • 20
BOLA • 15
BOOKS • 18
BOUNTY HUNTER'S PACK • 15
BREASTPLATE • 14
BRETONNIAN BARBS • 10
BUCKLER • 15
CARRIAGE • 20
CARROBURG'S FINEST • 4
CARROBURG TERRIERS • 16
CHICKENS • 16
COIN MAKING KIT • 15
COMMON ROOM AT THE GATE & HOOK TAVERN • 21
DAGMARSSSEN'S GEAR • 15
DAIRY COW • 16
DEAD-EYE PIERRE'S DEADLY DUO • 4
DRAFT HORSES • 16
DRAGON SLAYER'S ARMOUR • 13
DRAGON TRIDENT OF LUNG WAI-TOH • 4
DWARF LONG GUN • 11
ESTALIAN NOBLE'S PISTOL • 11
FAHR'S LONGSWORD • 5
FARMERS' CARTS • 20
FUR-TRIMMED HELMET • 15
GAMBLER'S PISTOL • 11
GOATS • 16
GUARANTEED CATCH • 20
GUNPOWDER • 12
GUNPOWDER WEAPONS • 11
HALFLING BOW • 8
HOMING PIGEONS • 16
HOVEL AT THE WEST END OF MILCHGLAS STREET • 21
HOVEL OUTSIDE OF CARROBURG • 21
IMPERIAL BOARDING GUN • 11
IRONS AND PLIERS • 15
JADE KNIFE OF LUSTRIA • 5
KHOPESH • 5
KITS • 15
LARGE POUCH • 13
LEATHER COIF • 15
LEATHER JACK • 13, 14
LEATHER LEGGING • 13
LEATHER LEGGINGS • 14
LEATHER SKULLCAP • 13, 14
LETTER WRITING KIT • 15
LIVESTOCK • 16
LUSTRIAN BLOWGUN • 8
MAGISTER'S SACHEL • 16
MAIL COIF • 14
MAIL SHIRT • 13
MANACLES • 15
MELEE WEAPONS • 4
MESSENGER'S COACH • 20
MIDDENHAMMER • 5
MILITARY CROSSBOW • 8
MISSILE WEAPONS • 8
MORNING STAR • 15
MORR'S MASK • 12
MUTTS • 16
NECKLACE WITH HAMMER PENDANT • 16
NUTHATCH • 20
ODDS AND ENDS • 17
OPEN-FACED HELMET • 14
OSTLAND MASSIF • 16
PACK HORSES • 16
PARTIAL MAIL LEGGINGS • 13
PIECEMEAL CUISSE & GREAVES • 13
PIECEMEAL VAMBRACE • 13
PIGS • 16
PLATE BRACER • 14
PLATE LEGGINGS • 14
PLATE THIGH GUARD • 14
POISONS • 12
POT HELM • 13
PROPERTY • 21
RANALD PRIEST'S DAGGER • 6
REIKLAND UNIFORM • 13
REPEATER HANDGUN • 12
RESPECT • 20
RIDING HORSES • 16
ROOM 2A AT THE WESTERN WINDS HOSTEL • 21
ROOM 9, 127 ANGLER'S WAY, CARROBURG • 21
RUEGGER'S PISTOL SET • 12
SCROLL CASE • 15
SERGEANT MULLER'S ARMOUR • 14
SERGIO DOMINGUEZ'S ARMOUR • 14
SHORT SWORD • 15
SIGMARITE WHIP • 6
SIGMAR THE CONQUEROR • 16
SINGING SWORD • 6
SLAYER'S CROSSBOW • 8
SOLITUDE • 20
SPARE WHEELS • 20
STUDDERED JACK • 14
STUDDERED LEATHER LEGGINGS • 15
STUDDERED LEGGINGS • 14
STUDDERED SKULLCAP • 14
SUITE 42 AT THE MAJESTIC ARMS • 21
THE COMET COMETH • 16
TOWNHOUSE AT 98 PFELDMANN CIRCLE • 21
UNIFORM • 13
UNIQUE ITEM QUALITIES • 19
VERENA'S GAVEL • 6
VILAS TUFFINO'S ARMOUR • 14
WAGON • 20
WANTED POSTERS AND BOUNTY RECEIPTS • 15
WAR ENDER • 6
WARRIORS' WALL • 7
WEIGHTED NET • 15
ZEALOT'S FLAIL • 16
ZEALOT'S LOT • 16