

Garreck Palegold	Pete B	Chaotic Good	9000	12000	
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Factotum	Duergar (Und pg 11)	Rob's World		Gond	
Class	Race	Campaign		Deity	
2 (LA 1)	M/L	47 (Marcav 1, 961)	M	4'	130
Level	Size	Age	Gender	Height	Weight
				Pale Yellow	White & Gold
				Eyes	Hair

Ability	Score	Mod	Temp Score	Temp Mod	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction		
STR	14	2			HP	19		2d8			
DEX	16	3	18	4	AC	22/21 = 10 + 5 + 2 + 4 + 0 + 1 + 0 + 0					
CON	18	4			TOTAL		Armor	Shield	Dex		
INT	20	5			Touch	14	Flat-footed	18	Size	Natural	
WIS	15	2			INIT	6 = 4 + 2			Deflect	Misc	
CHA	14	2			20		Light				
Action Points		2		Speed		Armor Type					



Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	4 = 0 + 4 + 0 + 0 + 0					
REFLEX	7 = 3 + 4 + 0 + 0 + 0					
WILL	5 = 0 + 5 + 0 + 0 + 0					

MELEE	Total Attack Bonus	+2	=	Base Attack Bonus	1	+	Str Mod	2	+	Size Mod	0	+	Misc Mod	-1	+	Temp Mod	0
GRAPPLE	Total Attack Bonus	+2	=	Base Attack Bonus	1	+	Str Mod	2	+	Size Mod	0	+	Misc Mod	-1	+	Temp Mod	0
RANGED	Total Attack Bonus	+3	=	Base Attack Bonus	1	+	Str Mod	4	+	Size Mod	0	+	Misc Mod	-2	+	Temp Mod	0

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Malegar Magic MW Warhammer (M/L) 350gp	3(2+1Mg)/3(3-1Nlrg+1Mg)	1d8+3 / 1D10+4	x3	5'/10'
Special Properties	Ammunition	Weight	Size	Type
Parry -2, Fumble 19, MS 6, MD 5, WSM (-2+1)	+2 sapping/ +1 vs plate	5	M / L	B

Weapon	Total Attack Bonus	Damage	Critical	Range
MW Jambiya Dagger Qty of 2 (302gp ea)	3(2+1Mw)/3(3-1Nlrg+1Mw)	1d4+3/1d5+4	18-20/x2	-
Special Properties	Ammunition	Weight	Size	Type
Parry +1, Fumble 18, MS 4, MD 7, WSM -1		2	M/L	S

Weapon	Total Attack Bonus	Damage	Critical	Range
2 MW Throwing Knife (M/L) 305gp ea.	4(3+1Mw)/3(3-1Nlrg+1Mw)	2d4+3/1d10+3	18-20/x2	20'
Special Properties	Ammunition	Weight	Size	Type
Parry -1, MS 8, MD 6(8), FUMBLE 19, WSM-2		4	M/L	P/S

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Mithral Chain Shirt(1100gp)/MW Dastana (218 gp) (AE pg15)	L	5	0	6
Special Properties	Weight	Spell Fail	Speed	
Mithral gives 3 less on ACP, 1 min Don(5 rnds hastily) 1 min rmv		17.5	15%	30

Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Heavy Mithral Shield (1020gp)	Shield	2	0	-
Special Properties	Weight	Spell Fail	Speed	
Mithral gives 3 less on ACP, Don/Remove 1 move action		7.5	5%	-

Feats & Special Abilities

RACE: +2 Search checks to notice unusual stonework	CLASS: Inspiration 3, refills at beginning of 'encounter'	FEAT: Parry (3ENF p. 4)	
RACE: entitled to Search check as if actively searching if within 10 ft of unusual stonework incl. stonework trap as a rogue. Also can intuit underground depth	CLASS: Cunning Insight: Add Int to Atk/Dmg/Save roll Used before roll is made.	FEAT: Daylight Adaptation (RE, p108) remove SunSens	
RACE: +4 bonus to resist being bull rushed/tripped	CLASS: Cunning Knowledge: Add class level to ranked skill, only once per day per skill	FEAT: Font of Inspiration (RWNF p14) +1 inspiration pnt	
RACE: +2 on saving throws against spells/spell-like	CLASS: Arcane Dilettante (Sp): For 1 inspiration point, you can mimic 1 sorcerer/wizard spell as a SLA.	FEAT: Knowledge Devotion (CC p60)	
RACE: +1 to attack rolls against orcs and goblinoids	CLASS: Caster level equal to your level in this character class	When fighting a creature, u can make a Knowledge chk based on its type (p78 PH) if you have min. 1 rank in related Knowledge skill. You receive an insight bonus (based on chk result) on atk & dmg rolls against that creature type for the remainder of the combat	
RACE: +4 AC dodge bonus against giant-type	CLASS: Simple Weapon Prof. PH p100	FEAT: Quick Draw (PH p98)	
RACE: +2 on Appraise checks w/ stone or metal	CLASS: Martial Weapon Prof. PH p.97	You can draw a weapon as a free vs. move action. Also draw hidden weapon as move act. (Slight of Hand-p81)	
RACE: +2 on Craft checks w/ to stone or metal	CLASS: Light Armor Prof PH p89	Also may throw weapons at full normal rate of attack	
RACE: +2 Constitution, -4 Charisma.	CLASS: Devotee of Logic (RWNF p32-33)		
RACE: Darkvision up to 120 feet.	CLASS: Factotum may use his Intelligence modifier instead of a Wisdom modifier when making a Will save or a skill check for heal, sense motive, spot or survival.		
RACE: Immunity-paralysis, phantasms, poison	CLASS: Shield Prof. except tower PH p100		
RACE: +4 on Move Silently checks.	FEAT: Magic in the Blood(PG p40) racial spell-like 3/day		
RACE: +1 on Listen and Spot checks.	Forgotten Realms Region:Darklands(Magic in the Blood)		
RACE: Spell-Like Abilities: enlarge and invisibility as a wizard twice the duergar's level (minimum 3rd level)			
These affect only the duergar and whatever it carries			

Special +1 Permanent Luck (Tymora Prayer)
Special: +2 Knowledge(Abathor)
Special: +1 Knowledge(Any Draconic)
TOTAL INSPIRATION POINTS = 4 (3 at Factotum level 2 +1 for Feat: Font of Inspiration)

Skills [Auto Fill | Update CC | Clear]

Max Rank 5 / 2.5

Skill Name	Key Ab	CS	Skill Mod	Ab Mod	Rank	Misc Mod	ACP
Appraise (+2 Stone/Metal)	Int		5	5	0	0	0
Balance (+2 Syn Tumble)	Dex		11	4	5	2	0
Bluff	Cha		3	2	1	0	0
Climb	Str		2	2	0	0	0
Concentration	Con		4	4	0	0	0
Craft (Weaponsmith)(Race +2 metal)	Int		11	5	4	2	0
Decipher Script	Int		5	5	0	0	0
Diplomacy	Cha		2	2	0	0	0
Disable Device	Int		6	5	1	0	0
Disguise	Cha		2	2	0	0	0
Escape Artist	Dex		4	4	0	0	0
Forgery	Int		5	5	0	0	0
Gather Information (Syn +2 Kn(local))	Cha		5	2	1	2	0
Handle Animal	Cha		2	2	0	0	0
Heal	Int		5	5	0	0	0
Hide	Dex		5	4	1	0	0
Intimidate	Cha		3	2	1	0	0
Jump(+2 Syn Tumble)	Str		4	2	0	2	0
Knowledge (Local/Willip)	Int		11	5	5	1	0
Knowledge (Dungeoneering)	Int		7	5	2	0	0
Knowledge (Arcana)(+1 if Dragon)	Int		10	5	5	0	0
Knowledge (Religion)	Int		10	5	5	0	0
Listen (+1 Race -1 Impulsive)	Wis		3	2	1	0	0
Move Silently (+4 Race)	Dex		9	4	1	4	0
Open Lock	Dex		5	4	1	0	0
Perform (Percussion)	Cha		2	2	0	0	0
Profession (Smith)	Wis		2	2	0	0	0
Ride	Dex		4	4	0	0	0
Search (+2 if Stone -1 Impulsive)	Int		4	5	0	-1	0
Sense Motive	Int		6	5	1	0	0
Sleight of Hand(+2 Sash Belt)	Dex		6	4	0	2	0
Spellcraft (+2 Syn Kn(Arcana))	Int		7	5	0	2	0
Spot (+1 Race -1 Impulsive)	Int		5	5	0	0	0
Survival (+2 Above Ground Syn Kn(Nat))	Int		5	5	0	0	0
Swim	Str		2	2	0	0	0
Tumble	Dex		9	4	5	0	0
Use Magic Device	Cha		3	2	1	0	0
Use Rope	Dex		4	4	0	0	0
Collector of Stories(+5 Kng Skl Trk CS p85)			5	0	2	3	0
Iaijutsu Focus (+1 MW weapon)	Cha		8	2	5	1	0
Knowledge (architecture and engineering)	Int		5	5	0	0	0
Knowledge (geography)	Int		5	5	0	0	0
Knowledge (history)	Int		5	5	0	0	0
Knowledge (nature)	Int		10	5	5	0	0
Knowledge (nobility and royalty)	Int		5	5	0	0	0
Knowledge (The planes)	Int		7	5	2	0	0
	Int		5	5	0	0	0
Craft (Alchemy)	Int		5	5	0	0	0
Craft (Stonemasonry) (Race +2)	Int		7	5	0	2	0
			0		0	0	0

Total Skill Points: 55

Other Possessions

Item	Weight (lbs)	Loc
Masterwork Artisan's Tools (Weaponsmithing) (55gp)(#5 not Counted)	0	Manor
-Tent (5gp) (#10 not counted)	0	Manor
-Leather Work Apron (5sp) (#2 not Counted)	0	Manor
High Hard Boots (5 GP)(#4 not counted)	0	Manor
-Masterwork Artisan's Tools (Stoneworkers) w/ 2 Sldgehms (53gp) (#5 not Counted)	0	Manor
3x Std Set of Adventurer's Clothing (111sp) (3.9# ea - not counted)	0	Manor
Large Pouch, belt, cap 8 (14sp)	1	Worn
-Taint absorbing stick (100gp)	.01	LP
-Money Belt W/ Zipper (2gp)	.1	LP
-Pipe (5sp) & Vial of Lilac Perfume & Scarf	.31	LP
Emerald Cat Spheene (Protect Lightening+ 4 save/-1 dmg per die)	.01	LP
-MW Telescoping Longspoon (+2 Open Lock/Disable Device CA p123) (170gp)	3	LP
-Tinderbox Flint & Steel 3gp	1	LP
-Ink (8gp) .25# & Quill (1cp) .001# & -10 pages of parchment (2sp per) .01#	.261	LP
Whole Ackeron Tree Healing Fruit (2500gp for 4 servings)	1	LP
Green Bottle	0	LP
Potion of Lightning (600 gp)	1	LP
Gloves of Dex +2 (3000 GP)	.3	Worn
Thieves Cloak (12gp) +5% HIS	2	Worn
Explorers Outfit (8# - weight exempted per PH pg 131)	0	Worn
Canteen #1(1gp)	5	Belt
Sack of Marbles x 1 (8sp ea., 2 lbs ea.) (MV @1/2or Dex chk for Slipping/Fall=fall 1 rnd)	2	Belt
BANDOLIER, DAGGER, LEATHER (3gp) Hold up to 10 daggers	2	Worn
Sashling Belt +2 SoH (RotW 170, 10gp) of Healing (10 items up to .25 ea)	1	Worn
Potion of Healing x2 100gp (50gp ea) gave to ranger Jakovich		SB1
Potion of Healing x1 1(50gp ea)	.1	SB2
Potion of Extra Healing 675gp 3 doses	.25	SB3
Potion of Extra Healing 675gp 3 doses	.25	SB4
Pearl of Power (1st) (1000gp)		SB5
		SB6
		SB7
		SB8
		SB9
		SB10
Total Weight:	55.591	

Currency

10 Copper pieces (cp) = 1 sp = 2 Bronze pieces (bp)
20 Silver pieces (sp) = 1 gp = 2 Electrum pieces (ep)
1 Platinum piece (pp) = 5 gp
1 Mithril piece (mp) = 10 gp
1 Adamantine piece (ap) = 20 gp
22 gp in money belt

Languages

Automatic: Common, Undercommon, Dwarven
Bonus: Draconic, Giant, Goblin, Orc, Terran

Spells/Powers Known

(Bards, Sorcerers, Psions & Psi Warriors)

0		5th	
1st		6th	
2nd		7th	
3rd		8th	
4th		9th	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability
Base	Bonus	Max	Current

Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Invisibility (lvl 3 min, 2x level 1 min/lvl) (PH p245), Std Act.	3x/Day		
Enlarge (lvl 3 min, 2x lvl 1 min/lvl) (PH p226)), Std Act	3x/Day		
TOUCH OF FATIGUE (PH 294)	1x/day		
Material Component: A drop of sweat			
Range: Touch Cast Time: Std Action			
Duration: 1 round/level			
Saving Throw: Fortitude negates			
succeed on a touch attack to strike a target. The subject i			
s immediately fatigued for the spell's duration.			
A fatigued character can neither run nor charge and takes			
a -2 penalty to STR & DEX. Doing anything that would			
normally cause fatigue causes the fatigued character			
to become exhausted			
FLARE:			
Dazzles one creature (-1 on attack rolls). (PH 232)			
Components: V			
Range: Close (25 ft. + 5 ft./2 levels)			
Duration: Instantaneous (last 1 min)			
Saving Throw: Fortitude negates			
cause light to burst directly in front of 1 creature, that			
creature is dazzled for 1 minute.			
Detect Magic (Default unless noted in game)			

Description

4', 130 lbs Dark grey skin that seems to shine vibrantly in sunlight, a beard of white with gold streaks, and - unusually for a Duergar - hair on his head at all, much less of the same unique colors. The longer he is in the sun, it seems that the more the gold spreads in his hair before lowering back to it's normal size when out of it. (Think like an iris contracting and expanding, just cosmetic

Character Traits

Impulsive: You gain a +2 to initiative checks. -1 to Listen, Search, & Spot. Reckless: You gain a +1 bonus on damage rolls after successful melee attacks and take a -1 penalty on melee attack rolls.

Contacts / Friends

Father - last known to be in Hillsfar Mother, Brother, 2 Sisters - Last known to be in Darklands - still there? Father's Employees from Darklands who he befriended - still there? Caravan Master he took up with when leaving Hillsfar. Traveled with off and on until Whillip. Bryson Caldwell - Smith he works for in Whillip. Bar he visits every day.

Personality

Seems to have a constant level of frustration and annoyance, though the cause isn't usually apparent. He is quick to laugh, quick to drink, and quick to fight. Mostly quick on anything, including making rash decisions without thinking about them. He seems driven by a desire to 'know' - to learn, to solve mysteries, to discover new ones. He seems to harbor some bitterness regarding his family and never speaks

Character Flaws

Shaky: He is poor at ranged combat. (-2 penalty on all ranged attack rolls) Overlooked by Tymora: Having to flee the Underdark, then fleeing from his father. He hasn't had a particularly lucky growing up period. -2 to heroic luck.

Enemies

Any who would profit off the suffering of others (Slavers, some nobles, etc.) Those who would keep knowledge hidden His Family? Alcohol he hasn't drank yet

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Synergies: Tumble/+2 Jump +2 Balance, Kn(Arcana)/+2 Spellcraft, Kn(Local) +2 Gather Info, Kn(Nature)/+2 Survival above ground, Kn(Religion)/ +2 Turn or Rebuke Undead Knowledge (Draconic) +1 for spending 10 days reading Lore of Dragons Tome found in Twilight Fortress) Knowledge(Religion -Abothor) +2

Condition and Effects

Additional Information

(Malegar - Thunder Thumper of Urkhon of Brikklex|has consciousness (Intelligent Item) - not evil| Magic Warhammer| +1 to Attack Abilities: Inky Darkness 1x/yr Ghost Touch

Other Notes

If you were to sit in a certain tavern in Whillip one evening, you could perhaps meet a certain unusual Duergar. Known to the others there as a regular, but perhaps not to the level of friend. His want is to come in, slap down a few silver before the barkeep, and drink until it runs out.

He more often than not sits in a corner, if it's open. If it's not, he'll usually huff and act grumpy and then sit close to it, hoping to grab it if they leave.

He stands maybe four feet tall, with his form that kind of stout girth that all dwarves seem to carry. That is where most of the 'usual' things you'd expect end. For a Duergar, he is quite unusual. First, with his mere presence so far from the Underdark. Second, with his long, gray beard tied in a rather surface dwarf braid. Third, with that braid having a bright streak of what could pass as spun gold tracing one of the braids of it, spiraling downward. And fourth, and most unusual of all, that he has hair on his expected-to-be-bald Duergar head, again adorned with a brilliant yellow streak starting at his right temple, an inch in width, that extends to the back of his head and down to his mid back where his hair ends.

On his first drink, none come to him. Nor his second. Nor his third. But if you were to come to him while he is deep in his cups, you could perhaps jostle a conversation out of him.

Gruff, but not mean-spirited in manner. A polished stone that fell and was covered in grit could be an apt comparison.

Stay yet longer, past his baudiness and bravado, his ramblings about what he could do with but a handful of noble dwarves at his side, or his poor attempts at poetry (Rest

Private Notes

Description:

Seems to have a constant level of frustration and annoyance, though the cause isn't usually apparent. He is quick to laugh, quick to drink, and quick to fight. Mostly quick on anything, including making rash decisions without thinking about them. He seems driven by a desire to 'know' - to learn, to solve mysteries, to discover new ones.

He seems to harbor some bitterness regarding his family and never speaks of them. He is untrusting, almost belligerent to other Duergar he comes across. He won't stand for the helpless being taken advantage of.

Other Notes:

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Stay yet longer, past his bauldness and bravado, his ramblings about what he could do with but a handful of noble dwarves at his side, or his poor attempts at poetry (Rest your shields, lean on stones, listen and always remember, long are the arms and legs of men, yet still longer, the Dwarven members!) and you could get him in a more reflective state and here the tale recounted below.

Though one would be cautioned to maybe apply a hearty cup of disbelief to some of the more hyperbolic aspects of his tale.

"...aye, my Da was a smith. The greatest to ever be found, beneath stone or sky! He could make a' anvil sing a song as never been heard before! Like a symphony! A true master, my Da.

I worked with him, aye. Was born and watching in the forge before me beard even grew. As I got older, I tried to help, to learn. If only I'd known how things would go...it din't last very long, though memories I still hold dearly to me heart.

The lads in the forge, they were the same as my Ma and my brudders and sisters. We were as a family in those days. All my friends, all watching out for the wee ball of chaos I was. And then...this.

This fookin' streak of gold. Ruined a good damn thing. The Lords of the the Darklands where we lived in Dunspeirrin...my Da didn't think they'd take kindly to it. Not sure why. But my da was a wise man I thought, he knows best. He knows best. Heh. Stupid kid I was then. But I'm jumpin ahead.

My Da, he decided we had to get out of there. To leave me home, me family, everything that I knew. Only me mother was havin none of it. She and the others, they weren't leaving, and she told her Da.

I don't remember much then. Just being woken in the night, tossed in a sack, and then the beatin thumps of riding jostling me around till I passed out. When I woke, I was alone with me da, campin in some cavern off the beaten path. But slopin up. Up? I didn't know what my da was doin, nor would he say anything beyond a 'quiet' and a good whallop on me head.

My beard was maybe, ooh, an inch or so by then. Dwarven peach fuzz you sunners would call it. I was maybe 19. I dun rightly recollect. But up we went. And up some more.

Sometimes we'd hide a bit, sometimes run. I never saw much, bein in a bloody bag, but I felt it - best believe I felt when we sped up, harhar.

A few times I heard my da talking. Not to other dwarf voices. Maybe some of the spidey elves - never did care for them - or the little dwarves...yeah, the gnomes...but I didn't see. Don't think it was a gnome..voice was too...lilty. Hells, too beautiful for one of the elves either. Something else.

But I never saw't. Too busy being acquainted with me bag. And then after...oh fuck, I dunno...a week? Maybe three? We were at the surface. That sun. The first time I saw it I wanted to crawl back in me bag and never leave! Not so bad now, but those first two decades topside. It was a rough patch.

Rougher still that we got picked up by some fuckin slaver scumfucks in the cloth of a healer as we were just gettin our wits. Caged us right quick, took us to Hillsfar. Aye, that shitehole.

I bear no love to the slavers and their masters, those who revel in the blood of those who can't stop what's pushed on them in that arena, but I'd be lyin to say I didn't have it good there.

My da, when they realized he was a smith, a dwarven smith, a GREAT dwarven smith, they put him in a nice little house surrounded by walls and guards.

Kept in workin in a forge from sunup to sundown. But a 'nice' one as if t'would excuse the rest. Maybe it did to him. I nary know. But I had the days to meself. And the nights. Books. Took a bit to get the hang of common, but once I got it, was me favorite tool. Readin' any book I could get me hands on, that they deemed 'appropriate' for me to have.

But bein in me da's house, we got more than any other was like to get. 'Spose if I had stayed, I'd be workin a bellows there too by now. But the books. Everything. History, the gods, the mysteries of the world - I love it.

A good tale sustained me fuller than a slave meal ever did. Knowin' there's an outside. Knowin' I'd get there. That we'd get there. We. Heh. My fookin da. Suppose I woulda known what his weapons were for if I ever thought about it. But I didn't. Why would I?

My da'd always say "Look how good ye have it compared to the slave'ens out dere - we're fortunate by the arm of a smith, boy." 'Fortunate.' Funny way of sayin livin off da blood of innocents. Because

we were. Those weapons went to the arena, givin the nobles their right proper ration o' bloodshed so they didn't get too cranky.

Gods forbid they not see some nonhuman die at least once a fortnight or they'd get right ornery I think.

First time I saw the fights was the last time I saw the fights. Last time I was in Hillsfar. Last time I saw my da.

He knew what he was doin, didn't fight it. Maybe he'll say he did it for me, but don't believe his shite. He did it for his ego. Because he was a smith, and a smith has to smith. Couldn't take a stand. No, no - couldn't do that.

Now? Wandered a bit, city here, caravan there. Worked as a smith, aye. Or a mason. Or a laborer. Wasn't picky. Just gettin to the next place I'm goin to figure out the next place I was gon' go.

Home? What's home? Underdark? Better to walk a dark tunnel.

Hillsfar? Already gone down that shaft, not doin that again. Wound up here maybe...five years ago? Somethin like that? Met ole Bryce. Nice as a human goes. Gave me meals, made me better.

Somethin nice in me core when I swing a hammer. I understand that at least about my da. It pays enough. That and gettin fights here for a bit of coin. That's a fun too. Not too chatty are ye? Eh, it's fine. I'll chat enough for us both...

Private Notes:

Bldg Name/Type of business (generated for Stephen's char. - 16 Sep '19)

-
- 024 The Right Cut / A barber shop
 - 052 Where Now / Business and Private Residence Info in Willip: Bidvar Minitin (Halfling); Owns the right to provide directions in the city
 - 091 City Guard barracks & Temple to Helm / Run by one lone preist. Garivek a 12th level cleric.
 - 094 City square kiosk / Government - A public bulletin board. Help wanted, for sale, lost dog, etc.
 - 096 City of Whillip Town Hall / Government - Get some paperwork taken care of.
 - 159 Bank of Whillip / A secure place to keep your money.
 - 197 Skywhite's house of lavation / A bath house & Massage parlor
 - 213 The Tree Stump / A bar for short folks. Has a sign outside/around the entrance that says 4' and under. Building is mostly underground. looks like it's made from a gigantic tree stump.
 - 242 The Archer's Guild / Buy archery equipment, practice, get instruction
 - 245 Under Lock & Key / A locksmith's shop.
 - 260 The Black Rose / Apothecary and herbalist shop
 - 285 Boots & Shoes / A cobblers shop
 - 323 Temple of Selune & Gond / An interesting combination (Gond is Gnomish deity of invention. Selune is deity of the moon, stars, navigation, wanderers, those on a quest.
 - 334 The Sharpest Edge Smithy (owner = Bryson Caldwell - Human, male, 40yo
 - 337 The Singing Frog / Inn & Tavern. This is where you've been staying.
 - 341 Fine Furniture / A shop that sells custom made fine furniture.