

MYTHMAGICA™



The Player's Guide to Chestnut

For use with Mythmagica Beta 12
A Mythmagica™ Dollhouse for all Levels

by Whitson John Kirk III
10/31/2024



© Copyright 2023 by Whitson John Kirk III

**This work is licensed under the Text Liberation License (version 1.0 or later),
with a Text Liberation Date of January 13, 2023. You can download
all versions of the Text Liberation License from homebrew-avenue.org.**

The Player's Guide to Chestnut

Introduction

This module describes the town of Chestnut. The town is intended as a sort of base of operations for your characters, the Avatars. It is a place of refuge at the very edge of the wilderness (or perhaps a little further into the wilderness than less hardy people would find comfortable). The town provides all of your characters' most basic needs; food, shelter, and common equipment can be found here. It is hoped that you will see Chestnut as your characters' home, and begin to cherish it as a place worth defending.

It is entirely appropriate for all players to read this module, and to become familiar with and use its contents. You should use the price-lists in this module when your Avatars go shopping "in-town", as that can be a big first step in becoming familiar with Chestnut and its occupants.

Of course, the Overlord is free to change any or all of the details in this module to tailor them to your group's needs.

Overview

Chestnut is a village tucked neatly into a valley of the Iron Hills within the Deep Wood, which lies a couple of days travel to the east of the Craggy Mountains. Chestnut consisted of little more than an ancient run-down keep until a few decades ago, when a prospector came across a nearby silver vein. A town quickly sprang up around the keep, and the areas around Chestnut proved to be quite rich in other minerals as well.

The town is ruled by Baron Langobard. He lives in Langobard Castle, the most imposing building in town. The castle's keep is situated on a hill atop cliffs overlooking Chestnut Lake. The keep is surrounded by thick stone walls, into which the townsfolk retreat whenever dark forces from

the surrounding regions attack. Fortunately, such attacks are relatively infrequent, although not rare enough to allow the townsfolk to become complacent. The castle is directly to the north of the Town Square in the middle of town.

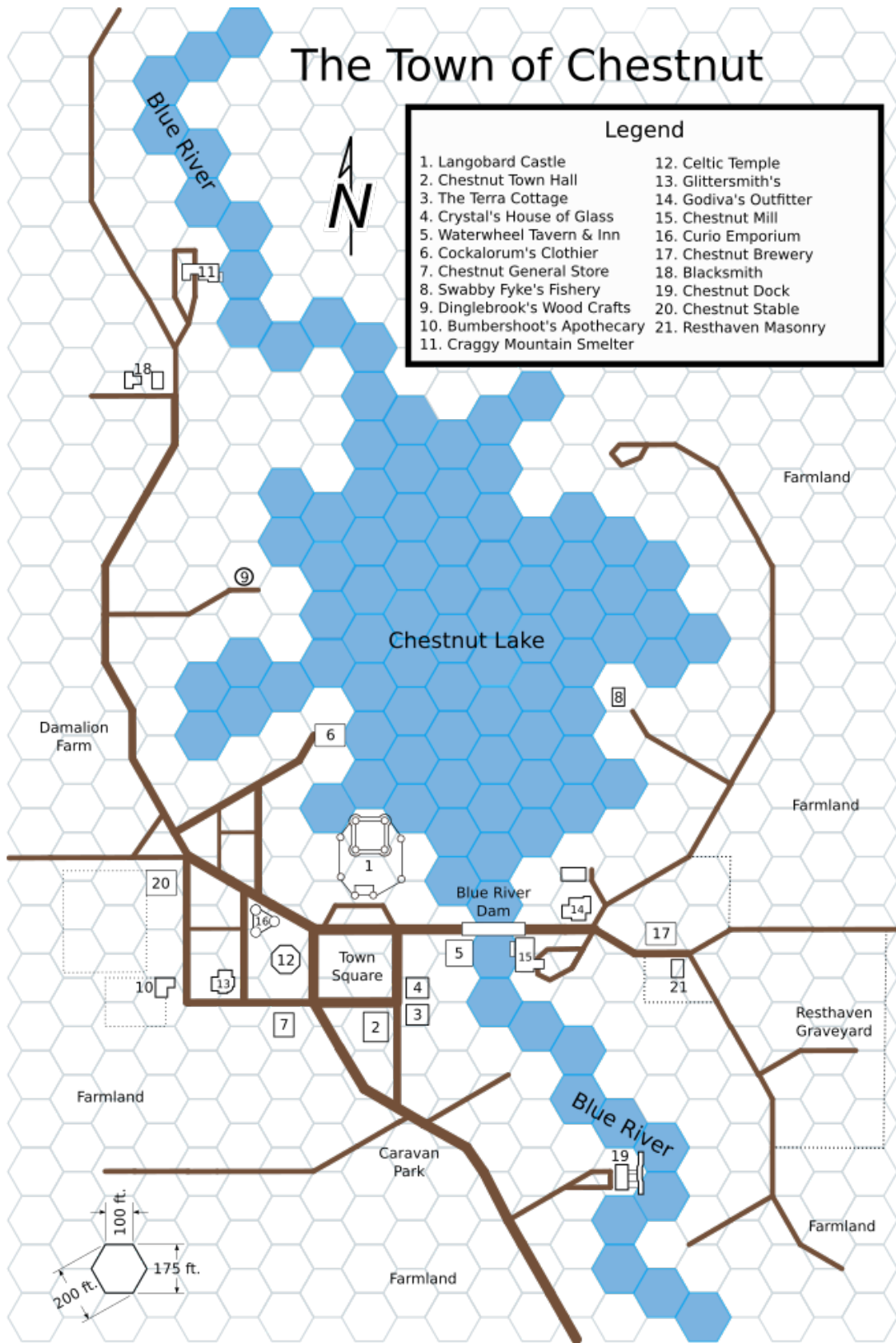
Chestnut lies on the Blue River on the northern boundary between civilization and wilderness. Its lake is man-made, whose waters are controlled by the Blue River Dam. A ferry periodically travels between Chestnut and a coastal city several days to the south. Chestnut is the ferry's northernmost stop.

Chestnut has a thriving economy. The base of the economy is driven by the various mines in the surrounding hills. Copper, tin, iron, and silver are mined in the region. Without the riches of these mines, Chestnut could not exist so far into a wilderness populated by such an abundance of dangerous monsters. The income from these mines is intermittent at best, as it is frequently interrupted by beasts and bandits alike. But, it is steady enough that the town has flourished, giving rise to the crafting workshops of all fields needed to support the needs of the mining industry. There are a number of farms surrounding the town as well. But, they do not produce enough to feed the entire populace. So, a lot of food must be transported up the Blue River from the city to the south.

Languages

The official language used by the government in Chestnut is Old English. All of the signs are written in the Old English language using the Latin alphabet. All of Chestnut's citizens speak Old English. However, most of them also know Brittonic and/or Gaelic, which are quite common in the area.

Chestnut Map



Government Buildings / Grounds

Blue River Dam

The Blue River Dam controls the flow of the Blue River, causing its waters to form Chestnut Lake. Most of its water flows over the stone dam, although some of it is diverted to drive the waterwheel of Chestnut Mill, which is immediately to the south-east of the dam. The Waterwheel Tavern & Inn is on the river bank opposite the mill, overlooking the river. The dam is the town's main attraction. Many of the locals enjoy watching the waterwheel turn while sitting on the tavern's porch, sipping on a pint of ale.

There is a covered bridge built above the dam, next to which is a small toll booth. Pedestrians are allowed free passage over the bridge. But, wagons and carts are charged 1 s.oz. to cross. The toll-taking is rather informal, though. If nobody is manning the toll booth, they don't expect you to pay. The toll booth is manned by a troll named Reckel Illingsworth.

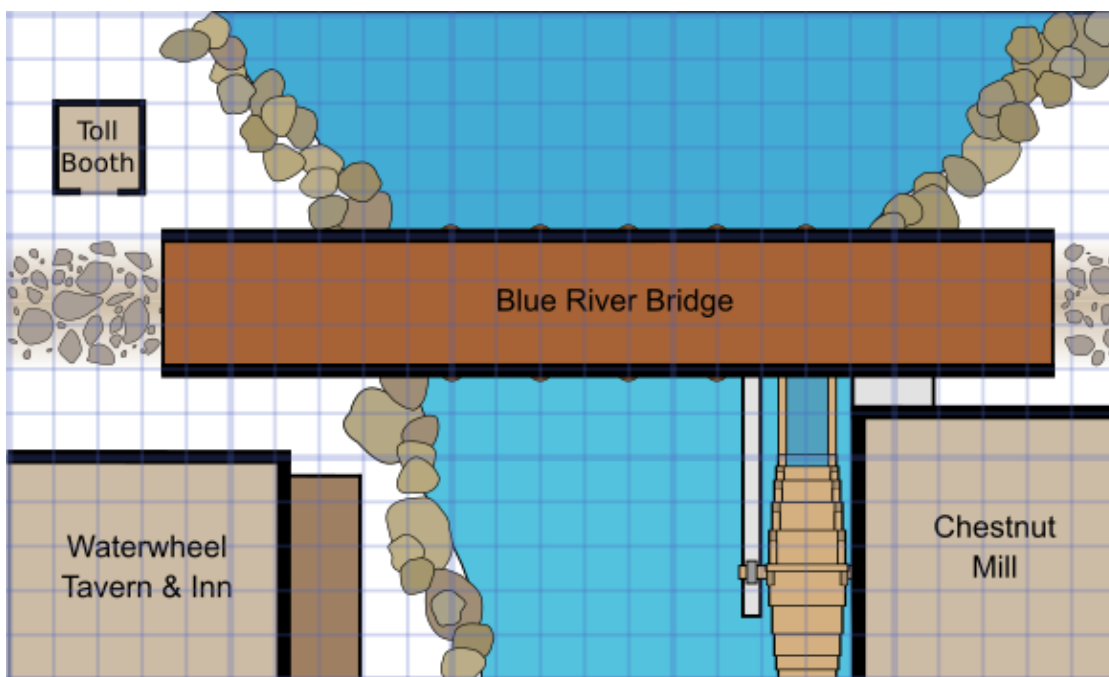
Reckel Illingsworth

Reckel Illingsworth is a town guard of Chestnut, who carries a poleaxe. He is a typical troll, with a long hooked nose, and a wiry frame. The top of Reckel's head is completely bald, while the hair on the sides and back of his head are thick, although he keeps it short as per regulation.

Reckel is permanently assigned to man the toll booth of the Blue River Dam in the middle of town. As such, he is a recognizable fixture that has inadvertently become the face of the town's police force to its citizenry.

Race: Troll (Mixed)

Sex: Male



Bridge over Blue River Dam

Caravan Park

There is a wide open field just outside of town where merchant caravans and overland haulers commonly park their wagons while visiting Chestnut. This field is managed by the town, which allows wagons and caravans to camp there at no charge as long as they are doing business in town. The area has been unofficially dubbed “Caravan Park” by the locals. One of the more frequent users of the field is the Gorski Theatre Troupe.

Gorski Theatre Troupe

The Gorski Troupe comes into town one week every month to perform and entertain. They sing, dance, play instruments, perform skits, and dazzle with magical spectacle.

Dragomir Gorski

Dragomir is a human Wizard with a penchant for fire spells. He is the theatre troupe’s fire eater act, and promotes himself as “The Great Gorski”.

During the days of a performance, Dragomir wears a satin orange shirt, red leather pants, and a yellow sash around his waist. At other times, he wears common traveling clothes, and carries a staff. He has black hair and beard, lightly tanned skin, and an ordinary build, being neither highly muscular nor overweight.

Race: Human

Sex: Male

Nora Gorski

Nora is a virtuoso singer with a beautiful voice, who accompanies herself on the lyre. She puts these skills to good use in the periodic performances she and her husband perform.

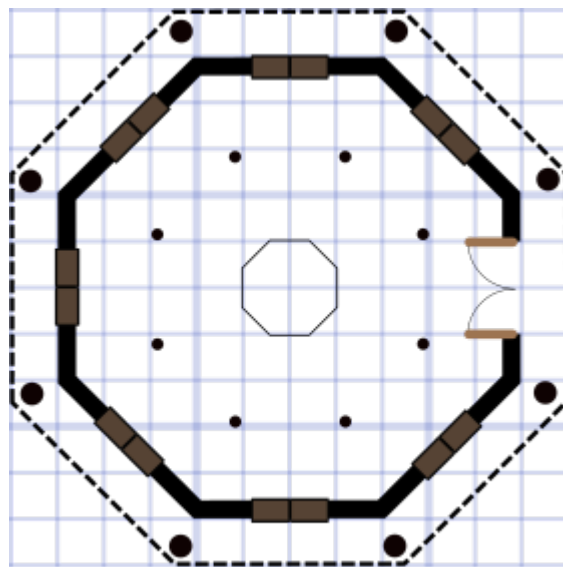
On stage, Nora wears a flowing gown of earthy greens and browns, adorned with blue ribbons. Otherwise, she wears practical traveling clothes and carries a dagger at her side. She is thin, bordering on gaunt, with lightly tanned skin, brown hair and blue eyes.

Race: Human

Sex: Female

Celtic Temple

The town’s Celtic Temple is located at the center of Chestnut on the Town Square. It is dedicated to Lugh, the Celtic god of crafters. But, all of the gods of the Tuatha de Danann pantheon are worshiped there. The primary religious leader at the temple is Diedre Donn, a female elfin Druid. She is usually attended by one or two pagan initiates, each of which usually stays only a few months for training and then moves on to serve in other temples.



Celtic Temple

The building itself is a symmetric octagonal structure whose interior is one vast open sanctuary. The roof has two octagonal levels: a broad lower portion and a narrower central portion that rises high above the lower. The lower portion covers a palisade supported by columns that runs around the entire temple. The columns are sculpted to have the appearance of trees whose branches support the roof. Each of the eight walls of both the upper and lower levels has a circular window protected by a bronze grate fashioned with a unique Celtic design. These windows have shutters to protect against inclement weather, but are usually kept open day and night to keep the air fresh and to illuminate the sanctuary with the light of the sun and stars. The sole exception is the lower east wall, which has the temple’s only entrance.

In the very center of the sanctuary is an octagonal stone dais, about ten feet across, that is raised about six inches above the surrounding floor. This dais burns with dim slowly wafting tongues of cold ghostly flame.

Attending Priestess: Diedre Donn

Celtic Temple Services

Magic Service	Base Price (s.oz.)
<u>Healing Touch</u>	40
<u>Heal Scars</u>	256
<u>Heal Sprain</u>	100
<u>Heal Bone</u>	1280
<u>Make Sober</u>	25
<u>Neutralize Poison</u>	100
<u>Panacea</u>	400
<u>Second Chance</u>	400

Diedre Donn

Diedre is a Druid priestess, following the Celtic pantheon of the Tuatha de Danann. She is quite eloquent in her speech, and loves to tell stories. At every weekly service, Diedre enthusiastically conveys some tale or myth about the Celtic gods, and relates its meaning to everyday life.

Diedre has pale white skin, long silvery hair, and green eyes. When performing official duties, Diedre wears a simple white robe, with a golden torque around her neck. When walking around town, she wears a brown hooded cloak over a green dress, and carries a gnarly wooden staff.

Race: Elf (Daoine Sidhe) Sex: Female

Chestnut Dock

Chestnut Dock is comprised of a simple wooden dock, to which a variety of small boats are usually tied, and a building that serves as both a waiting station for travelers, and a small warehouse for goods. The Blue River is rather small, as far as rivers go, being anywhere from 50 to 100 feet across. Boats of 25 to 30 feet in length have no difficulty navigating its waters. But, travel in anything larger than that is problematic.

The dock is run by the local government, and is manned by a single attendant and a couple of town guards, who vary day-to-day.

The town charges a fee of 1 s.oz per day to dock a 4-man row boat, and 3 s.oz. per day for anything larger.

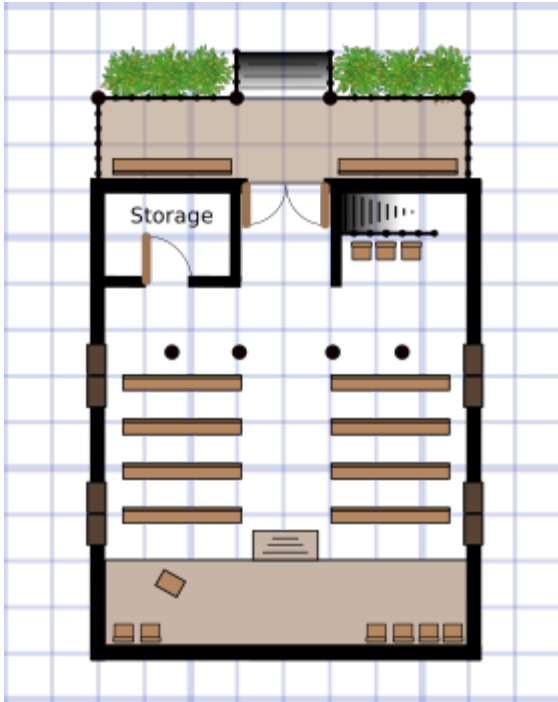


Chestnut Dock

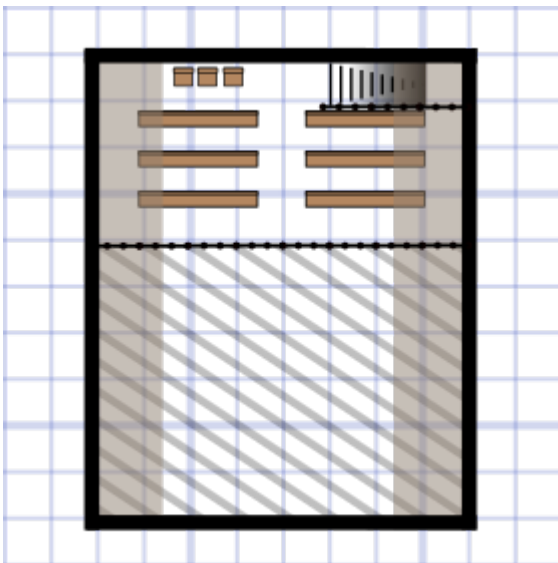
Chestnut Town Hall

The Town Hall of Chestnut is a simple wooden frame structure on the Town Square, which serves entirely as a meeting hall. The words “Town Hall” appear directly above the double doors at its entrance. Although its doors are normally kept locked, the building is open every weekend when the Farmer’s Market is held in the Town Square, to give the citizenry a place to sit and mingle with one another. It is also used by traveling entertainers to put on shows, and by the Crafter’s Guild to discuss and vote on business issues.

There is a small plaque next to the door that reads, “Anyone wanting to hold a meeting in the Town Hall may submit a request to do so at the Administrative Office in Langobard Castle”.



Chestnut Town Hall Level 1



Chestnut Town Hall Level 2

Langobard Castle

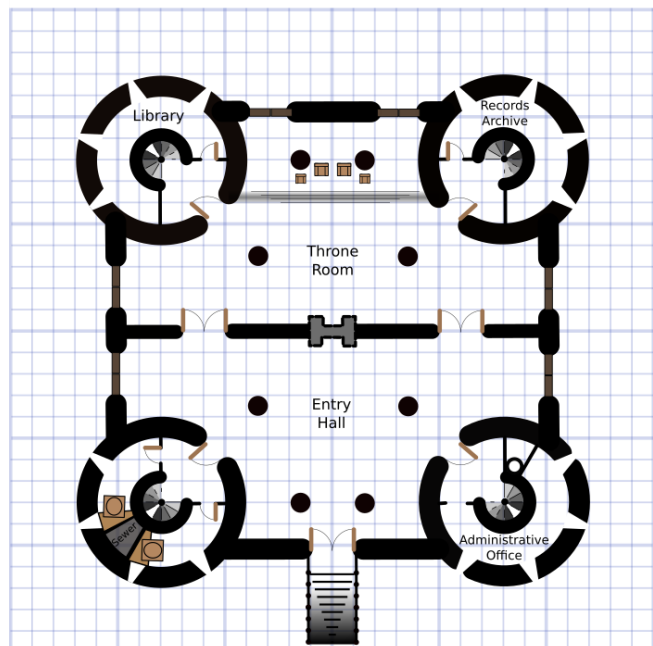
Langobard Castle is the central focus of Chestnut. Its imposing presence dominates the rest of the town. It is a functional limestone edifice designed with little artistic merit. It is the oldest building in town, by far, with nobody being quite certain of its origins, or how long it has stood. While it has been reasonably well maintained, its age is showing.

The castle acts as both the military and administrative center for Chestnut and the surrounding lands. On most days, there are a couple of guards posted at the gatehouse to keep order.

Everyone is allowed access to the Entry Hall on the public level of the castle, to which the keep's main entry stairs directly lead. From there, easy access is available to the Administrative Office, where mining claims, tax payments, and other day-to-day issues are dealt with. (The doors to the Throne Room are usually kept locked except when court is held.) Other areas of the keep are off-limits without an escort.

If an audience with Lord Langobard is desired on days when court is not held, a request can be made at the Administrative Office.

Langobard Castle (Level 2 - Public Level)



Herne Langobard (Baron)

Herne Langobard is a local minor nobleman, a Baron, who rules Chestnut and its immediately surrounding areas. He lives in Chestnut Castle with his teenage daughter, Fionella, to whom he is totally devoted (and overprotective). He has fiery red hair and beard, has green eyes, and has a minor disfigurement, consisting of small deer antlers protruding from his head.

Herne Langobard is an avid hunter, who rides around the surrounding countryside whenever possible. So, he will usually not be immediately available, and an appointment will have to be made.

Race: Human

Sex: Male

Fionella Langobard

Fionella is the teenage daughter of Herne Langobard. She is quite attractive, with long red hair and piercing green eyes. Her skin is quite pale with scattered freckles.

On most days, Fionella dresses as a tomboy, with durable pants and a shirt. On such days, she looks like any other commoner. But, during formal court events, she dons the apparel of a refined young noblewoman, often evoking astonishment at her beauty.

Race: Human

Sex: Female

Paul Troon (Sheriff)

Paul Troon is the Sheriff, or Castellán, of Chestnut. He is Herne Langobard's second-in-command, who leads the local militia, such as it is. He is an unimaginative bureaucrat, who follows the letter of the law. His personal grooming is impeccable, and he wears clothing that would normally only be found on wealthier nobles.

Race: Human

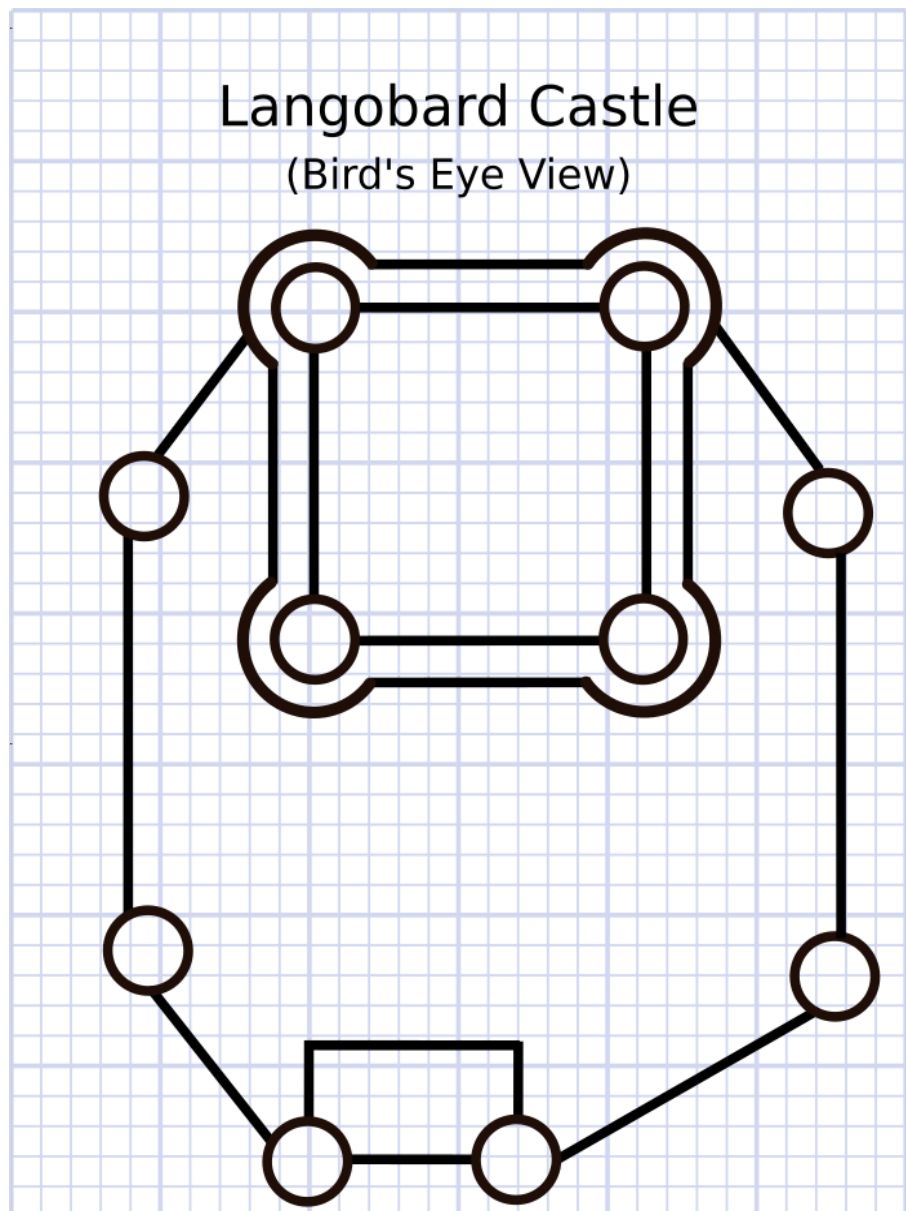
Sex: Male

Lothario Gimcrack

Lothario is a flamboyant human duelist, who fancies himself a member of the noble court, and who is often seen hanging around the castle. He is a dandy, who usually wears a velvet jacket over a silk blouse with lacy collar and sleeves.

Race: Human

Sex: Male



Town Square

The Town Square is the heart of Chestnut. Every Sunday, the farmers of the surrounding area come into town and gather at the Town Square to sell their produce, livestock, and other goods. They drive their wagons to the town square and set up booths.

Farmer's Market (QL 4 Livestock)

Bovine

Large: 482

Chicken

Tiny: 11

Goat

Small: 20

Goose

Small: 10

Pig

Small: 20

Sheep

Small: 20

Farmer's Market (QL 4 Goods)

Basket, Wicker

Medium: 3; Small: 1¼

Blanket, Wool

Medium: 12; Small: 5

Cap, Wool

Medium: 3; Small: 1¼

Hat, Straw

Medium: 3; Small: 1¼

Mat, Straw

Medium: 3; Small: 1¼

Mittens, Wool

Medium: 3; Small: 1¼

Produce (to feed 1 person of given size for 1 day)

Medium: 1½; Small: ¾

Rag Doll

Medium: 3; Small: 1¼

Scarf, Wool

Medium: 3; Small: 1¼

Stool, Wicker

Medium: 6; Small: 2½

Table, Wicker

Medium: 50; Small: 20

Billy Gruff

Billy Gruff is a Satyr street performer, who wears a red felt vest and canvas pants, the latter of which he claims is only due to the local laws insisting he do so. He also wears a bandolier of throwing daggers.

Billy often hustles with various card tricks and shell games to make a living. He also sings, dances, juggles daggers, and plays the flute on the Town Square to pick up whatever tips he can. He also frequently performs with the Theater Troupe at the edge of town at Caravan Park or in the Town Hall, and is occasionally invited to perform at the Waterwheel Tavern on special occasions.

Race: Satyr

Sex: Male

Graine "Granny" Demalion

Graine Demalion is a scrawny bitter old woman who has led a very hard life ever since her son died several years ago. She has a farm just outside of town, where she grows cabbages, carrots, onions, squash, and a variety of other produce. She also knits while tending her cart, allowing her to sell wool scarfs, hats, mittens, blankets, and even rag dolls alongside her vegetables. Graine is the most reliable farmer at the market every week. In fact, since her farm is so close, Graine will often have her cart parked on the town square in the middle of the week as well, which the townsfolk find particularly convenient.

Everyone adores her happy-go-lucky grandson, Jack, who loves her dearly and who affectionately calls her "Granny".

Graine has a donkey named Skooter, which pulls her cart to and from the town square.

Race: Human

Sex: Female

Jack "Tatter" Demalion

Jack Demalion is an unkempt human boy, about 10 years old, with moppish hair, a dirty face, and clothes covered in patches. Nevertheless, he has a bright smile and an eagerness to please. He wants to know everything about everybody, and is never shy about greeting strangers. Everyone in town lovingly refers to him simply as "Tatter".

Tatter usually hangs out around the town square observing the goings on. He knows everyone who lives in Chestnut, and will happily skip over to anyone he doesn't recognize and introduce himself. "Hi! I'm Jack Demalion, but everyone just calls me Tatter. Where are you from?"

Race: Human

Sex: Male

Businesses and Shops

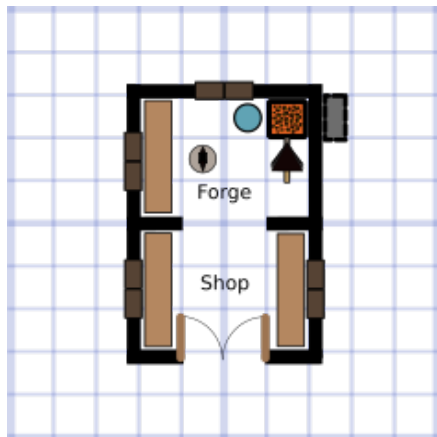
Blacksmith

Chestnut has a small blacksmith shop, which is a simple stone structure with an angled shingle roof, and a chimney that emits dark black smoke continually throughout the day while the blacksmith is working.

The front room of the workshop has any number of wares hanging from hooks on the walls and sitting on tables. The forge in the back room can be easily seen from the shop area through a large arched opening.

The shop deals primarily in horseshoes and farm tools. However, the blacksmith, Russet, has weapons and other items available for purchase, and is quite willing to take custom metal forging orders. The forge is in its own building, set a short distance away from Russet's house, which is a small single-story log cabin with a wood shingle roof.

Russet sells all of the items on the Blacksmith Table in [The Wicked Workshop](#). The prices listed on that table are for items of Quality Level 0. However, he also keeps an inventory of 4th Quality Level items on hand as shown on the accompanying table. He also accepts custom orders, which usually take about 1 week to deliver. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level items. Russet takes orders of 8th Quality Level as well, but will have to send the orders off to the nearest city to be fulfilled. Such orders cost 40 times those of 0 Quality Level, and take 1 to 3 months to fulfill.



Blacksmith's Workshop

Russet Coleman

Russet Coleman has a thick torso and very muscular arms. While in his shop he is always working on one forging project or another. While doing so, he wears a leather apron, glistens in sweat from the heat, and is covered in soot.

Race: Human

Sex: Male

Blacksmith (QL 4 Wares)

Along with the QL 0 items listed on the Blacksmith price list in [The Wicked Workshop](#), the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Axe:

Large: 1930; Medium: 406; Small: 160

Cauldron, Iron

Medium: 50; Small: 20; Tiny: 11; Ultratiny: 7; Wee: 5

Wee holds ¼ gallon, Ultratiny holds 1 ¾ gallons, Tiny holds 14 gallons, Small holds 112 gallons, Medium holds 896 gallons, etc.

Celtic Armor (Full Suit)

Medium: 3250; Small: 1286

Chest, Iron:

Medium: 3250; Small: 1286; Tiny: 747; Ultratiny: 484;

Ultratiny is ¼ cubic feet, Tiny is 2 cubic feet, Small is 16 cubic feet, Medium is 128 cubic feet.

Dagger/Knife:

Medium: 406; Small: 160

Hammer

Large: 1930; Medium: 406; Small: 160

Longsword

Large: 5790; Medium: 1219

Mace

Large: 1930; Medium: 406; Small: 160

Mail Armor (Full Suit)

Medium: 13003; Small: 5147

Maul

Large: 1930; Medium: 406

Pick

Large: 1930; Medium: 406; Small: 160

Plate Armor (Full Suit)

Medium: 13003; Small: 5147

Plate-Mail Armor (Full Suit)
Medium: 13003; Small: 5147

Scimitar
Large: 1930; Medium: 406; Small: 160

Scythe
Large: 1930

Shield
Large: 1930; Medium: 406; Small: 160

Short Sword
Medium: 812

Sickle
Medium: 203

Spear
Large: 1930; Medium: 406; Small: 160

Viking Armor (Full Suit)
Medium: 13003; Small: 5147

Blacksmith (QL 8Wares)

The 8th Quality Level items in this list are not in the shop's inventory. However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Axe:
Large: 12256; Medium: 2580; Small: 1021

Cauldron, Iron
Medium: 406; Small: 160; Tiny: 93; Ultratiny: 60;
Wee: 40

Wee holds ¼ gallon, Ultratiny holds 1 ¾ gallons, Tiny holds 14 gallons, Small holds 112 gallons, Medium holds 896 gallons, etc.

Chest, Iron:
Medium: 20642; Small: 8171; Tiny: 4748;
Ultratiny: 3078;

Ultratiny is ¼ cubic feet, Tiny is 2 cubic feet, Small is 16 cubic feet, Medium is 128 cubic feet.

Dagger/Knife:
Medium: 2580; Small: 1021

Hammer
Large: 12256; Medium: 2580; Small: 1021

Longsword
Large: 36769; Medium: 7740

Mace
Large: 12256; Medium: 2580; Small: 1021

Mail Armor (Full Suit)
Medium: 82570; Small: 32684

Maul
Large: 12256; Medium: 2580

Pick
Large: 12256; Medium: 2580; Small: 1021

Plate Armor (Full Suit)
Medium: 82570; Small: 32684

Plate-Mail Armor (Full Suit)
Medium: 82570; Small: 32684

Scimitar
Large: 12256; Medium: 2580; Small: 1021

Scythe
Large: 12256

Shield
Large: 12256; Medium: 2580; Small: 1021

Short Sword
Medium: 5160

Sickle
Medium: 1290

Spear
Large: 12256; Medium: 2580; Small: 1021

Viking Armor (Full Suit)
Medium: 82570; Small: 32684

Bumbershoot's Apothecary

Bumbershoot's Apothecary is in a two-story building with a slanted roof. The lower level houses an apothecary shop and operating room, where the proprietor treats patients.

The back wall of the shop is lined with shelves containing myriad glass vials, jars, and bottles filled with various powders, liquids, and herbs. Several of these are often placed on the counter, along with a mortar and pestle. When not otherwise occupied, the proprietor will usually be seen methodically grinding away in the production of his wares.

Bumbershoot's shop sells 4th Quality Level products and services: Their magical potions each have 4 doses. Descriptions of their powers can be found in [The Oculus of Occultism](#).

Bumbershoot's Apothecary (QL 4 Potions)

Type	Price (s.oz. for vial of 4 doses)
Decent Quickening Tonic of Nicolas Flamel	331
Glue Goo	940
Grand Antidote Tonic of Mithradates	331
Grand Healing Elixir	534
Nourishment Tonic	331
Pain Numbing Tonic	331



Apothecary Level 1
(Ground Floor)

Bumbershoot's Apothecary (QL 4 Products)

Apothecary Service	Price (s.oz.)
Herbal Balm	12

Bumbershoot's Apothecary (QL 4 Services)

Apothecary Service	Base Price (s.oz.)
Bloodletting	25
Major Physic Services (Amputation, Surgery, etc.)	406
Minor Physic Services (First Aid, Mending, etc.)	25
Herbal Remedy	25
Identifying Concoction	6

Edwin Bumbershoot

Edwin Bumbershoot is the middle-aged human proprietor of Bumbershoot's Apothecary. Edwin is stiff-necked, extremely polite, and always speaks formally, even with family and friends. While working in the shop, he is either attending customers, or is preparing medicines. In doing so, he chops herbs, filters powders, and mixes chemicals of various kinds.

Edwin has a handlebar mustache, and is always impeccably dressed in the reserved attire of a gentleman. When he ventures out, Edwin wears a formal hat and carries a cane.

Edwin is Nina Bumbershoot's husband.

Race: Human

Sex: Male

Nina Bumbershoot

Nina Bumbershoot is a gifted gardener, who tends a large garden behind the apothecary shop. She is a hard-working matron, who can usually be found tending to her plants with a spade or trimming shears. While doing so, she wears either a simple dress or canvas pants, a scarf covering her hair, and work gloves on her hands. Nina will give a friendly greeting to anyone passing by, and will happily chat with anyone who seems to be in a talkative mood.

Race: Human

Sex: Female

Chestnut Brewery

Chestnut Brewery is a stone edifice with a flat roof. It also has a brick chimney which frequently emits smoke, although not so much as to be a nuisance to passers-by.

The brewery’s shop is dominated by a counter with a handful of stools. In front of each stool is placed a pewter tankard and a wineglass. An assortment of bottles containing various ales and wines sits on shelves lining the walls. A couple of tapped barrels are placed next to the west wall.

The brewery sells all of the items on the Brewery Table in The Wicked Workshop. The prices listed on that table are for products of Quality Level 0. However, the shop also brews / ferments, bottles, and sells their namesake spirits (of 4th Quality Level) as shown on the accompanying list below.

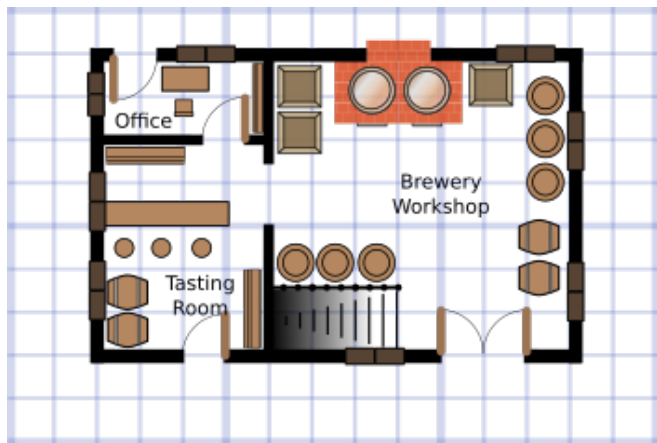
Chestnut Brewery (QL 4 Wares)

Ultratiny holds 1¾ gallons, Tiny holds 14 gallons, Small holds 112 gallons, Medium holds 896 gallons

Chestnut Ale, Keg
Medium: 3250; Small: 1286; Tiny: 747; Ultratiny: 484

Chestnut Beer, Keg
Medium: 1625; Small: 643; Tiny: 373; Ultratiny: 242

Chestnut Wine, Keg
Medium: 6501; Small: 2573; Tiny: 1495; Ultratiny: 969



Chestnut Brewery Ground Floor

Ainsley Barleyman

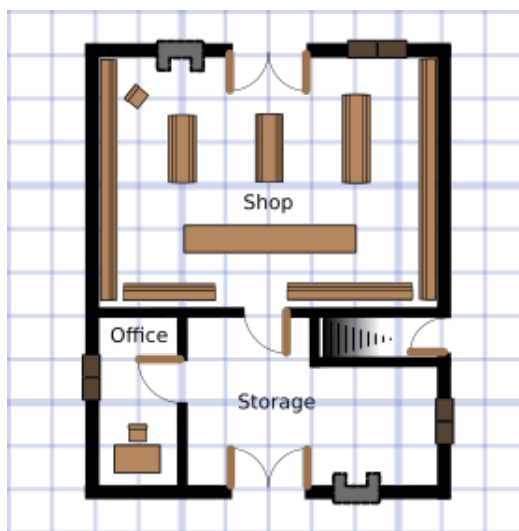
Ainsley is a pudgy hob with fat jowls, brown hair, and long, bushy sideburns. He often wears a flannel shirt, work pants, and a striped vest. He has a very cheerful countenance, with a toothy grin and a voice that is surprisingly loud for a person of his size.

Race: Hob Sex: Male

Chestnut General Store

The Chestnut General Store is a simple wood-frame building with a wood shingle roof and a “Chestnut General Store” sign above the door. The shop itself contains several aisles of shelves filled with a hodgepodge of assorted food stuffs, utensils, tools, and other items.

Chestnut General Store sells all of the items on the General Store Table in The Wicked Workshop. The prices listed on that table are for items of Quality Level 0. The proprietor is a merchant, not a craftsman. So, he generally does not take custom orders. However, the proprietor is willing to add custom items to his quarterly orders from his suppliers in the nearest city. Such orders can take months to fulfill, though. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level items. Custom orders of 8th Quality Level cost 40 times those of 0 Quality Level.



Chestnut General Store Level 1

Grover Appleton

Grover is an Erdluitle Dwarf, with rosy cheeks and pure white hair and beard. He dresses himself in practical robes that are so long that they bunch up on the ground, dragging along behind him as he walks. As such, they are invariably frayed. Even so, Grover's duck-like feet, that he so desperately tries to keep hidden, occasionally peek out from underneath the hem. When he notices this happening, he will quickly adjust his robes, and his usually smiling face will instantly assume a visage of shocked horror as he glances around to see if anyone else noticed his shameful display.

Race: Dwarf (Erdluitle)

Sex: Male

Chestnut General Store(QL 4 Wares)

Along with the QL 0 items listed on the General Store price list in The Wicked Workshop, the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Standard areas: Medium = 5'x5', Large=10'x10', Great=20'x20', etc.

Standard lengths: Zot=1 inch, Yar=2 inches, Wee=4 inches, Ultratiny=8 inches, Tiny=16 inches, Small=2.5 feet, Medium =5 feet, Large=10 feet, Great=20 feet, etc.

Standard liquid volumes: Yar holds ¼ pint (or 4 fluid ounces), Wee holds 32 fluid ounces, Ultratiny holds 1¾ gallons (or 224 fluid ounces), Tiny holds 14 gallons, Small-size = 112 gallons, Medium-size = 896 gallons.

Arrow / Bolt (quantity of 16)

Great: 841; Large: 120; Medium: 25; Small: 10; Tiny: 5

Axe, wood

Large: 241; Medium: 50; Small: 20; Tiny: 11

Blanket

Large: 60; Medium: 12; Small: 5; Tiny: 3

Candle (quantity of 8)

Large: 15; Medium: 3; Small: 1¼; Tiny: ¾

Coin purse

Wee: 20; Yar: 13

Yar can hold 7 cubic inches, Wee can hold 54 cubic inches.

Ladder, Rope

Medium: 6; Small: 2½; Tiny: 1½

Rope (10 standard lengths)

Great: 841; Large: 120; Medium: 25; Small: 10; Tiny: 5

Sack

Large: 7; Medium: 1½; Small: ¾; Tiny: ¼

Sharpening Stone

Large: 3; Medium: ¾; Small: ¼; Tiny: 1½ c.oz

Tent

Large: 120; Medium: 25; Small: 10; Tiny: 5

Tinder Box

Yar: 7

Torch

Large: 3; Medium: ¾; Small: ¼; Tiny: 1½ c.oz

Chestnut General Store (QL 8 Wares)

The items in this list are not in the shop's inventory.

However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Arrow / Bolt (quantity of 16)

Great: 5342; Large: 766; Medium: 161; Small: 63; Tiny: 37

Axe, wood

Large: 1532; Medium: 322; Small: 127; Tiny: 74

Blanket

Large: 383; Medium: 80; Small: 31; Tiny: 18

Candle (quantity of 8)

Large: 95; Medium: 20; Small: 7; Tiny: 4

Coin purse

Wee: 127; Yar: 84

Yar can hold 7 cubic inches, Wee can hold 54 cubic inches.

Ladder, Rope

Medium: 40; Small: 15; Tiny: 9

Rope (10 standard lengths)

Great: 5342; Large: 766; Medium: 161; Small: 63; Tiny: 37

Sack

Large: 47; Medium: 10; Small: 3; Tiny: 2¼

Sharpening Stone

Large: 23; Medium: 5; Small: 2; Tiny: 1¼

Tent

Large: 766; Medium: 161; Small: 63; Tiny: 37

Tinder Box

Large: 95; Medium: 20; Small: 7; Tiny: 4

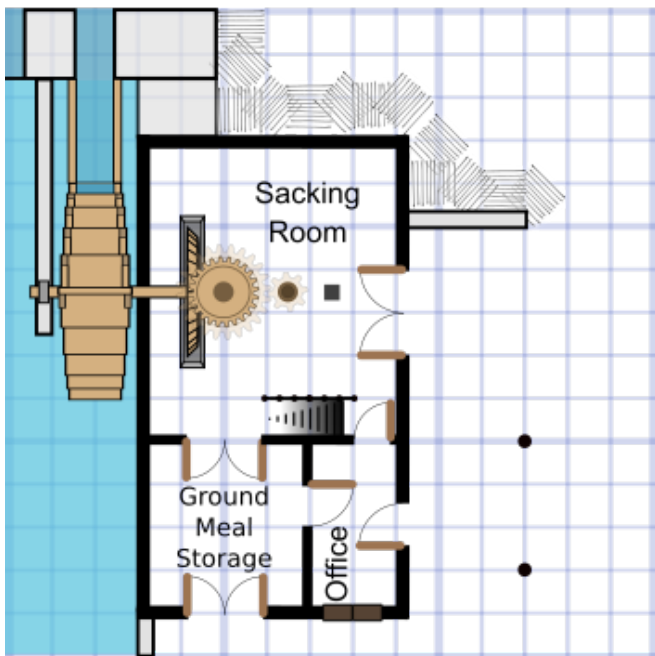
Torch

Large: 23; Medium: 5; Small: 2; Tiny: 1¼

Chestnut Mill

The Chestnut Mill is a standard watermill next to the Blue River Dam in Chestnut. It is an exceptionally well maintained brick edifice with an angled wood shingle roof.

The mill is rarely visited by anyone other than nearby farmers bringing in their grain, and wagoners carting off bags of flour. Even so, the mill is a landmark of the town, being located beside the dam in the middle of town, and possessing an eye-catching water-wheel that never stops turning.



Chestnut Mill
Ground Floor

Finn Miller

Finn is a large muscular man with short, curly hair the color of dark barley. He wears shirt, pants, and apron, which are all white, so as to not show any flour that inevitability finds its way onto his clothing. Finn constantly has a rag in his hand, which he uses to wipe the flour dust that continually accumulates throughout the mill.

Race: Human

Sex: Male

Horn Wheaton

Horn is a lanky hob. Being a member of the killmoulis lineage of hob, Horn entirely lacks a mouth and chin. In their place, he has an enormous schnoz with wide, flaring nostrils that comprise the majority of his face. This magnificent snoot contrasts sharply with the thin broomstick-like neck supporting his head. Perched above Horn’s nose are two black jellybean eyes and a narrow forehead adorned with bushy eyebrows and topped with a tuft of unkempt wiry hair.

Race: Hob (Killmoulis)

Sex: Male

Chestnut Stable

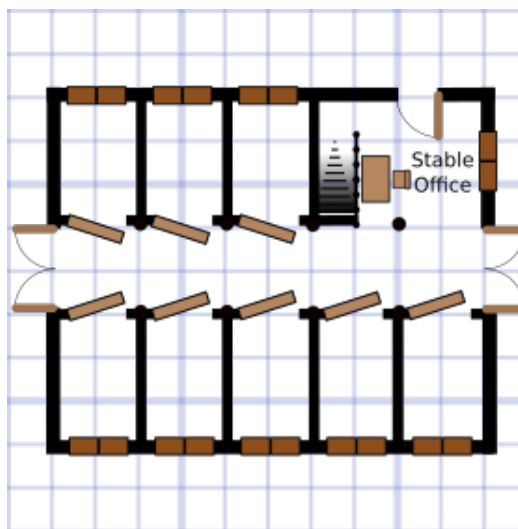
Chestnut Stable is a simple wooden-frame structure. It contains eight stalls, a very basic office whose walls are lined with tack and saddles, and a hay loft. Bits of hay are scattered across its hard-packed dirt floor, and the air is filled with the slight aroma of manure. The building is otherwise well maintained.

Gunther Lassen

Gunther is a muscular man with long blond hair and sky-blue eyes. He has chiseled facial features, a confident air, and a dashing smile. He almost always dresses in riding clothes. Needless to say, Gunther is considered by most young ladies to be the most eligible bachelor in town.

Race: Human

Sex: Male



Chestnut Stable Level 1

Cockalorum's Clothier

Cockalorum's Clothier is a store for high-fashion clothes. The building is one of the most unusual in Chestnut. It is limestone with a red tiled roof. The edifice is unusual in that it has a tall narrow square tower on its eastern end, which rises four stories above the lowest level's roof. The tower is very narrow for the lowest three levels and widens at the top level. The tower is topped by a steep red tiled roof matching that of the lowest level.



Cockalorum's Clothier
Level 1

Cockalorum's Clothier sells all of the items on the Tailor Table in [The Wicked Workshop](#). The prices listed on that table are for items of Quality Level 0. However, the shop also keeps an inventory of 4th Quality Level items on hand as shown on the accompanying table below. They also accept custom tailoring orders. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level and take about a week to fulfill. Custom orders of 8th Quality Level cost 40 times those of 0 Quality Level, and must be sent to the nearest city to fulfill. Such orders usually take 1 to 3 months before they can be delivered.

Thurston Cockalorum

Thurston is a narcissistic small man with orange skin, blond hair, and spindly arms and legs. He has hollow cheeks, a hooked nose, and a pointed chin. He is always impeccably dressed.

Race: Goblin (Tylwith Teg)

Sex: Male

Cockalorum's Clothier (QL 4 Wares)

Along with the QL 0 items listed on the Tailor's price list in [The Wicked Workshop](#), the items in this list are in the shop's inventory, available for perusal and immediate purchase. Minor alterations to fit them for greatest stylish impact are included in the price, but require a week to complete.

Cap, Textile

Medium: 3; Small: 1¼; Tiny: ¾

Cloak, Textile

Medium: 6; Small: 2½; Tiny: 1½

Cloak, Hooded Textile

Medium: 9; Small: 3; Tiny: 2¼

Coat, Textile

Medium: 25; Small: 10; Tiny: 5

Dress

Medium: 6; Small: 2½; Tiny: 1½

Gloves, Textile

Medium: 3; Small: 1¼; Tiny: ¾

Handkerchief

Medium: ¾; Small: ¼; Tiny: 1½ c.oz

Hat, Textile

Medium: 3; Small: 1¼; Tiny: ¾

Jacket, Textile

Medium: 6; Small: 2½; Tiny: 1½

Mantle

Medium: 12; Small: 5; Tiny: 3

Pants, Textile

Medium: 6; Small: 2½; Tiny: 1½

Robe

Medium: 6; Small: 2½; Tiny: 1½

Scarf

Medium: 3; Small: 1¼; Tiny: ¾

Shawl

Medium: 3; Small: 1¼; Tiny: ¾

Shirt

Medium: 3; Small: 1¼; Tiny: ¾

Skirt

Medium: 3; Small: 1¼; Tiny: ¾

Vest, Textile

Medium: 3; Small: 1¼; Tiny: ¾

Cockalorum's Clothier (QL 8 Wares)

The items in this list are not in the shop's inventory. However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Cap, Textile

Medium: 20; Small: 7; Tiny: 4

Cloak, Textile

Medium: 40; Small: 15; Tiny: 9

Cloak, Hooded Textile

Medium: 60; Small: 23; Tiny: 13

Coat, Textile

Medium: 161; Small: 63; Tiny: 37

Dress

Medium: 40; Small: 15; Tiny: 9

Gloves, Textile

Medium: 20; Small: 7; Tiny: 4

Handkerchief

Medium: 5; Small: 2; Tiny: 1¼

Hat, Textile

Medium: 20; Small: 7; Tiny: 4

Jacket, Textile

Medium: 40; Small: 15; Tiny: 9

Mantle

Medium: 80; Small: 31; Tiny: 18

Pants, Textile

Medium: 40; Small: 15; Tiny: 9

Robe

Medium: 40; Small: 15; Tiny: 9

Scarf

Medium: 20; Small: 7; Tiny: 4

Shawl

Medium: 20; Small: 7; Tiny: 4

Shirt

Medium: 20; Small: 7; Tiny: 4

Skirt

Medium: 20; Small: 7; Tiny: 4

Vest, Textile

Medium: 20; Small: 7; Tiny: 4

Craggy Mountains Smelter

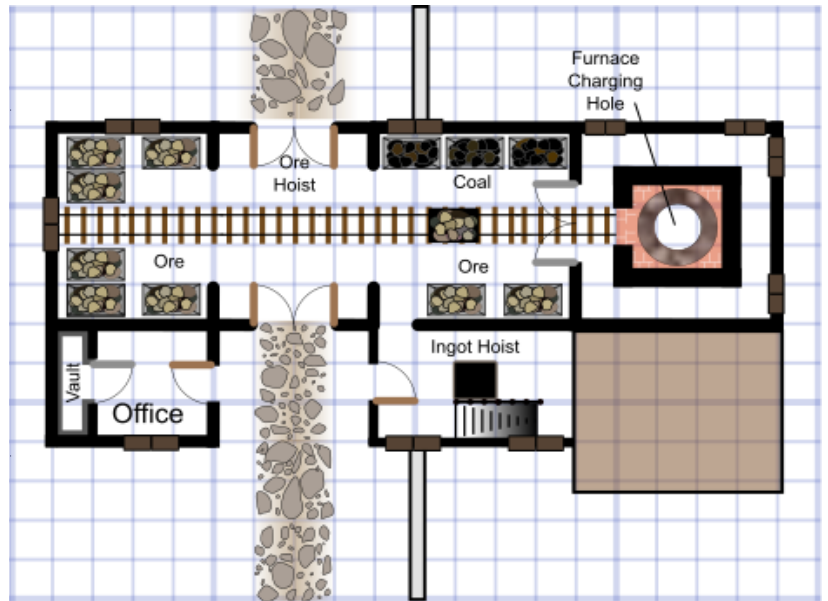
The Craggy Mountains Smelter is a large, ugly, industrial building of brick and stone, with an angled shingle roof and a water wheel. It has a massive brick smokestack that frequently belches out roiling black smoke. As such, it is located on the outskirts of town on the Blue River.

Slag Goldmar

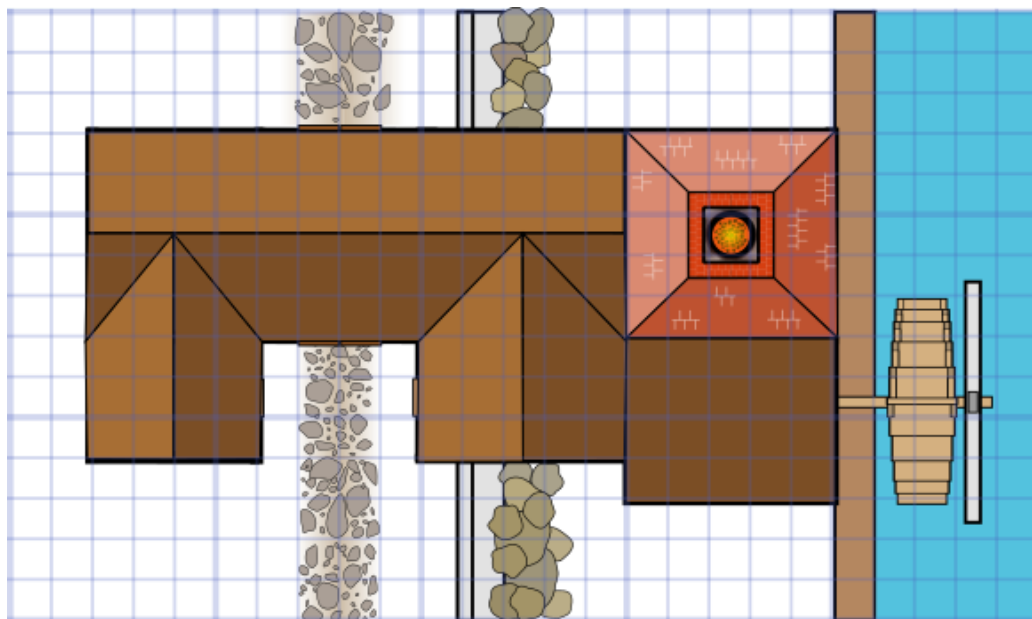
Slagfidur “Slag” Goldmar runs the Craggy Mountains Smelter. He is a mixed lineage dwarf, with black hair and beard, who dresses himself in rugged overalls. Slagfidur is constantly covered in dust and grime, and usually smells of smoke.

Race: Dwarf (Mixed)

Sex: Male



Craggy Mountains Smelter
Ground Level



Craggy Mountains Smelter
Bird's-Eye View

Crystal's House of Glass

Crystal's House of Glass is a glass-blowing workshop. The building itself is made of sculpted limestone, with a slanted copper roof having a blue-green patina. Its windows are comprised of beautiful stain-glass, which illuminate the interior with brilliant mosaics of colored light.

The building's front area is a shop where a myriad of glass wares are displayed and sold. The back area is mostly taken up by a glass-blowing workshop, which is dominated by a furnace in which glass is melted. Next to the workshop is a viewing area filled with benches.

Crystal's House of Glass sells all of the items on the Glass Blower list in [The Wicked Workshop](#). The prices listed on that table are for items of Quality Level 0. However, she also keeps an inventory of 4th Quality Level items on hand as shown on the accompanying list. She also accepts custom orders. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level and take about a week to fulfill. Custom orders of 8th Quality Level cost 40 times those of 0 Quality Level, and must be sent to the nearest city to fulfill. Such orders usually take 1 to 3 months before they can be delivered.

Crystal Grogan

Crystal Grogan is a half goblin glass-blower, whose mother was a local human, and whose father was a Kobold. Her skin has a very slight green tinge to it, her eyes are violet, and her hair is black and frizzy. While in the shop, Crystal dresses in a blouse with rugged pants, and wears a full length leather apron.

Race: Half-Goblin

Sex: Female



Crystal's House of Glass

Crystal's House of Glass Crafts (QL 4)

Along with the QL 0 items listed on the Glass Blower's price list in [The Wicked Workshop](#), the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Beaker, glass measuring

Tiny: 186; Ultratiny: 121; Wee: 80; Yar: 53

Yar holds ¼ pint (or 4 fluid ounces), Wee holds ¼ gallon, Ultratiny holds 1¾ gallons, Tiny holds 14 gallons

Bottle, glass

Tiny: 46; Ultratiny: 30; Wee: 20; Yar: 13

Yar holds ¼ pint (or 4 fluid ounces), Wee holds ¼ gallon, Ultratiny holds 1¾ gallons, Tiny holds 14 gallons

Figurine, glass

Small: 643; Tiny: 373; Ultratiny: 242

Hourglass

Large: 120; Medium: 25; Small: 10; Tiny: 5

Jar, glass (quantity of 2)

Tiny: 46; Ultratiny: 30; Wee: 20; Yar: 13

Yar holds ¼ pint (or 4 fluid ounces), Wee holds ¼ gallon, Ultratiny holds 1¾ gallons, Tiny holds 14 gallons

Marbles (quantity of 16)

Large: 15; Medium: 3; Small: 1¼; Tiny: ¾

Small-size are ½ inch diameter, Medium-size are 1 inch diameter, Large-size are 2 inch diameter, etc.

Mirror

Large: 965; Medium: 203; Small: 80; Tiny: 46

Small-sized=6"x6", Medium-sized = 1'x1', Large=2'x2', Great=4'x4', etc.

Spyglass

Large: 1930; Medium: 406; Small: 160; Tiny: 93

Vial, glass

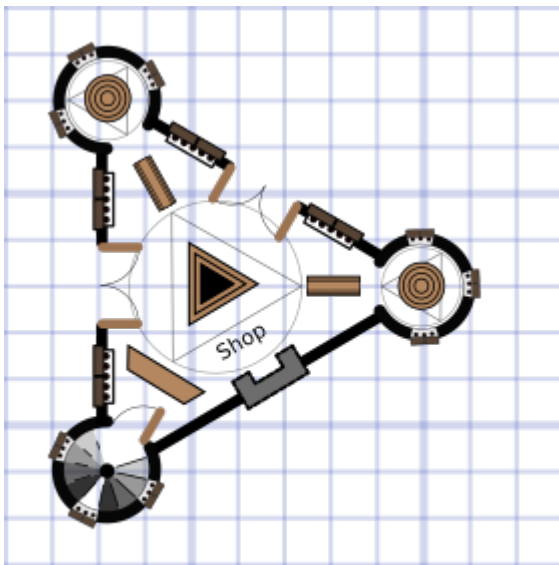
Wee: 20; Yar: 13

Yar holds ¼ pint (or 4 fluid ounces), Wee holds ¼ gallon (or 32 fluid ounces)

The Curio Emporium

The Curio Emporium is a shop filled with rare and unique baubles, gizmos, antiques, and art. The more bizarre, the better. The shop's owner is well known for his fair dealings, and his insatiable appetite for exotic items, including magic items and high quality antiques.

The shop's hoard is engrossing, to be sure. But, it contains virtually no items that have any practical use. Even so, if a customer comes in with a special request, the proprietor will keep an eye out and set aside any items that might satisfy the need. For highly unusual requests, he will even use his merchant contacts to acquire suitable merchandise, although filling such orders is costly and can sometimes take months.



Curio Emporium
(Ground Level)

Yazid Ziyad

Yazid is a muscular Persian magician with dark ebony skin and a goatee. He carries a scimitar, and prefers wearing colorful silk robes embroidered with golden thread. On his head, he wears a white turban bejeweled with a dazzling emerald. He has a breadth of experience, a jovial heart, and a gift for storytelling. He also has a great love of novelty and the exotic.

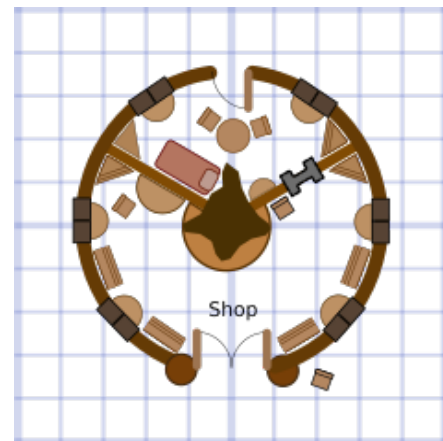
Race: Human

Sex: Male

Dinglebrook's Wood Crafts

Dinglebrook's Wood Crafts is a round wooden building built around an immense oak tree. The building's roof is cone-shaped, tapering up to meet the tree's trunk at its apex, two stories up, just under the lowest branches.

Dinglebrook's Wood Crafts sells all of the items on the Woodworker list in [The Wicked Workshop](#). The prices listed on that table are for items of Quality Level 0. However, the shop also keeps an inventory of 4th Quality Level items on hand as shown on the accompanying list. They also accept custom wood working orders. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level and take about a week to fulfill. Custom orders of 8th Quality Level cost 40 times those of 0 Quality Level, and must be sent to the nearest city to fulfill. Such orders usually take 1 to 3 months before they can be delivered.



Dinglebrook's Shop
and Apartment

Chip Dinglebrook

Chip is an Elf Woodsman with blond hair, blue eyes, and dresses in earthy colored woodland attire. He always carries a dagger on his belt. And, when out and about, he carries a bow and a quiver of arrows.

Race: Elf (Fay)

Sex: Male

Dinglebrook's Wood Crafts (QL 4)

Along with the QL 0 items listed on the Woodworker's price list in The Wicked Workshop, the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Arrow / Bolt (quantity of 16)

Large: 120; Medium: 25; Small: 10

Blowgun

Large: 241; Medium: 50; Small: 20

Bow

Large: 5790; Medium: 1219; Small: 482

Bowl, Wooden

Small: 80; Tiny: 46; Ultratiny: 30; Wee: 20; Yar: 13

Yar holds 4 fluid ounces, Wee holds $\frac{1}{4}$ gallon (or 32 fluid ounces), Ultratiny holds $1\frac{3}{4}$ gallons, Tiny holds 14 gallons, Small holds 112 gallons

Chest, Wooden

Medium: 1625; Small: 643; Tiny: 373; Ultratiny: 242;

Ultratiny is $\frac{1}{4}$ cubic feet, Tiny is 2 cubic feet, Small is 16 cubic feet, Medium is 128 cubic feet.

Club

Large: 241; Medium: 50; Small: 20

Cup, Wooden (quantity of 2)

Medium: 3; Small: $1\frac{1}{4}$; Tiny: $\frac{3}{4}$

Crossbow

Large: 965; Medium: 203; Small: 80

Plate, Wooden

Large: 7; Medium: $1\frac{1}{2}$; Small: $\frac{3}{4}$; Tiny: $\frac{1}{4}$

Quarterstaff

Large: 241; Medium: 50; Small: 20

Quiver (no arrows, but holds 16)

Large: 15; Medium: 3; Small: $1\frac{1}{4}$

Sculpture, Wooden

Large: 1930; Medium: 406; Small: 160; Tiny: 93

Shepherd's Crook

Large: 241; Medium: 50; Small: 20

Staff Sling

Large: 361; Medium: 76; Small: 30

Whistle, Wooden

Medium: 3; Small: $1\frac{1}{4}$

Dinglebrook's Wood Crafts (QL 8)

The items in this list are not in the shop's inventory.

However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Arrow / Bolt (quantity of 16)

Large: 766; Medium: 161; Small: 63

Blowgun

Large: 1532; Medium: 322; Small: 127

Bow

Large: 36769; Medium: 7740; Small: 3064

Bowl, Wooden

Small: 510; Tiny: 296; Ultratiny: 192; Wee: 127; Yar: 84

Yar holds 4 fluid ounces, Wee holds $\frac{1}{4}$ gallon (or 32 fluid ounces), Ultratiny holds $1\frac{3}{4}$ gallons, Tiny holds 14 gallons, Small holds 112 gallons

Chest, Wooden

Medium: 10321; Small: 4085; Tiny: 2374;

Ultratiny: 1539;

Ultratiny is $\frac{1}{4}$ cubic feet, Tiny is 2 cubic feet, Small is 16 cubic feet, Medium is 128 cubic feet.

Club

Large: 1532; Medium: 322; Small: 127

Crossbow

Large: 6128; Medium: 1290; Small: 510

Cup, Wooden (quantity of 2)

Wee: 127; Yar: 84

Yar holds 4 fluid ounces, Wee holds $\frac{1}{4}$ gallon (or 32 fluid ounces)

Plate, Wooden

Large: 47; Medium: 10; Small: 3; Tiny: $2\frac{1}{4}$

Quarterstaff

Large: 1532; Medium: 322; Small: 127

Quiver (no arrows, but holds 16)

Large: 95; Medium: 20; Small: 7

Sculpture, Wooden

Large: 12256; Medium: 2580; Small: 1021; Tiny: 593

Shepherd's Crook

Large: 1532; Medium: 322; Small: 127

Staff Sling

Large: 2298; Medium: 483; Small: 191

Whistle, Wooden

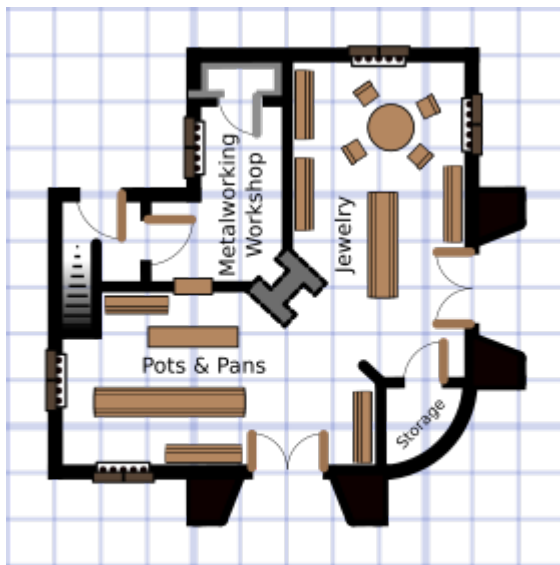
Medium: 20; Small: 7

Glittersmith's

Glittersmith's is a combination jewelry shop and tinkerer store. It is run by a gnomish married couple: Belle and Jasper Glittersmith. Jasper is the jeweler, while Belle is the Tinkerer.

Their standard display items are copper and tin pots and pans, and silver jewelry with semi-precious gemstones.

Glittersmith's offers all of the items on the Jeweler and Tinkerer Tables in The Wicked Workshop. The prices listed on those tables are for items of Quality Level 0. However, the shop also keeps an inventory of 4th Quality Level items on hand as shown on the accompanying tables below. They also accept custom tinkering and jewelry orders. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level and take about a week to fulfill. Custom orders of 8th Quality Level cost 40 times those of 0 Quality Level, and must be sent to the nearest city to fulfill. Such orders usually take 1 to 3 months before they can be delivered.



Glittersmith's Level 1
(Ground Floor)

Glittersmith's (QL 4 Jewelry)

Along with the QL 0 items listed on the Jeweler's price list in The Wicked Workshop, the items in this list are in the shop's inventory, available for perusal and immediate purchase.

- Amulet
Medium: 812; Small: 321
- Anklet
Medium: 406; Small: 160
- Armlet
Medium: 406; Small: 160
- Bangle
Medium: 406; Small: 160
- Bracelet
Medium: 406; Small: 160
- Brooch
Medium: 406; Small: 160
- Cameo
Medium: 812; Small: 321
- Clasp
Medium: 406; Small: 160
- Earring (single)
Medium: 203; Small: 80
- Locket
Medium: 812; Small: 321
- Medallion
Medium: 812; Small: 321
- Necklace
Medium: 812; Small: 321
- Pendant
Medium: 812; Small: 321
- Ring
Medium: 203; Small: 80
- Tiara
Medium: 3250; Small: 1286
- Torc
Medium: 812; Small: 321

Glittersmith's (QL 8 Jewelry)

The items in this list are not in the shop's inventory. However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Amulet

Medium: 5160; Small: 2042

Anklet

Medium: 2580; Small: 1021

Armlet

Medium: 2580; Small: 1021

Bangle

Medium: 2580; Small: 1021

Bracelet

Medium: 2580; Small: 1021

Brooch

Medium: 2580; Small: 1021

Cameo

Medium: 5160; Small: 2042

Clasp

Medium: 2580; Small: 1021

Earring (single)

Medium: 1290; Small: 510

Locket

Medium: 5160; Small: 2042

Medallion

Medium: 5160; Small: 2042

Necklace

Medium: 5160; Small: 2042

Pendant

Medium: 5160; Small: 2042

Ring

Medium: 1290; Small: 510

Tiara

Medium: 20642; Small: 8171

Torc

Medium: 5160; Small: 2042

Glittersmith's (QL4 Copper Goods)

Along with the QL 0 items listed on the Tinkerer's price list in The Wicked Workshop, the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Bell, Cow

Large: 15; Medium: 3

Bell, Hand

Medium: 12; Small: 5; Tiny: 3

Bird Cage

Small: 160; Tiny: 93

Bowl, Metal

Small: 80; Tiny: 46; Ultratiny: 30; Wee: 20; Yar: 13

Yar holds 4 fluid ounces, Wee holds ¼ gallon (or 32 fluid ounces), Ultratiny holds 1¾ gallons, Tiny holds 14 gallons, Small holds 112 gallons

Candlestick, Metal

Medium: 3; Small: 1¼

Cup, Metal

Wee: 10; Yar: 6

Yar holds 4 fluid ounces, Wee holds ¼ gallon (or 32 fluid ounces)

Lamp, Oil (open flame)

Medium: 6; Small: 2½

Lantern, Oil

Medium: 12; Small: 5

Lantern, Oil (with hood)

Medium: 25; Small: 10

Plate, Metal

Large: 15; Medium: 3; Small: 1¼

Pot, Metal

Small: 80; Tiny: 46; Ultratiny: 30; Wee: 20; Yar: 13

Yar holds 4 fluid ounces, Wee holds ¼ gallon (or 32 fluid ounces), Ultratiny holds 1¾ gallons, Tiny holds 14 gallons, Small holds 114 gallons

Tub, Metal

Medium: 203; Small: 80; Tiny: 46

Tiny holds 14 gallons, Small holds 112 gallons, Medium holds 896 gallons

Utensils, Metal (knife, fork, & spoon)

Medium: 25; Small: 10; Tiny: 5

Whistle, Metal

Medium: 3; Small: 1¼; Tiny: ¾

Glittersmith's (QL 8 Copper Goods)

The items in this list are not in the shop's inventory.

However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Bell, Cow

Large: 95; Medium: 20

Bell, Hand

Medium: 80; Small: 31; Tiny: 18

Bird Cage

Small: 1021; Tiny: 593

Bowl, Metal

Small: 510; Tiny: 296; Ultratiny: 192; Wee: 127; Yar: 84

Yar holds 4 fluid ounces, Wee holds $\frac{1}{4}$ gallon (or 32 fluid ounces), Ultratiny holds $1\frac{3}{4}$ gallons, Tiny holds 14 gallons, Small holds 112 gallons

Candlestick, Metal

Medium: 20; Small: 7

Cup, Metal

Wee: 63; Yar: 42

Yar holds 4 fluid ounces, Wee holds $\frac{1}{4}$ gallon (or 32 fluid ounces)

Lamp, Oil (open flame)

Medium: 40; Small: 15

Lantern, Oil

Medium: 80; Small: 31

Lantern, Oil (with hood)

Medium: 161; Small: 63

Plate, Metal

Large: 95; Medium: 20; Small: 7

Pot, Metal

Small: 510; Tiny: 296; Ultratiny: 192; Wee: 127; Yar: 84

Yar holds 4 fluid ounces, Wee holds $\frac{1}{4}$ gallon (or 32 fluid ounces), Ultratiny holds $1\frac{3}{4}$ gallons, Tiny holds 14 gallons, Small holds 114 gallons

Tub, Metal

Medium: 1290; Small: 510; Tiny: 296

Tiny holds 14 gallons, Small holds 112 gallons, Medium holds 896 gallons

Utensils, Metal (knife, fork, & spoon)

Medium: 161; Small: 63; Tiny: 37

Whistle, Metal

Medium: 20; Small: 7; Tiny: 4

Belle Glittersmith

Belle is a gnomish tinkerer who works soft metals. When tending the shop, Belle wears simple work clothes. But, she loves primping herself up. When she wanders about town, Belle usually dresses in frilly gowns, and frequently adorns herself in the finest jewelry her shop has to offer.

Race: Gnome (Mixed)

Sex: Female

Jasper Glittersmith

Jasper is a the town lapidary. He is a gnome with red hair and green eyes. His clothes are well tailored, being made of silk and velvet, but are otherwise simple and unremarkable. Jasper's appearance is striking, though, due to the glittering gemstone rainbow adorning the rings he wears on each finger.

Race: Gnome (Mixed)

Sex: Male

Godiva's Outfitter

Godiva's Outfitter sells leather work garments suitable for farmers and craftsmen, as well as the basic gear needed for their draft animals. The wares they have on hand are all quite plain, lacking all decoration, but are quite rugged.



Godiva's Outfitter
(Ground Floor)

Godiva's Outfitter offers all of the items on the Leather Worker Table in [The Wicked Workshop](#). The prices listed on that table are for items of Quality Level 0. However, the shop also keeps an inventory of 4th Quality Level items on hand as shown on the accompanying table below. They also accept custom leather working orders. Custom orders of 4th Quality Level cost 6.3 times those of 0 Quality Level and take about a week to fulfill. Custom orders of 8th Quality Level cost 40 times those of 0 Quality Level, and must be sent to the nearest city to fulfill. Such orders usually take 1 to 3 months before they can be delivered.

Godiva's Outfitter (QL 4 Wares)

Along with the QL 0 items listed on the Leather Worker's price list in [The Wicked Workshop](#), the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Backpack, Leather

Small: 1021; Tiny: 593; Ultratiny: 384

Ultratiny holds ¼ cubic feet, Tiny holds 2 cubic feet,
Small holds 16 cubic feet

Belt, Leather

Medium: 38; Small: 15

Belt Pouch

Medium: 3; Small: 1¼

Bolas

Large: 241; Medium: 50; Small: 20

Boots, Work

Large: 241; Medium: 50; Small: 20

Boots, Walking

Large: 120; Medium: 25; Small: 10

Cat-o-Nine-Tails

Large: 2895; Medium: 609; Small: 241

Coat, Leather

Medium: 50; Small: 20

Gloves, Heavy Work (pair)

Medium: 3; Small: 1¼

Hat, Leather

Medium: 12; Small: 5

Irish Armor (Full Suit)

Medium: 406; Small: 160

Lasso (Leather)

Large: 241; Medium: 50; Small: 20

Leather Armor (Full Suit)

Medium: 609; Small: 241

Light Scale Armor (Full Suit)

Medium: 406; Small: 160

Pouch / Belt Pouch

Ultratiny: 192; Wee: 127

Wee holds 54 cubic inches, Ultratiny holds ¼ cubic feet

Quiver (no arrows, but holds 16)

Medium: 3; Small: 1¼

Saddle and Tack

Large: 482; Medium: 101

Saddle Bags

Medium: 3250; Small: 1286; Tiny: 747

Tiny holds 2 cubic feet, Small holds 16 cubic feet,
Medium holds 128 cubic feet

Scabbard, Leather

Medium: 38; Small: 15; Tiny: 8

Scale Armor (Full Suit)

Medium: 3250; Small: 1286

Shoes, Walking

Large: 120; Medium: 25; Small: 10

Vest, Leather

Medium: 4; Small: 2

Whip

Large: 2895; Medium: 609; Small: 241

Wineskin

Medium: 3; Small: 1¼

Small-size holds ½ pint (or 1 cup), Medium-size holds 2 quarts (or ½ gallon), Large-size holds 4 gallons

Godiva's Outfitter (QL 8 Wares)

The items in this list are not in the shop's inventory.

However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Backpack, Leather

Small: 1021; Tiny: 593; Ultratiny: 384

Ultratiny holds ¼ cubic feet, Tiny holds 2 cubic feet, Small holds 16 cubic feet

Belt, Leather

Medium: 241; Small: 95

Belt Pouch

Medium: 20; Small: 7

Bolas

Large: 1532; Medium: 322; Small: 127

Boots, Work

Large: 1532; Medium: 322; Small: 127

Boots, Walking

Large: 766; Medium: 161; Small: 63

Cat-o-Nine-Tails

Large: 18384; Medium: 3870; Small: 1532

Coat, Leather

Medium: 322; Small: 127

Gloves, Heavy Work (pair)

Medium: 20; Small: 7

Hat, Leather

Medium: 80; Small: 31

Irish Armor (Full Suit)

Medium: 2580; Small: 1021

Lasso (Leather)

Large: 1532; Medium: 322; Small: 127

Leather Armor (Full Suit)

Medium: 3870; Small: 1532

Light Scale Armor (Full Suit)

Medium: 2580; Small: 1021

Pouch / Belt Pouch

Ultratiny: 192; Wee: 127

Wee holds 54 cubic inches, Ultratiny holds ¼ cubic feet

Quiver (no arrows, but holds 16)

Medium: 20; Small: 7

Saddle and Tack

Large: 3064; Medium: 645

Saddle Bags

Medium: 20642; Small: 8171; Tiny: 4748

Tiny holds 2 cubic feet, Small holds 16 cubic feet, Medium holds 128 cubic feet

Scabbard, Leather

Medium: 241; Small: 95; Tiny: 55

Shoes, Walking

Large: 766; Medium: 161; Small: 63

Vest, Leather

Medium: 30; Small: 11

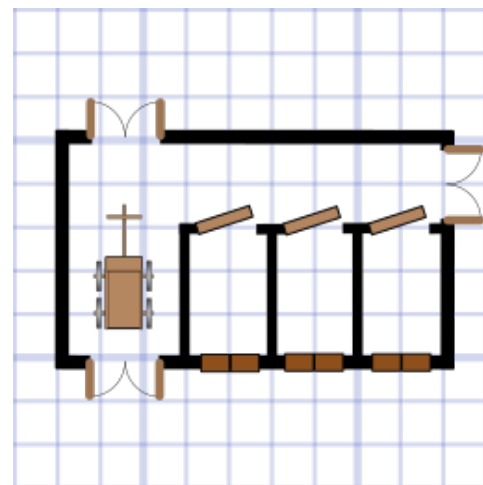
Whip

Large: 18384; Medium: 3870; Small: 1532

Wineskin

Medium: 20; Small: 7

Small-size holds ½ pint (or 1 cup), Medium-size holds 2 quarts (or ½ gallon), Large-size holds 4 gallons



Godiva's Outfitter
(Stable)

Godiva Tabard

Godiva is a well respected leather worker, who takes her craft seriously. She is blond, with piercing blue eyes, and is in excellent physical condition. The hard work she puts into her business has earned her well defined muscles, and, combined with her high cheekbones, has given her face a hard look. Godiva always dresses herself with some form of leather, although she also wears blouses and the occasional felt hat or silk scarf. She also has a coiled whip hanging from her belt.

Race: Human

Sex: Female

Rentals

There are a number of apartments and houses available for rent throughout the town.

For convenience, we collect the prevailing rental rates here.

Housing Rental Prices

Housing Type	Price per month (s.oz.)
Apartment, nice (houses 2)	75
Apartment, nice (houses 4)	125
House (houses 2)	100
House (houses 4)	150
House (houses 6)	200
House (houses 8)	250
Hovel / Hut (houses 2 – thatched roof)	10
Hovel / Hut (houses 4 – thatched roof)	15
Hovel / Hut (houses 6 – thatched roof)	20

Resthaven Masonry

Resthaven Masonry, is located near the Resthaven Graveyard on the east side of the Blue River. They mostly deal with tombstones and the construction of crypts, but are capable of sculpting statues, from tiny to large, The shop's smaller wares are displayed in the store's front room. But, most of its samples are on display on the grounds, which is entirely enclosed by a shoulder-height stone wall. A pair of guard dogs is kept within the yard to ward off intruders. The proprietor is a Ba-Neb-Tettu, a ram-headed man, named Nebit Neby. Nebit has a low voice with an unusual accent, and was obviously raised in some far-away land.

Resthaven Masonry (QL 4 Wares)

Along with the QL 0 items listed on the Mason's price list in The Wicked Workshop, the items in this list are in the shop's inventory, available for perusal and immediate purchase. (Of course, if you want any words carved, it will take at least a few days for that to happen.)

Emblem, Stone

Great: 1682; Large: 241; Medium: 50; Small: 20;
Tiny: 11

Gravestone

Great: 841; Large: 120; Medium: 25; Small: 10; Tiny: 5

Sculpture, Stone

Great: 53844; Large: 7721; Medium: 1625; Small: 643;
Tiny: 373

Sign, Stone

Great: 841; Large: 120; Medium: 25; Small: 10; Tiny: 5

Resthaven Masonry (QL 8 Wares)

The high quality items in this list are not in the shop's inventory. However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Emblem, Stone

Great: 10684; Large: 1532; Medium: 322; Small: 127;
Tiny: 74

Gravestone

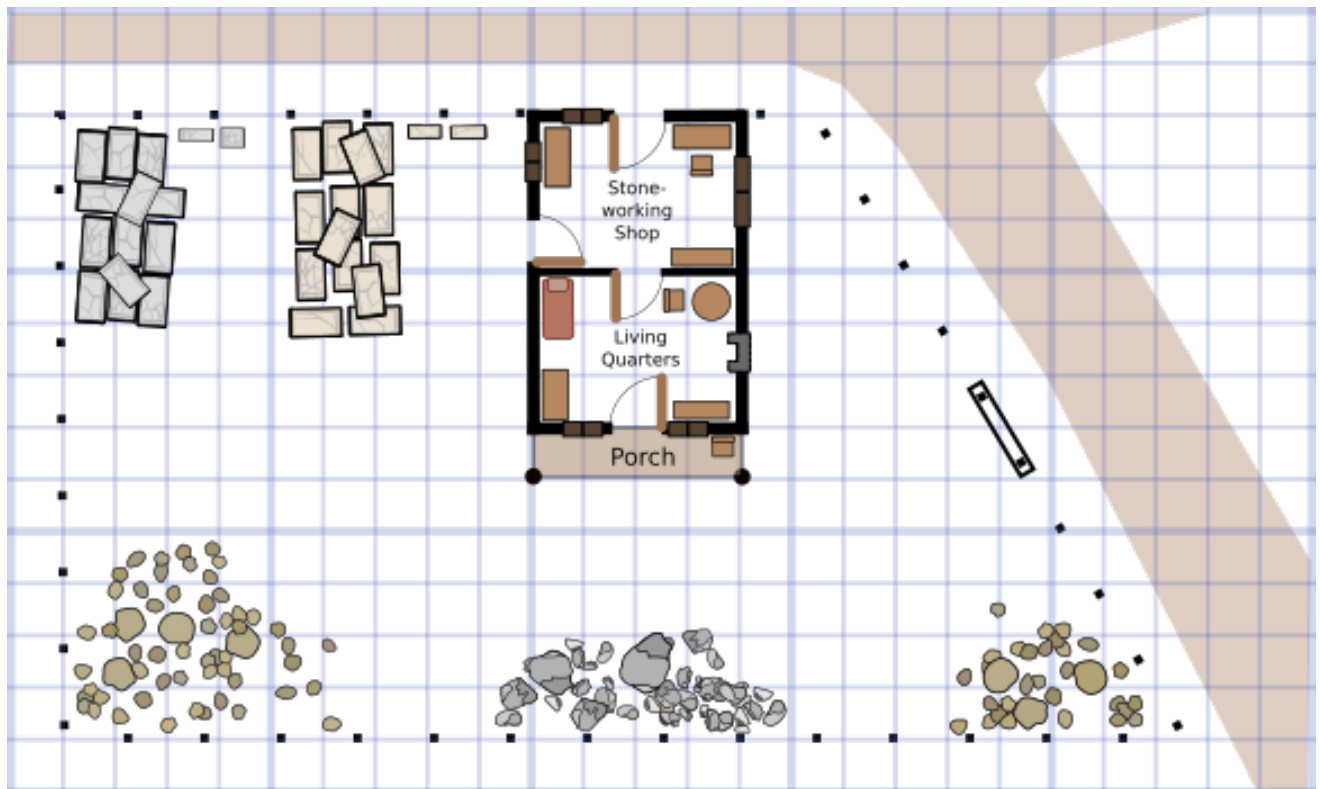
Great: 5342; Large: 766; Medium: 161; Small: 63;
Tiny: 37

Sculpture, Stone

Great: 341892; Large: 49026; Medium: 10321;
Small: 4085; Tiny: 2374

Sign, Stone

Great: 5342; Large: 766; Medium: 161; Small: 63;
Tiny: 37



Resthaven Masonry

Nebit Neby

Nebit Neby is a tall ram-headed man with broad shoulders, muscular arms, and a long beard. He has a low, calming voice and has long horns spiraling outward from either side of his head, which is covered with beige hair. During business hours, he puts a sign outside the door that simply says, "Come right in!". The shop's front and side doors are kept open during business hours, and customers can usually follow the hammering sounds in the back yard to track him down with little trouble.

Race: Ba-Neb-Tettu

Sex: Male

Swabby Fyke's Fishery

Swabby Fyke's Fishery is a small dirt floor shack next to a rickety dock on Chestnut Lake. The edifice is ramshackle. There are gaps in the walls between the boards, and the patches of sunlight streaming in through the roof shingles provide ample illumination even when the shutters are closed.

Fyke keeps his fresh fish in a tub of water. He fishes them out as needed with a small net. When the tub gets too full, he guts some fish and then dries them. He keeps his dried fish in a salt barrel.

If you buy fresh fish, Fyke will gut it for you for free, if you want.

Swabby Fyke

Swabby Fyke is an old retired Sailor, who has taken up fishing to make a living. He is scrawny, with wrinkles on his face reminiscent of deep crags. He has a stern countenance, and doesn't smile often. But, when he does, his smile lacks a tooth or two. Swabby's clothes are frayed and stained, bordering on rags, and he is surrounded by a fishy aroma. He also carries a dagger on his belt. Other than interacting with customers that come to his shop, he pretty much keeps to himself.

Race: Human

Sex: Male

Swabby Fyke's Fishery (QL 4 Wares)

Bait (1 day's worth for 1 fisherman)

Medium: ¾

Fish, Dried and Salted (1 day's ration)

Medium: 12; Small: 5

Fish, Fresh (1 day's ration)

Medium: 6; Small: 2½

Fishing Hook (quantity of 4)

Medium: 3; Small: 1¼

Fishing Pole

Medium: 12; Small: 5

Iaculum (Gladiator Net)

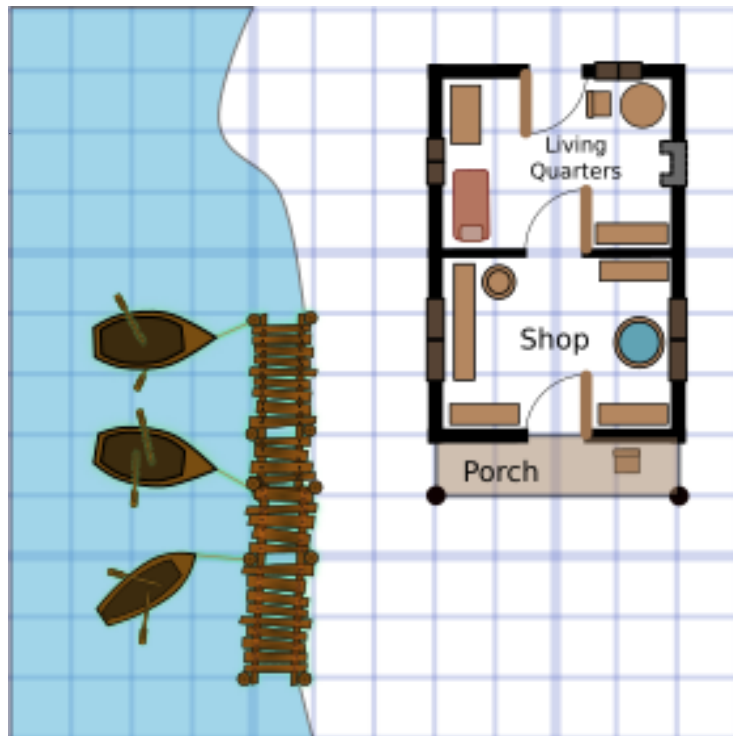
Large: 965; Medium: 203; Small: 80

Net, Thrown

Large: 482; Medium: 101; Small: 40

Rowboat, 4 Man (rent per day)

Medium: 6; Small: 4



Swabby Fyke's Fishery

The Terra Cottage

The Terra Cottage is Chestnut's pottery shop, which is located on the Town Square. The shop's wares are displayed in the front of the store. The pottery workshop is located in the rear. Its proprietor is Harold Clay.

Standard liquid volumes: Yar holds ¼ pint (or 4 fluid ounces), Wee holds 32 fluid ounces, Ultratiny holds 1¾ gallons (or 224 fluid ounces), Tiny holds 14 gallons, Small-size = 112 gallons, Medium-size = 896 gallons.



The Terra Cottage

The Terra Cottage (QL 4 Wares)

Along with the QL 0 items listed on the Pottery Shop's price list in [The Wicked Workshop](#), the items in this list are in the shop's inventory, available for perusal and immediate purchase.

Standard liquid volumes: Yar holds ¼ pint (or 4 fluid ounces), Wee holds 32 fluid ounces, Ultratiny holds 1¾ gallons (or 224 fluid ounces), Tiny holds 14 gallons, Small-size = 112 gallons, Medium-size = 896 gallons.

Bowl, Ceramic

Small: 80; Tiny: 46; Ultratiny: 30; Wee: 20; Yar: 13

Candlestick, Ceramic (quantity of 2)

Large: 7; Medium: 1½; Small: ¾; Tiny: ¼

Cup/Mug, Ceramic

Wee: 10; Yar: 6

Jar, ceramic

Medium: 101; Small: 40; Tiny: 23; Ultratiny: 15;
Wee: 10

Jug, ceramic

Small: 80; Tiny: 46; Ultratiny: 30; Wee: 20

Plate, ceramic

Large: 7; Medium: 1½; Small: ¾; Tiny: ¼

The Terra Cottage (QL 8 Wares)

The high quality items in this list are not in the shop's inventory. However, they may be ordered. The orders will be sent to the nearest large city to fill them. Delivery will take one to three months.

Bowl, Ceramic

Small: 510; Tiny: 296; Ultratiny: 192; Wee: 127; Yar: 84

Candlestick, Ceramic (quantity of 2)

Large: 47; Medium: 10; Small: 3; Tiny: 2¼

Cup/Mug, Ceramic

Wee: 63; Yar: 42

Jar, ceramic

Medium: 645; Small: 255; Tiny: 148; Ultratiny: 96;
Wee: 63

Jug, ceramic

Small: 510; Tiny: 296; Ultratiny: 192; Wee: 127

Plate, ceramic

Large: 47; Medium: 10; Small: 3; Tiny: 2¼

Harold Clay

Also known in town as Harold the Potter, Harold Clay is a tall man with black hair. He wears spectacles, which he frequently wipes with a handkerchief to clean off the clay dust that permeates the shop. When first entering the shop, customers will usually see him sitting at his potter's wheel working clay. He will greet any customers with a smile and friendly conversation as he continues to work the clay.

Race: Human

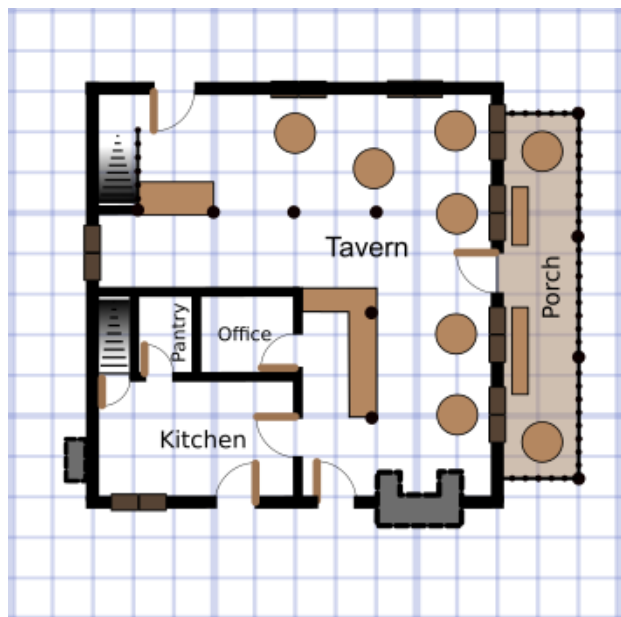
Sex: Male

Waterwheel Tavern & Inn

The Waterwheel Tavern & Inn is the center of Chestnut’s social life, and is the first establishment normally visited by travelers. It is a welcoming place with a reputation for good service. Their food is simple, but filling, and their drinks that aren’t *too* watered down. And, while their guest rooms lack all decoration, their sheets are clean.

Waterwheel Tavern & Inn

Inn Service	Price (s.oz.)
Bath	½
Bunk in common room (per night)	½
Hot meal, nice (stew, cheese, wine, etc.)	1
Feast, lavish (per person)	2
Meal, cheap (dried meat, gruel, beer, etc.)	½
Room, cheap (per night – sleeps 2)	3
Stable horse (per night)	1



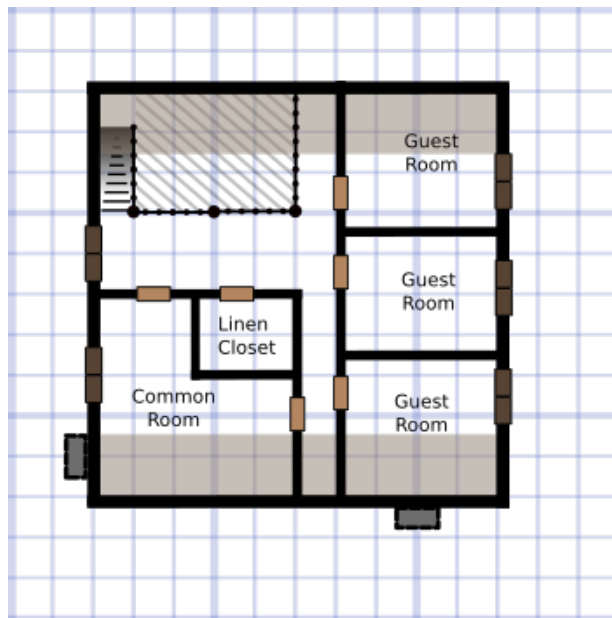
Waterwheel Tavern & Inn Level 1

Conrad Palaver

Conrad Palaver is a rotund fellow with an easy laugh and a penchant for gossip. He is usually stationed behind the bar, wearing a full length apron over nondescript clothes.

Race: Human

Sex: Male



Waterwheel Tavern & Inn Level 2

Devon Black

Devon Black is a wealthy gentleman adventurer who has retired to his Chateau in the North-West of town. He is a retired privateer / swashbuckler with a dislike of authority who often hangs around the tavern to chat with anyone passing through.

Race: Human

Sex: Male

Roanne Crow

Roanne is a half-elf huntress who advertises herself as a wilderness guide and a scout-for-hire. She is an attractive young woman with long pitch-black hair. She has the rugged gear of a pioneer, and carries a quarterstaff and bow. She is very inquisitive of strangers, and offers her services for reasonable pay.

Race: Half-Elf

Sex: Female

The Lands Surrounding Chestnut

The Goodman Outlaws

The woods beyond the outskirts of town are inhabited by a group of kindhearted Sherwood Outlaws. They are led by an elf named Sparrow Goodman, and call themselves The Goodman Outlaws. He and his band roam the woods and roads collecting money from fat, greedy merchants and distributing it to the peasantry in the area.