

TERIK'S FISH MARKET

An Adventure Locale in TESTORIA by LoreWeaver

Terik's Fish Market is a collection of warehouse stalls in the **Fishermans Wharf District** of **Kuv City**. Each day from noon until sundown, fishermen, bakers, and others gather their wares here and sell them to the locals. Although the goods predominantly come from the sea, there are some exceptions: farmers sometime make the trek to Terik's to sell milk and eggs, bakers sell their bread, and some local small businesses use Terik's as an outlet for excess goods. The wares vary from day to day, but shoppers always can count on finding a good assortment of fresh fish.

Terik runs the market personally. He has set up 39 10' by 10' stalls, renting each for 7 sp per day. Those who are the first to pay get the choice stalls. He allows a few sellers to reserve stalls in advance for many months.

The market is kept as clean as possible and each seller is expected to police his or her own area. Straw, changed weekly, is put down on the ground to absorb liquids. Skylights are opened as well, allowing air to circulate and minimize odors. Terik can often be found wandering throughout the warehouse, visiting customers and checking up on clients.

It is rumored that Terik's Fish Market is a front for a thieves' guild. With the volume loaded on ships, it would be easy to smuggle of fish and other wares being unloaded and smaller merchandise into or out of the city by way of Terik's.

Selling At The Fish Market

Terik has a few simple rules that he strongly enforces. Anyone caught breaking any of them is thrown out and not invited back:

- (1) Pay in advance
- (2) No dumping spoiled goods into the harbor
- (3) Clean up the stall at the end of each day
- (4) No selling of illegal goods
- (5) Pay in advance.

On a typical business day, the following number of stalls may carry the following goods:

1-Terik's office; 19-fishermen, day's catch; 2-farmers, whole grains; 2-merchants, fishing supplies; 2-women, scarves and working clothes; 1-leather worker, gloves and boots; 1-craftsman, sea shells and other adornments; 1- retired fisherman, fish hooks; 1-dock hand, net repairs; 2-bakers, breads; 1-women, refreshments & snacks; 2-cooks, baked & salted fish; 1-merchant, pickled sea products; 1-merchant, fish & chips; 2-empty.

Most goods sold at the market are half of the price listed in the Player's Handbook. Prices can be affected by the availability of goods.

Specialty Goods Available

BATH OIL: The natural secretions of exotic flora and fauna are used in these scented bath oils from **Kuvera**. They keep your skin supple and youthful. Available in lovely scents to tantalize your nose: rose, berry, musk, and cinnamon.

One pint for 1 gp.

DEATH CHEESE: A deadly little number from the swamps bordering **Kuv City**, it takes its name not from its effect but from the creature it comes from—the deadly catoblepas. This creature can kill with a glance, and the cheese is reputed to come from the services of blind monks who locate their herds by sense of smell. Actually, out of work adventurers are pressed into service to herd and milk these creatures, and the monks do the actual production. A soft cheese with a red paraffin rind, catoblepas cheese is a rich, delicate addition to the dining table, exotic both in its taste and the method by which it is acquired.

Available only in 1 lb loaves, marked with a stylized imprint of a catoblepas (5 gp).

Terik

0-Level Former Fisherman, Former Thief,
Now Businessman Male Human

STR: 18

INT: 10

WIS: 11

DEX: 16

CON: 17

CHR: 12

AC Normal: 8

AC Rear: 10

Hit Points: 16

Alignment: Lawful Neutral

Languages: Common, Wharf Slang

Age: 58

Height: 6'4"

Weight: 248 lbs

Hair/Eyes: Black/Blue

Weapon Proficiencies: Net, knife, saber

Nonweapon Proficiencies: Fishing (10),
accounting (10), appraising (10), carpentry (18)

Magic Item: Stone of good luck

Appearance: Terik towers over the average man, and his muscular form, gained from years of pulling in fishing nets, is impressive. He is clean-shaven, but he lets his shoulder-length black hair fly in the wind. People have said that his piercing blue eyes examine your soul. However, for all his imposing appearance, he is a light-hearted man, enjoying life to the fullest.

Background: Terik spent the first 40 years of his life on a fishing trawler, but times were tough and it was hard to put food on the table for his wife and three children. To make ends meet, he moonlighted as a lookout man for a thieves' guild. During one job, Terik got lucky and made enough to buy a run-down warehouse, converting it into a marketplace. His wife died several years ago and his children are all grown and on their own. Terik spends his days taking care of his business and his nights in the **Shark Fin**.

He uses one stall as an office, sometimes renting it out for a gold piece if anyone is desperate for a place to sell their goods. He lives in a boarding house, taking a small room and keeping most of his savings (a collection of small gems) on his person.

He also keeps about 500 gp hidden in holes drilled into the back side of the a shark jaw that hangs on the wall of his room.

One of Terik's regular renters is **Corin Grimhall**, Captain of the **Fair Lady**. To what extent their business dealings go is unknown by all but themselves.

Terik's Fish Market, Corin Grimhall, Shark Fin, Fair Lady, Kuv City, Elan, TESTORIA, and LoreWeaver;

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