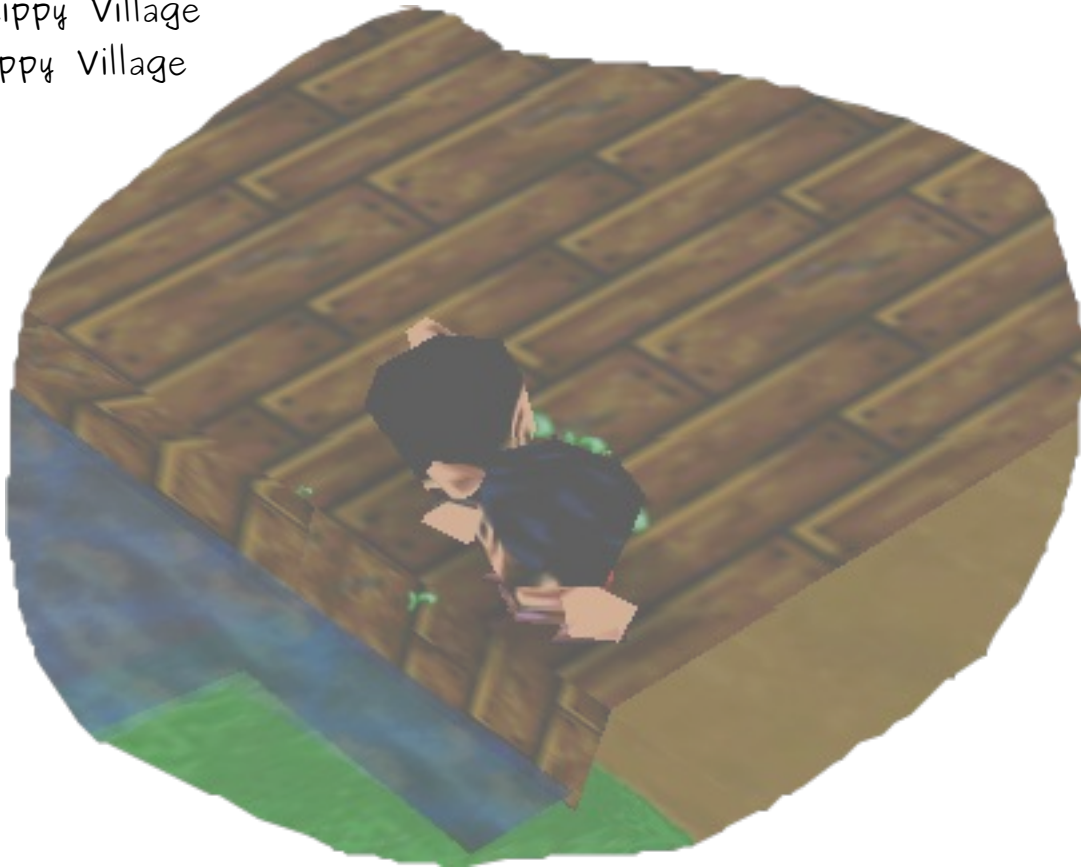


# Egoboo

## A People of Interest Guide

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Note: This guide isn't and won't be finished, just like Egoboo won't ever be.

## A Short Message from the Author

This is a guide giving short descriptions of people of interest around the land of Lorule. I have written each description myself based on information gathered by meeting them. Enjoy.

-penguinflyer222

## The City of Bishopia



Alkor - Owner of the G'nomish Shop. Buys and sells G'nome tech. He has fears of being blown up by customers..



Angus - His heirloom has been stolen by thieves, and he wants you to venture into their cave and get it back.



Dunlar - He is the owner of the smithy. His weapons are the finest in town.



Elevendar - An invisible ghost of an archmage, that's all I'm saying. If you can find him, talk to him.



Gerard - His armory stocks fine armor, but it may not fit you half the time.

Graveyard Man - The unnamed lurker of the graveyard who speaks of danger in from a crypt.



Guard Captain - The guard captain is head of the Bishopia guard. He is usually at Griffon Tower where Bargel the evil sorceror has freed prisoners.



Marcus - The museum keeper may give you a mysterious scroll. Think about its meaning carefully.



Mim - The healer here is one of many Mim the healers. She may heal you, or restore you for a small fee.



Moggy and Meena - The brother and sister want to adventure, but Moggy has lost Meena.



Mylvin - The potion shopkeeper is pretty much just that. He tries to keep adventurers with torches away from his oil flasks.



Olaf - He has a junkyard that carries all sorts of junk. It's a junkyard, alright.



Prophet - He says an "Imprisoned One" is going to break free and someone needs to save the world.



Sam - The beggar begs for money and eventually gets enough from you to buy some fancy clothes. Riiiiiiiiipoff.



Secret Shop Owner - The unnamed owner of the secret shop sells precious items.. I'm not telling you where it is.



Shady - He is owner of the Rogue shop located near a suspicious mansion.



Tuk - The monk that runs the divine shop of the Paladin Guild.



Zambini - The magic shop owner. He never has shoplifters, because they know that they'll get killed by his magic.

## Sandweg



Abdulla - His palace has been taken over by monsters and he will give you a ring if you defeat them.



Carpetseller - This unnamed guy sells carpets.



Divine Shopkeeper - This unnamed shopkeeper sells divine stuff.



Kabobman - The unnamed tanned kabobman sells kabobs for 5 Zenny each.



Lamp Salesman - The unnamed salesman sells lamps.



Sand Shopkeeper - This unnamed guy sells... sand?



Prophet - He says an "Imprisoned One" is going to break free and someone needs to save the world.

## Zippy Village



Alric - The pet trader will trade with you to exchange pets. He likes Zippy Village much better than Bishopia. He likes to move around, and if he's in sight he's taken the day off.



Blurf - An alchemist in need of mushrooms. Go get him some...



Frazzle - The magic shopkeeper sells mainly books. Be warned, if you attack him in order to steal, he warns that you might not get off with anything.



Shepherds - There are two shepherds wandering around, herding their sheep. These sheep have a mystery that the shepherds are afraid someone will find out...



Watts - The general shop's owner. He sells everything from weapons to scrolls, but he doesn't check his armor chests.

