

"Turns out there ain't a lot of competition out here on the open road! Not a lot of customers either though..."

YOU MEET A TRAVELING MERCHANT



THEY'RE SELLING...

{Exotic Fruits} Purple pear-like fruits that allow you to see into the Feywild from your native plane; Yellow grape-like fruits sour enough to leave a creature paralyzed for short periods of time; White apple-like fruits that cause any creature that eats the seeds to grow from the ground so long as the seeds were eaten within the last 1d4 days

{Fancy Hats} Handmade hats and head wraps that are outrageously oversized; Likes to incorporate tusks/horns/beads into the finished design; Finds feathers tacky and refuses to work them into their creations

{Automatons} An assortment of humbly built clockwork automatons that each perform their own hyper specific task; The merchant scavenges the automatons from abandoned workshops and fixes them up till they're "good as new"; Merchant is very attached their automatons and hates to see any of them go.

THEY'RE LOOKING TO BUY...

{Spell Scrolls} Aspires to be a powerful wizard one day and studies any scroll they can get their hands on; Once they've mastered a spell scroll, they sell it to any one of the many thieves guilds they have contacts in across the region; Will trade products for scrolls if the customer doesn't have enough coin

{Lizardfolk Trinkets} Anything with roots in lizardfolk history or culture which they're fascinated by; Wears many of the lizardfolk necklaces and other clothing they've collected over the years; Gives a substantial discount to those who share this passion

{Odd Weapons} Any unique swords, spears, or axes the party has found in their travels; Is especially fond of broken or rusty weapons which they enjoy fixing up whenever they stop in a town; Sells fixed up weapons to other adventuring party they meet on the road

THEY SECRETLY SELL...

{Teleportation Circles} The secret glyphs for teleportation circles in 1d4 rare or restricted locations; They can guarantee the glyphs work but not your safety; Only sell to those they believe have honorable intentions

{Password} The password to a fiendish casino that can be accessed in any tavern cellar; Claims to have never visited the casino [lie, they go as often as they can] and heard the password from another traveler; Will sell this password for lots of gold or a risky favor

{Bottled Dragons} Won't say how they got them, but they have 1d4 random dragons sealed in glass bottles; Opening a bottle releases the dragon [not under your control]; Didn't label the bottles and has a hard time remembering exactly which dragon is in which bottle