

# D20 Traveling Merchants



## Scroll of Revelation #099

1. {Delmont Coalsaddle} Desperate to sell the hundreds of torches piled up in his cart which very few adventurers need since most can see in the dark.
2. {Gursha Onebrow} Offers sloppy but affordable tattoos out of her intimidating wagon that's built like a devil's skull and pulled by 2 pale horses.
3. {Pleasure} This tiefling specializes in wrangling up imps and selling them off as minions/familiars to whatever strange folk he crosses on the road.
4. {Ziek Alleygrove} After he was nearly thrown in jail for selling disguises of the noble family and their court members on the city streets, Ziek decided to take his "costume" business on the road.
5. {Zyrus Feypouch} He won't disclose where the spell components came from, only that they'll make any spell they're used to cast twice as powerful.
6. {Elber Truerune} If you earn his trust, he just might let you use 1 of the 12 different teleportation circles hidden inside his magical wagon.
7. {Shefra Snakesnout} Nobody knows where more interesting locations are in this valley than Shefra, and she'll sell you a map to few of them for just 5 silver.
8. {Cefrus Zenbrook} His messenger birds can deliver a note to anyone in the realm, and he looks down on those who communicate through magical means.
9. {Corban Valleypie} Travelers love crossing paths with Corban who sells sweets and pastries from all across the realm out of his rickety cart. Perfect for helping those from distant lands get a taste of home.
10. {Elza Greenreed} Anyone can train tigers or bears, but who else but Elza trains and sells trained giant beetles out of their cocoon-shaped merchant wagon?
11. {Haila Dunepetal} Her cart jingles and clinks as it makes its way down the road, stacked to the brim with lamps of various sizes and shapes. Anyone can buy a lamp for 1 silver, and she claims 1 of the lamps has a genie inside it.
12. {Rasham Creekrider} The black salt he hawks from his wagon tastes like normal salt and doesn't give off any magical energies, but he swears no devil can touch you so long as you are standing within a ring of it.
13. {Nola Ashcrop} His herb-covered wagon is pulled by a team of 7 giant badgers. He sells pouches of seeds that, if planted and immediately watered, grow into a random beast made entirely of vegetation that obeys your commands for 1 hour.
14. {Eve Godblush} A master in matters of the heart, she'll give you council in your own love affairs for just 1 silver.
15. {Brif Thunderdeck} Every set of dice this gentle giant sells is hand-carved from the bone of a monster he's also slain with his bare hands.
16. {Zelpha Barlyewheel} The only thing she loves more than brewing ale and exploring the realm is doing both at the same time out of her brewing and bottling merchant's wagon.
17. {Swap} This short and sausage-fingered tiefling just loves to trade things, so he pulls his wagon of trinkets and odd bobbles along busy roads looking for adventures to barter with.
18. {Blarth Coventaker} This former cult-member sells sacrificial lambs to whoever might have a use for such a thing. He doesn't mention that first part though.
19. {Bria Dawnhorn} Take your pick of any of the monstrous skulls hanging inside her wagon. Nobody in town will know it wasn't you who felled the terrifying beast.
20. {Oduz Shadehunter} It's hard to believe, but the jars of maggots this retired gravedigger sells can consume an entire human corpse in less than 10 minutes.