

50 Peddlers of Strange Wares

[1] Gazelle man, naked, runs across a field with a few tiny pouches. He only sells 1d4 items.

One of these items is a strange item; the horn of his mother, which grants +2 to the first save vs death the target takes. More than willing to sell it.

[2] The Sharpener. Sells multiple bladed weapons, has hundreds of whetstones. Loudly jingles.

Strange item is a whetstone which grants +1 to hit and damage and also makes a mundane sword count as magical until it dulls.

[3] Ghost Merchant. Sells ectoplasmic items that can be touched but not effect humans, still effects ghost. (ie; ghost sword can't hurt humans, but can hurt ghosts)

Strange item (even more than all his other items) is a Decanter of Spirit. Drinking the potion turns the drinker into a ghost for 1d6 hours.

[4] Obese pink-skinned man, hairless. Very clearly undergoing a transformation into something else. Wears a huge cloak with many pockets.

Strange item is a magic mask. While wearing it you are immune to fear effects, but you detect and are turned as though you are evil/chaotic.

[5] Scantly clad woman with several orcs under the effects of *Charm* spell carrying her bags. Her regular items include a lot of 1st level spell scrolls.

Strange item includes an Orc in a Jar. When opened it creates a regular, loyal 2HD orc armed with war axe and chainmail armor. Turns into ash after 5 Exploration turns.

[6] Voice echoes from a crack in the wall. Trade things by stuffing money into the crack, and receive them the same way. Lists all prices and items verbally.

Strange item is a magic cloak; grants +1 vs wands

[7] Snake charmer. Carries a magic flute and a basket filled with 1d6 poisonous snakes that he flings on people who try to rob him.

His special item is a 1d6 use 'universal anti-venom' drug. Cures any venom or poison.

[8] No legged man, scoots around on a silver disc. Somehow fights as well as a level 3 Fighter if angered. Has a backpack filled with useful items.

His strange item is a 3 legged cat, his pet, which he wishes to sell to a good home. The cat grants +1 save vs devices/traps if you take care of it.

[9] Strange woman with cogs on her head, says its to keep her brain pumping. She sells a number of high tech gadgets.

Her strange item is a zombie cog; Apply it to a dead person's head to make them into a zombie with the same personality and voice but mechanical motives and habits. They die again in 4 exploration turns and cannot be revived. 1 in 6 chance each time it is used for the zombie cog to stop functioning.

[10] Bundled up eskimo, regardless of how hot it is. Has many whale and seal rations and skins that can be used to patch up armor.

Strange item is the Cube of Vee. This item is unique in that, if it used, teleports up to 2d8 people down to the next 'floor' below them. It automatically finds a safe spot (ie; not in a wall or above lava) to drop everyone. The cube stays where it is on the above floor.

[11] Patrick the Witch-Man. He sells many potions in grimy drinking horns and metal cylinders along with a collection of curved knives.

His strange item is a Claw Talisman. The first time the character would be hit by a curse with this talisman, instead the curse is transferred to the talisman and has no effect on the character.

Anyone else who tries to steal the talisman from you gets the curse instead.

[12] Foppish, well dressed wizard duelist. Has mastered the arcane arts and now is looking for lessons in swordplay. If there is a Fighter above 3rd level in the party that can teach him some moves, he'll lower his prices by -50%.

Strange items; Sells Aegis Orbs. Tiny glass orbs with a tiny golden shield suspended inside. If broken grant +3 AC for 3 rounds. If thrown on a nearby ally it will grant them the extra AC as magical energies protect them. Has 3 Orbs.

[13] Halfling female, backpack overflowing with flowers and freshly plucked plants. If pressed, will reveal her backpack can keep them fresh forever.

Strange item is a Blasting Flower. Pluck a petal to cast magic missile (as though caster level 1). Has 8 petals. Deep purple color.

[14] Blind wolfman, gets around by smell enough alone. Has perfumed several of his weapons and items for easy use in the thick of combat, which he can do as well as a 5th level fighter.

Strange item is Dead Dog Tobacco. Despite dubious flavor it grants you an incredible sense of smell, like a bloodhound, for as long as you chew it. Lasts up to 10 exploration turns, but can be spit out and saved until later.

[15] Speaking Snake. Can only trade goods verbally; revealing hidden nooks and crannies with the goods, most of which have its children ready to bite thieves and those that don't pay.

Strange item is snake ball. Ball of snakes wrapped into an orb and put into stasis. Pull the one tail that is sticking out and throw it like a grenade; snakes bite and attack everyone nearby. Venomous.

[16] Blind and Deaf mystic; can perfectly understand common speech by feeling the vibrations in your chest and throat.

Special item is a seeking mirror. Speak the name of a named item and it will point towards it. When you find it, the mirror shatters.

[17] Mermaid, only accepts payment in pearls. Has many coral weapons and armors, as well as deep sea remedies and many fish rations.

Strange item; Ring of Waves. While wearing this ring you can activate it to animate a nearby body of water into a powerful tidal wave dealing 1d4 damage and stunning if it slams enemies into a wall, otherwise knocks back, drenches, and stuns enemies for a round. 1D6 uses.

[18] Assassin. Made a deal with Death to turn invisible, but only hunts immortal foes. Prices increase by +10% each elf in party. Sells thief tools and equipment.

Strange item; White Arrow. Counts as magic and deals +1d6 damage to immortal foes.

[19] Whispering Wine. Strange bottle of wine that can speak. If it agrees to make a trade some of it can be poured out onto the ground and it forms into the traded item. It can only trade 1d8 items before losing all its liquid.

Strange Item; Miniature bottle of spirit wine. If drunk by a someone who died less then 1d6 combat rounds ago it will revive them at 1 HP. Time limit of revival not known to the players.

[20] Friendly skeleton. Has a habit of popping out of closets or chests to spook party members. If pressed will reveal he was once a noble who got all his bones dipped in gold after he died. Buys and Sells jewelry.

Special item; Ruby Tiara. Grants a once daily laser-vision attack that deals 1d4 damage, deflected by shields. If it ever hits a mirror or deflected by a shiny sword the beam bounces back to the Tiara's jewel and ruins it.

[21] Rhinoceros Centaur. Bottom half rhino, upper half minus a big horn is human. Sells hides of extremely rare and powerful beasts its hunted.

Special Item; Magic Hyena pelt. You look like Hyena to other Hyenas, and beside dominance display roughness they won't try to kill you.

[22] Gladiator Fan! Sells memorabilia of famous gladiators, some centuries old but still household names. Sells tiny lead statues and toy weapons.

Special Item; Helmet of *Hoolash the Blinder*; blinded more men than anyone else! While wearing this helmet you cannot be blinded in the left eye, which includes temporary and permanent.

[23] Astral projection dragon. Random color, but always friendly and arrogant. Sells only advice for secrets in return.

Advice includes such commodities such as 'how to get out of this hole before you die' and 'why I'm laughing at you for considering fighting what's in the next room'.

Special Item; Mental map of the area or dungeon floor, jot it down as fast as you can before it fades.

[24] Juggling Jester. Only sells one handed weapons and items, seems to have a lot more than he should be able to carry.

Special Item; Colorful smoke bombs. Acts like *Color Spray* for those caught in the center of at least 4 bombs at one time. Sells a pack of 1d12+3

[25] Raging Barbarian, off on his own. Will calm as soon as he sees you though, will trade his wild smoked meats and mastercrafted axes in return for being allowed to smash beautiful things.

Special Item; Ice Axe. Axe blade made from a glacier, never melts. Double damage vs fire elements and things weak to frost.

[26] Book Barterer. Pocketbook with unusual ability to absorb experiences written on its pages. In return grants common spells or drawings and information of nearby monsters. Seems to be controlled from outside source.

Each purchase costs 1d6x20 experience points, double for the special item.

Special Item; *Spider Scribe* Spell. Curse a target, the next time they open a scroll or spellbook a venomous spider will jump out to bite their hand.

[27] Pack of friendly normal looking dogs deliver notes and packages from around a nearby corner or door. Explains in the notes that 'he cannot interact with mortal men directly; so he has trained these dogs to do it'. If you run around the corner nobody is there.

Special Item; Vanishing Cream. When put on your skin acts as a limited chameleon effect, giving you +2 AC and a large bonus to stealth rolls. You're not invisible, just somewhat transparent. Only has 1 use, lasts until washed off or a full day.

[28] Mole man. Digs up from the ground, offering the spoils of the subterranean world.

Special Item; Dowsing rods. Hold one in each hand; they cross when over running water or buried treasure, max limit of 15ft deep.

[29] Tiger woman. If standing still, looks like a naked woman. If moving, looks like a tiger. If only part of her body moves, she looks a bit like both. Hard to tell where her parts end and the tiger begins. Savage, wishes to sell you rare perfumes from a far away land in return for masses of gold.

Special Item; Animal Attraction perfume. Makes you irresistible to the opposite sex, grants +2 to reaction checks against them. Not mentioned? Also makes you irresistible to tigers.

[30] Noble prince partying. Carried on a chair by his merry men, surrounded by several happy serfs. Doesn't matter where the party is, these guys saunter on through. Willing to trade a few useful items or weapons in exchange for more alcohol.

Special item; Sells you the title '*Lord of Wastille*'. This title is totally worthless, as there is no manor of 'Wastille' that exists. However you are considered a 'lord' when it comes to magic and the law, even by people who know its not real.

Additionally, this title may grant you favor with the fae, who view titles as greater than deeds and names in the first place.

[31] Creepy group of kids. Seem to think and speak as though they have a hive mind, but don't admit it. Trade you useful items in return for marbles and candy.

Special Item; Doll's leg. Anyone who carries this leg and has their leg broken will wake up the next morning with their leg miraculously healed, but the doll leg shattered and useless.

[32] Literal snake oil salesmen. Most of his oil is worthless as actual snake oil, but he hints at a special 'deluxe' brand of oil, triple the price. If you buy from him or not you'll never see him again.

Special Item; Deluxe snake oil. If applied on a weapon or armor grants +1 for a single combat encounter, if put over a wound heals 1 hit point, rubbing it on your forehead grants +1 caster level for next spell cast, and drinking it grants +1 to all saves for the day. If you use it liberally, grants double the bonus at triple dosage. The bottle has 12 uses.

[33] Weird rat people. Conniving and seemingly evil, but have excellent respect for the art of the deal and business decorum. All sales are honorable, but final. No refunds.

Special Item; Boomerang Blade. Weird bent thing that deals 1d8 damage at range on a hit then returning to thrower safely. On a miss returns to thrower dealing 1d8 damage to them instead.

[34] Taxidermist. Travels on a wagon filled with stuffed animals and tools to make them. Doesn't have much to sell beyond his special item, but it is very expensive. Grants a 30% discount if you let him stuff a big kill your party made recently (at least HD 5).

Special Item; Vial of *Tarnish-The-Past*. If held to the head of a dead creature an a single moment in that creature's life is spoken allowed, vial fills with glowing fluid that, if drunk, allows the drinker to experience that moment as though they were that creature, added permanently to their memories. One use only.

[35] Quicksand elemental. Only an upper torso appearing in a pit of quicksand, warns people to keep back or be consumed by it. Has a trove of treasures and rare items from underneath its trap.

Special Item; Weird variant of a common MU spell. Ie; *Frostball*- as *Fireball* but with cold damage, *Magic Missile* that deals 1d6 per caster level damage vs undead, etc.

[36] Silver coin merchant. Wears gray robes, has two burly guards. Only trades in silver coins, even if gold or copper is more common in the setting.

Special Item; 1d6 'Lucky' coins. Flip them and receive +1 to your next save.

[37] Crossbow Expert. Sells, repairs, and trades crossbows of all kinds, including magical, repeating, and ornamental crossbows. Heavy mustache and foreign accent.

Special Item; Magical bow OR crossbow string. Glows gold in presence of abominations, +1 to hit and damage against them.

[38] Alchemist. Obsessed with creating original, pure forms of life. Promises not to use black magic despite his temptation.

Special Item; Wound Puddy. Insert into a wound to 'seal' it up with painless, flesh like puddy. Restores up to 1d6 HP temporarily, 10 exploration turns until it falls out and the wound returns. Can cause death if your health is too low when puddy fails.

[39] Traveling Monk. Aspires to physically perfect himself and spiritually perfect others- likes to recommend perfect religions for each person based on their traits even if they already have one.

Special Item; Thunderous Prayer-Wheel. If spun, this prayer wheel makes a single prayer sound as loud as 1000 prayers in the spiritual world.

Obviously this makes the prayer that much more noticeable to the Gods and spirits, but it has little effect on those Gods that are unwilling or unable to intervene normally.

[40] Sallela Soapbubble. Strange fairy that only appears inside of a bubble. If the bobble pops, she just vanishes. Mostly trades magical cosmetics in return for odd trinkets of your own.

Strange Item; Magic Soap. Cleanses your entire body and can be used on equipment to clean almost anything in one exploration turn. Has hundreds of uses, but like a regular soap bar it slowly gets smaller until used up.

[41] Mad Mage. Forever stuck ontop of a floating disc he conjured in an attempt to make a floating disc spell that can transport humans. Now, he can ONLY be transported by it. Can cast Floating Disc at will and has a caravan of invisible disks floating stuff around.

Special Item; *Knife of Slickness* this magic knife can, if used from where it was hidden on the body, strike a target and instantly return back to its hiding place. The split second attack would be hard for anyone to follow, especially in a crowd, and its a favored magic item of assassins.

[42] Collector. Different appearance, race, and gender each time you meet it, but the same entity. Collects all kinds of rare and strange items, sells nothing common and useful, but many weird and strange things.

Strange Item; Manticore Wand. Red painted wand carved from a manticore spike and ash wood for the handle. Any offensive spell cast by an MU using this has a 1 in 6 chance of being 'refunded' after casting, allowing them to cast it again.

[43] Medicine Man. Tribal gnoll with a bundle of herbs and plants, all useful for curing minor diseases, maladies and pains.

Strange Item; Red-Eye Root. Cutting this root into small slices and wedging it between the spaces in your teeth. Gives you +1 to hit and damage for 3 exploration turns. Can also be brewed into a tea that lets you ignore the symptoms of any diseases you are suffering from for 1d6 days. The root he sells is big enough for 3 uses.

[44] Fungus Man Trader. Sells several rare mushrooms, mostly useful as food, drugs, or medicinal uses.

Strange Item; Fungal Elixir. Glass bottle with stylish mushroom cap. If poured out onto the ground makes tiny edible mushrooms grow in 1d6 hours on that spot, as long as there is enough loose gravel or soil for them to grow in. The bottle has enough liquid to create 50 or so rations total, but they take time to grow and only grow in wet or dark places. If smashed and released all at once creates a miniature fungal forest with a million kinds of fungus everywhere.

[45] Warrior Princess. Sells a selection of armor, most of it secondhand. Polished by juice from the stars and possessing a wondrous shine.

Strange Item; Bouncing Bracelet. Grants +1 AC vs arrows and other ranged weapons. Secretly one of the gem's in this bracelet is a scrying jewel she uses to spy on people who buy the bracelet, 1 in 6 chance any day she'll try to steal it back at night.

[46] Warden of the Woods. Sells arrows and waterskins mostly, but hints at his special item from the moment conversation starts, to drive up its supposed price and value.

Strange Item; Pigeon in a box. Open it up to reveal a trained carrier pigeon every day. The pigeon disappears from the world and returns to the box every day, so it can only deliver messages within a day's range.

[47] Corpse Tenders. Pair, brother and sister, who try to give random dead people good burials. Sell basic goods cheaply, just trying to cover their expenses.

Strange Item; Coffin Powder. Dusting this over a coffin or sarcophagus calls back to whatever undead creature, vampire or mummy or whatever else calls it home.

The thing will usually return to stalking the waking world for 1d6 hours or until the next time it normally acts. Whichever is longer.

[48] Shellycoat Merchant. Boogeyman-like creature that appears by the sea, wears a filthy moldy cloak covered in chattering oysters. Speaks in clicks and moans.

Strange Item; Oyster Gel. Rub this on a living creature's skin to make them able to breath and move underwater, and become immune to oceanic pressure, for 3 exploration turns, 3 uses.

[49] Allad the Toymaker. Loves children and halflings alike, builds toys with nearly magical levels of decoration and motion when they are wound up and released on a floor.

Strange Item; Tobkins the Coin Cat. Tiny stuffed cat that, when pat on the head three times, will disappear when nobody is watching and return in 1d8 days, holding a silver coin in its mouth.

Each time after the first time it is used has a 1 in 6 chance of never coming home, possibly due to having a greedy owner.

[50] The Crusader. Broken arm and leg, still on his pilgrimage. Sells trophies of old enemies he's slain, mostly monster parts and demon horns.

Strange Item; Amber Talisman. Can be used once each full moon to *Turn Undead* as if the wearer was a Cleric equal level to his character level.