

Traveling Merchants

This page contains all manner of traveling merchants.

The River Bounty – Gerrus is a famous fisherman. He is known for his skill and craftsmanship when it comes to anything from making lures, to snapping up spring salmon. He lives out of a large canoe that he has dubbed the River Bounty. He travels from bridge to bridge, sailing down rivers pausing to stop and sell or trade his wares. Rods, lures, tasty fish, and even the odd river pearl or two are what he has to offer. He's always on the lookout for rumors new places to fish, or of legendary fish for him to go after.

Kerralac Bladedealer – Kerralac is a fearsome blademaker. By far one of the greatest swordsmen in the realm, he has however sworn to never take a life save in self-defense (and even then only as a matter of last resort). He instead travels around seeking out unusual swords and fighters to test his metal against. Anyone he defeats, he claims their blade, adding it to his collection. Less interesting examples he will often be willing to part with, either for gold, or better, for knowledge of an even better find for his collection to be had. He usually is traveling with a half dozen or so of his students, which he trains as he travels.

The Wondercart – Hamden Bluebottle is an apothecary of some note. He travels the realms in his wagon, which he calls the Wondercart. Within its walls (which seem larger in the inside than out somehow), there are seemingly endless numbers of cures for what ails you. Diseases magical and mundane all fall before his knowledge and craft. What is less known, far, far less known, is that Hamden is actually a far better poisoner than healer. Much of his business he drums up for himself, making people sick only to then charge them for an expensive

antidote. For those who are in the know, there are certain signs and symbols worked into the paint on his cart to clue less savory sorts into his little sideline business of selling poisons.

Davron Herdcaller – Davron is a trader of small, exotic animals. From poison frogs to shocker lizards, tiny fey to three-eyed ravens, he has dozens of small creatures contained within in his train of three wagons. He is accompanied by his extended family, a dozen adults with again as many children, who help him capture and sell these expensive animals. He also offers animal training, such as to train up a poison sniffing rat, or a fey hunting hound.

Arnhold the Penitent – To those who don't know, Arnhold appears to be a poor, penitent monk with a small portable shrine built into his tiny wagon. This little hand cart though hides a secret: Arnhold is actually a trader in hyper-expensive and rare liquors. Within a false compartment of the shrine are usually between 5 and 10 bottles of the highest priced liquors in the realm. Arnhold simply pretends to be a penitent monk so as to hide his rich cargo, and not have to hire guards. He is so cheap in fact, that he refuses to even buy a mule to pull the wagon, opting instead to pull it himself.

Morgaine the Dreamseller – Morgaine travels in a covered wagon pulled by two grey mules. The wagon is painted black, with silver swirls, stars, and sigils dotting it. Inside it only has the typical stuff needed to survive, a cot, food, small items like that. Totally unremarkable, save for one small, locked cabinet. Within that cabinet are dozens of glass vials, each with a tiny swirl of color, like purple-red smoke. These are the dreams she sells. Where she gets them, or how she makes them, no one has ever been able to find out. But whoever buys one, then inhales the swirl of smoke contained within, will that night have the greatest dream of their life.