



CHAPTER 2

MERCHANTS & PLAYER STALLS



# MERCHANT STALLS

## A TRIP AWAY INN'S MERCHANTS

A Trip Away Inn is a temporary home to many traveling merchants. There are four tent stalls that Flip keeps reserved to rent to these travelers. They can be vendors of your creation or any of the following merchants, designed to come and go as you please. The inventories provided are just a suggestion, as well as the quantities of items the merchants are carrying. Feel free to adjust the prices and quantities of available goods, as well as adding or removing items from the shop inventories. If you use the dice rolls to determine shop inventory, any negative numbers are considered out of stock. All stock inventories are meant to refresh each time a merchant returns to A Trip Away Inn.

### RANDOM MERCHANT

D12	MERCHANT
1	Phileas Lockett (musical instruments) <i>pg. 53</i>
2	Englebert Proudfoot (general goods/fence) <i>pg. 54</i>
3	Gnull (animal merchant) <i>pg. 55</i>
4	Loveck Haverstock (potions) <i>pg. 56</i>
5	Hasha Issi (armor and shields) <i>pg. 57</i>
6	Kitaela Kragblade (weapons) <i>pg. 58</i>
7	Hasha Atkar (ammunition) <i>pg. 59</i>
8	Ma Motwicke (magical clothing & jewelry) <i>pg. 60</i>
9	Brother Beleric (blessings) <i>pg. 61</i>
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11	The Broker (magical weapons) <i>pg. 62</i>
12	Amara Balfil (magical items) <i>pg. 63</i>

## MERCHANTS

### PHILEAS LOCKETT

## MUSICAL INSTRUMENTS

### PHILEAS LOCKETT (*He/Him*) • GNOME

Phileas is a romantic and a craftsman. Flappable and prone to weeping, the young gnome can hardly bear to part with his creations, all of which he has named. He is a terrible salesman, and will increasingly raise the price on any stringed instrument the characters are interested in, in the hope that they will lose interest. He occasionally stocks brass or percussion instruments- against his better taste and judgment- and will let them go very easily, not even bothering to haggle. Once or twice, to no one's greater surprise than his own, he has created a magical instrument, although he has absolutely no idea how, and no conceivable way of replicating it.

### DISCOUNT

If a character can convince Phileas to let them test a stringed instrument, and succeeds on a **DC 18 Charisma (Performance)** check, a joyfully sobbing Phileas will gift them the instrument for a single coin of their choosing.

ITEM	STOCK	PRICE
Flute	1d6	2 gp
Drum	1d4	6 gp
Horn	1d4	6 gp
Bagpipes	1d4	8 gp
Dulcimer	1d8	25 gp
Lyre	1d4	25 gp
Lute	1d4	30 gp
Viol	1d6	30 gp
<i>Pipes of Haunting</i>	1	1,000 gp
<i>Pipes of the Sewers</i>	1	1,000 gp
<i>Chime of Opening</i>	1	3,000 gp
<i>Horn of Blasting</i>	1	8,000 gp
<i>Hypnotic Viol</i>	1	5,000 gp
<i>Lute of the Trickster</i>	1	6,000 gp
<i>Conch of Poseidon</i>	1	1,000 pp



Englebert is a part of your local or regional thieves guild and can have frequent contact with the guild members. If any of the characters is a member of the guild, Englebert can easily pass on jobs or communications from the guild to the characters.

ITEM	STOCK	PRICE
Torch	1d10	1 cp
Piton	1d12 + 3	1 cp
Signal Whistle	1d4	5 cp
Flask of Oil	1d10 + 1	1 sp
Ball bearings (bag of 1,000)	1d12	1 gp
Bag of 20 Caltrops	1d6	1 gp
50' of Hemp Rope	1d8	1 gp
Grappling hook	1d4	2 gp
Hooded lantern	1d10	5gp
Hunting trap	1d12	5 gp
50' of Silk Rope	1d4	10 gp
Potion of healing	1d6	50 gp
Flask of Alchemist's Fire	1d6	50 gp
Vial of Antitoxin	1d8	50 gp
*Bag of Holding	1	500 gp
*Boots of Elvenkind	1	650 gp
*Immovable rod	1	700 gp
Spyglass	1d8	1,000 gp
*Bag of Beans	1	6,000 gp
*Elven Chain	1	6,000 gp

## GENERAL GOODS/FENCE

ENGLEBERT PROUDFOOT (*Hel/Him*) • HALFLING

Englebert poses his business as a sort of general store, but it's quickly apparent to any characters that can read the subtly placed thieves' cant around his shop that he's willing to deal with goods that may have been stolen from their owners. Englebert looks much younger than his ninety years. For a time he lived a life of adventure, ransacking tombs and time-forgotten structures. His aversion to danger eventually led him down his current mercantile path. However, his sticky fingered tendencies have led to a business that's not entirely on the up and up. Englebert is eager to deal with any sort of adventuring type, longing for stories that remind him of his youth and the adrenaline rush of the unknown.

### DISCOUNT

Any character that can subtly signal to Englebert that they are a fellow thief will receive a 10% discount on any goods in his store. In addition, Englebert will be willing to buy obviously stolen items with no questions asked, and will also sell any of his exclusive items.

### TAPESTRY OPTION

\*Exclusive Item (Englebert only makes these items known to fellow thieves)





## ANIMAL MERCHANT

**GNULL** (*They/Them*) • HALF-ORC

Gnull is intimidating at first glance. His hulking, muted green muscles ripple out of a leather jerkin that struggles to stay clasped. His well-kept hair is tied back into a raven-black topknot. The intimidating first impression falls away quickly, however, with casual observation. Gnull handles each of the animals that have found their way into his care with the gentlest loving touch. He sees himself more as a caretaker and matchmaker than a merchant, taking the placement of every creature in his care as seriously as if he were finding a home for his own child. As such, he can be particular about who he's willing to sell one of his little beasts to. Most of the animals in Gnull's care find themselves there due to some unfortunate circumstance that left them injured or abandoned. He carefully rehabilitates the creatures and finds them suitable caretakers. In doing so, Gnull also teaches the creatures in his care basic commands in Common, to help ease the transition to their new caretaker.

### DISCOUNT

Any characters with a natural affinity for nature will have an easier time dealing with Gnull. If he detects a mutual respect for the natural world, he is likely to offer up to a 25% discount on any of his stock.

ANIMAL	STOCK	PRICE
Bat (common)	1d4	4 cp
Cat	1d4	3 sp
Dog	1d4	3 sp
Badger	1d4 - 2	8 sp
Weasel	1d4 - 2	8 sp
Goat	1d4	4 gp
Vulture	1d4 - 3	5 gp
Flying Snake	1d4 - 2	10 gp
Raven	1d4 - 3	12 gp
Eagle	1d4 - 2	23 gp
Owl	1d4 - 2	25 gp
Boar	1d4 - 2	30 gp
Baboon	1d4 - 3	40 gp
Panther	1d4 - 2	100 gp
Bear (Black)	1d4 - 3	150 gp
Giant Spider	1d4 - 3	200 gp
*Owlbear Cub	1d4 - 1	200 gp
Tiger	1d4 - 4	250 gp
Lion	1d4 - 3	300 gp
Bear (Brown)	1d4 - 3	325 gp
Dire Wolf	1d4 - 3	500 gp

*\*Gnull will only part with an owlbear cub if the recipient is suitably capable of training it, as they can be extremely dangerous to someone who isn't proficient in this particular sort of animal handling.*

## POTIONS

### LOVECK HAVERSTOCK (*He/Him*) • GNOME

Loveck Haverstock is a gnome adept at brewing all manner of potions. He travels near and far, collecting ingredients to brew anything from simple healing potions to potions capable of allowing you to breathe underwater. His wanderlust keeps him from setting up shop in any location for too long, and he will often move on from a place after only a day or two. He is erratic and scatterbrained, often jumping from one point of conversation to the next, rapidly, and expecting you to keep up. He loves to hear suggestions of places to travel next, especially if there are new or rare ingredients for him to try in his potions. If he happens to be at the tavern when the circus is there, he'll often stay and follow them as they leave, insisting that traveling with them for a time is always quite profitable. He also has a small pseudodragon pet, named Aeris, that constantly flitters from his shoulder to different perches around his merchant tent. He and Strychnine do not get along, and he will often move along quickly if she's currently visiting the tavern.

### DISCOUNT

If a character can appeal to Loveck's wanderlust, and show that they too are travelers and love life on the road, he will offer a 10% discount on the prices of all potions.

ITEM	STOCK	PRICE
<i>*Mystery Potion</i>	1d4	50 gp
<i>Potion of Healing</i>	2d6	50 gp
<i>Potion of Climbing</i>	1d8	75 gp
<i>Potion of Greater Healing</i>	1d10 + 3	275 gp
<i>Potion of Water Breathing</i>	2d4	300 gp
<i>Potion of Animal Friendship</i>	1d4	400 gp
<i>Potion of Fire Resistance</i>	2d4	1,500 gp
<i>Potion of Cold Resistance</i>	2d4	1,500 gp
<i>Potion of Gaseous Form</i>	1d4	2,300 gp
<i>Potion of Giant Strength</i>	1d4	2,500 gp
<i>Potion of Heroism</i>	1d6	2,500 gp
<i>Potion of Superior Healing</i>	1d4 + 3	2,700 gp
<i>Potion of Clairvoyance</i>	1d4	3,000 gp
<i>Potion of Growth</i>	1d4	3,000 gp
<i>Potion of Diminution</i>	1d4	3,000 gp
<i>Potion of Mind Reading</i>	1d4	3,000 gp
<i>Potion of Flying</i>	1d4	5,000 gp
<i>Potion of Speed</i>	1d4 - 1	5,000 gp
<i>Potion of Supreme Healing</i>	1d4	2,000 pp
<i>Potion of Invisibility</i>	1d4	2,000 pp

### MYSTERY POTION EFFECTS

MINOR EFFECT	
D6	EFFECT (ALL EFFECTS LAST 1 HOUR)
1	You gain the overwhelming stench of onion.
2	Two inches of fluffy, white and black fur sprouts out across your whole body, making you resemble a panda.
3	You gain the ability to float 1 foot above the ground, and have a floating speed of 30 feet.
4	Your eyes turn a deep purple, and you gain the ability to see in non-magical darkness for 40 feet as though it were dim light.
5	Your hair turns white, and anything you touch is covered in a thin layer of frost. Your skin becomes extremely cold to the touch.
6	Anytime you try to talk, others hear nothing but gibberish, but as far as you can tell you are speaking clearly.

MAJOR EFFECT	
D6	EFFECT (ALL EFFECTS LAST 1 HOUR)
1	You lose 1d6 Strength, and your body withers and thins.
2	You grow a set of antennae at the top of your head and can take one additional reaction per round.
3	You can use your reaction to absorb any 3rd-level spell or below that targets only you. On your next turn you cast that spell as an action.
4	You gain the ability to see through any obstacle 20 feet thick or less. You can see through multiple walls until the combined thickness equals more than 20 feet.
5	Your hair begins to flow as if a gust of wind is constantly blowing, and you can use your reaction to cast the <i>gust of wind</i> spell.
6	You attract a swarm of ravens that are under your command as soon as you step outside. They are drawn to you and use the <b>swarm of ravens</b> stat block. If the swarm is reduced to 0 hp they are killed.

*\*The mystery potion is Loveck's daily experimental brew. He is willing to sell it at cost, as long as you promise to report any effects that you experience from imbibing the potion. Each potion has one minor and one major effect.*



## ARMOR AND SHIELDS

HASHA ISSI (*She/Her*) • DRAGONBORN

Hasha is a silver dragonborn with an affinity for metal. She is proud but not boastful, and her armor reflects that. There is a beauty to her work that shows how she imparts her full attention to each piece. Most of her plate and shields have simple yet beautiful patterned linework, and some pieces even employ a Damascus steel patterning: a swirling almost hypnotic, amalgamation of metals. She is direct and to the point when dealing with customers, offering her wares at the proposed price and mostly unwilling to bargain. Any items purchased will be prepared for the recipient with a mirror-like shine before being handed over. The key to her heart, however, is to request a commission. Hasha can offer any of her offered armors at a master-crafted level.

### DISCOUNT

Hasha will offer a discount of 10% on any item if a character can convince her that they have a true appreciation for the craft of smithing.

### MASTER-CRAFTED ARMOR

A master-crafted item is non-magical but is considered a +1 version of itself. Master-crafted items each take 3 days to make.

ITEM	STOCK	PRICE (MASTER CRAFTED PRICE)
Padded	1d4	5 gp
Leather	1d4	10 gp
Hide	1d4	10 gp
Shield	1d4	10 gp (500 gp)
Studded Leather	1d4	45 gp (4,000 gp)
Ring Mail	1d4	30 gp (4,100 gp)
Chain Shirt	1d4	50 gp (4,100 gp)
Scale Mail	1d4	50 gp (4,100 gp)
Chain Mail	1d4	75 gp (4,100 gp)
Splint Mail	1d4	200 gp (4,300 gp)
Breastplate	1d4	400 gp (4,500 gp)
Half Plate	1d4	750 gp (5,000 gp)
Plate	1d4	1,500 gp (6,500 gp)





## WEAPONS

KITAELA KRAGBLADE (*She/Her*) • DWARF

Kitaela is a jovial, personable character. Her long red braids flail wildly as she works the forge. She is pale by dwarven standards, which makes her red hair even more fiery. Her mother was a smith, and her mother's mother was a smith, so she inevitably fell into the family business. She spent several years working for a far away empress as the empire's chief bladesmith, but the pageantry she was expected to keep up as a part of that job was more than she could bear. Since then it's been a life on the road, seeing new places and people, and making friends everywhere she goes. She is happy to spend her evenings drinking in the tavern, listening to Sirni's tall tales, or challenging the Two-Timing Twins to a knife-throwing contest. Kitaela will take commission work, offering master-crafted versions of any weapon she has on sale.

ITEM	STOCK	PRICE (MASTER CRAFTED PRICE)
Sling Bullets (Bag of 20)	1d10 + 2	4 cp
Sling	1d4	1 sp (1 gp)
Greatclub	1d4	2 sp (2 gp)
Javelin	1d4	5 sp (1 gp)
Arrow (quiver of 20)	1d10 + 10	1 gp
Crossbow Bolt (quiver of 20)	1d10 + 10	1 gp
Spear	1d4	1 gp (5 gp)
Dagger	1d4	2 gp (4 gp)
Whip	1d4	2 gp (10 gp)
Handaxe	1d4	5 gp (15 gp)
Mace	1d4	5 gp (10 gp)
War Pick	1d4	5 gp (20 gp)
Battleaxe	1d4	10 gp (30 gp)
Maul	1d4	10 gp (30 gp)
Shortsword	1d4	10 gp (25 gp)
Longsword	1d4	15 gp (80 gp)
Warhammer	1d4	15 gp (45 gp)
Halberd	1d4	20 gp (55 gp)
Light Crossbow	1d4	25 gp (60 gp)
Shortbow	1d4	25 gp (60 gp)
Rapier	1d4	25 gp (60 gp)
Scimitar	1d4	25 gp (60 gp)
Greataxe	1d4	30 gp (70 gp)
Heavy Crossbow	1d4	50 gp (110 gp)
Longbow	1d4	50 gp (110 gp)
Greatsword	1d4	50 gp (110 gp)
Hand Crossbow	1d4	75 gp (310 gp)





## AMMUNITION

HASHA ATKAR (*She/Her*) • DRAGONBORN

Hasha Atkar is the younger, hot-blooded sister of Hasha Issi, the armorer. Her silver skin is slightly lighter than her sister's, and Issi has a whole head on her in height. After a childhood and adolescence in her sister's shadow, Atkar has made it her mission to outsmart her sister, and now devises stronger and more devious ammunition, specifically intended to outwit her sister's designs. She cannot bear to be in the same marketplace as Issi, and the sisters will never have a stall set up at the same time. The competition is entirely one sided, and Issi accepts it with a patience that Atkar finds utterly infuriating. Atkar can also be commissioned to construct arrows or bolts of slaying, though this process will take time.

## DISCOUNT

If a character is visibly wearing an item crafted by Hasha Issi, Hasha Atkar will offer them a 25% discount if she can hold and study the item, looking for weak points to exploit.

ITEM	STOCK	PRICE
Sling Bullet (Bag of 20)	1d10 + 10	4 cp
Arrow (Quiver of 20)	1d10 + 10	1 gp
Bolt (Quiver of 20)	1d10 + 10	1 gp
Flame Sling Bullet (5)	1d6 + 2	20 gp
Flame Arrow (5)	1d6 + 2	25 gp
Flame Bolt (5)	1d6 + 2	25 gp
Cold Sling Bullet (5)	1d6 + 2	20 gp
Cold Arrow (5)	1d6 + 2	25 gp
Cold Bolt (5)	1d6 + 2	25 gp
Acid Sling Bullet (5)	1d6 + 2	20 gp
Acid Arrow (5)	1d6 + 2	25 gp
Acid Bolt (5)	1d6 + 2	25 gp
Slow Sling Bullet (5)	1d6 + 2	70 gp
Slow Arrow (5)	1d6 + 2	75 gp
Slow Bolt (5)	1d6 + 1	75 gp
Grease Sling Bullet (5)	1d4 + 1	125 gp
Grease Arrow (5)	1d4 + 1	150 gp
Grease Bolt (5)	1d4 + 1	150 gp
Efficient Quiver	1d4	3,000 gp
*Arrow of Slaying	(Commissioned)	4,000 pp
*Bolt of Slaying	(Commissioned)	4,000 pp

*\*Any commissioned bolt or arrow of slaying takes 5 days to complete.*

### Flame Arrow/Bolt/Bullet:

On a successful hit add 1d4 fire damage.

### Cold Arrow/Bolt/Bullet:

On a successful hit add 1d4 cold damage.

### Acid Arrow/Bolt/Bullet:

On a successful hit add 1d4 acid damage.

### Grease Arrow/Bolt/Bullet:

When this arrow impacts a surface, slick grease covers the ground in a 10-foot square, centered on the impact, and turns it into difficult terrain for the duration. When the grease appears, each creature standing in the radius must succeed on a **DC 12 Dexterity saving throw** or fall prone. A creature that enters the area or ends its turn there must also succeed on a **DC 12 Dexterity saving throw** or fall prone. This grease is flammable.

### Slow Arrow/Bolt:

Any creature hit with this arrow/bolt has their movement reduced by half until the end of their next turn.



## MAGICAL CLOTHING & JEWELRY

MA MOTWICKE (*She/Her*) • HALFLING

With a face that is more smile lines than features, and so tiny that she is often mistaken for a gnome, Maggy 'Ma' Motwicke is a local legend. An unrivaled seamstress, Ma Motwicke has provided suits, gowns, coats and cloaks for half the local nobility over the past century, but also has a soft spot for those in need. Many is the pauper's wedding where a bride or groom, stepping out for the first time, has amazed onlookers with a magnificent ensemble- fitted to perfection- that mysteriously appeared on their doorstep overnight. Rather uncannily, Ma always delivers what people need, rather than what they want. She has the somewhat maddening habit of entirely ignoring any design requests, no matter how much they were agreed upon to begin with. The item she produces will unerringly be more remarkable and flattering than the one proposed, and no one ever leaves unhappy, even if they feel like they want to.

### DISCOUNT

Ma Motwicke sees something in people that even they don't, and will tailor her offerings accordingly. If a character asks for a specific piece, she will kindly respond that it's not what they really need, and instead offer them a 20% discount on a different, specific item.

ITEM	STOCK	PRICE
<i>Ring of Warmth</i>	1	500 gp
<i>Ring of Telekinesis</i>	1	1,000 pp
<i>Cloak of Protection</i>	2	1,000 gp
<i>Boots of Striding and Springing</i>	1	1,200 gp
<i>Cloak of Elvenkind</i>	2	1,200 gp
<i>Robe of Useful Items</i>	1	1,200 gp
<i>Boots of Speed</i>	1	1,400 gp
<i>Brooch of Shielding</i>	1	1,500 gp
<i>Slippers of Spider Climbing</i>	2	1,500 gp
<i>Boots of Levitation</i>	1	2,000 gp
<i>Ring of Evasion</i>	1	2,000 gp
<i>Cloak of Displacement</i>	1	4,000 gp
<i>Ring of Spell Storing</i>	1	5,000 gp
<i>Necklace of Adaptation</i>	1	5,000 gp
<i>Amulet of Health</i>	1	6,000 gp
<i>Ring of Protection</i>	1	8,000 gp
<i>Robe of Eyes</i>	1	1,000 pp
<i>Robe of Stars</i>	1	3,000 pp

## WILLOR

### SCROLLS/FORGERIES

WILLOR (*She/Her*) • HUMAN

Willor is a bookworm, with a love of the written word. She has full alopecia and wears thick round glasses that she doesn't need, in order to appear more bookish and harmless to customers. Outwardly, she is an eclectic and eccentric seller of books and magical scrolls, and waxes lyrical on random trivia. She is, in fact, an incredibly accomplished forger, and makes most of her money from fake spell scrolls. If a *detect magic* spell is used in her presence to ascertain that a scroll is non-magical, she will confidently explain that the scroll doesn't become magical until the spell is spoken, requiring a **DC 20 Wisdom (Insight)** check to be discovered. All of her books, however, are genuine; she would never sink to falsifying such beautiful objects.

### IMITATION SCROLLS

Willor forges many of her scrolls to cut down on her costs. Any scroll purchased at her stall has a 75% chance of being a forgery, in which case it has no magical effect upon use.

### DISCOUNT

If at any point Willor is caught out, she will offer a 25% discount on the original scroll that she copied, in order to keep the characters from blowing her secret, and will make sure to only sell legitimate scrolls to the party from then on. After this point, she will also offer her services as a master forger.

### TAPESTRY OPTION

Willor can easily sell any magical or lore books pertaining to your campaign setting, as she is extremely well traveled.

ITEM	STOCK	PRICE
Scroll Case	3d10	1 gp
Blank Spellbook	1d10	50 gp
1st-level spell scroll	1d8 + 3	125 gp
2nd-level spell scroll	1d8 + 1	300 gp
3rd-level spell scroll	1d6 + 1	600 gp
4th-level spell scroll	1d4 + 1	2,000 gp
5th-level spell scroll	1d4	2,600 gp
6th-level spell scroll	1d4 - 1	2,000 pp
7th-level spell scroll	1d4 - 2	2,500 pp
8th-level spell scroll	1d4 - 2	3,000 pp
9th-level spell scroll	1d4 - 2	4,000 pp
*Forged Document	Unlimited	1,500 gp

\*Willor will only offer forgery services if her forged scrolls are revealed.

## BROTHER BELERIC

### BLESSINGS/ENCHANTMENTS

BROTHER BELERIC (*He/Him*) • HUMAN

Brother Beleric is the bearded and unkempt priest of a local temple, and appears to be perennially hungover. His drinking, profanity, and general lack of any kind of reverence might well be the reason why he has been posted to A Trip Away—far outside any major conurbation and unable to do any damage—doling out minor blessings in return for donations. His faith is rock solid, however, and he would argue that it is politics he has no time for, not piety. Being stationed outside A Trip Away has its perks, and he has a respect bordering on veneration for Nix's abilities behind the bar.

### DISCOUNT

Brother Beleric is extremely canny, and able to spot swindlers a mile off. If the characters speak to him honestly and upstandingly, or there is a truly religious member of the party, he will offer a 10% discount. Conversely, if anyone tries to flatter or swindle him, his prices double.

### SIMPLE BLESSING

A simple blessing gives a character inspiration. A creature may only have one simple blessing at a time.

### TAPESTRY OPTION

Brother Beleric is a member of your local religious sect. He has great respect for the head of the organization, but considers everyone else involved a bunch of fools. He will happily tell the characters anything they want to know, as long as it doesn't endanger the sect.

ITEM	STOCK	PRICE
Holy Water (flask)	2d10 + 5	25 gp
<i>Simple Blessing</i>	Unlimited	30 gp
<i>Enhance Ability</i>	2/day	500 gp
<i>Daylight</i>	3/day	1,000 gp
* <i>Hallow</i>	1/day	3,000 gp
* <i>Guards and Wards</i>	2/day	4,000 gp
<i>Protection from Energy</i>	2/day	4,000 gp
<i>Protection from Evil</i>	2/day	4,000 gp
<i>Heroes' Feast</i>	1/day	5,000 gp
<i>Reincarnate</i>	1/day	7,000 gp
<i>Necklace of Prayer Beads</i>	2	8,000 gp
<i>Raise Dead</i>	1/day	8,000 gp
<i>Resurrection</i>	1/day	1,000 pp

\*Characters can hire Brother Beleric to travel to a location to cast this spell.

## THE BROKER

### MAGICAL WEAPONS

#### THE BROKER (VARIOUS)

Each time the stall is visited, the merchant will be a different individual, of any race or gender. Each time, the figure wears nondescript yet neat and well-made gray clothing, and- if asked- will only identify themselves as the Broker. They are polite but frugal in their conversation, and any obvious prying or hostility may well result in being ushered away by the pair of hobgoblin guards who are a constant feature of the stall. If anyone in A Trip Away is asked about them, they have no further knowledge about the Broker(s), other than that they pay well and behave themselves. They always set up the stall before dawn, and only leave once night falls. Flip is aware that a cart drops them off and picks them up, but has no interest in following them or causing trouble.

#### DISCOUNT

If the characters have brought renown upon themselves within 50 miles of A Trip Away, the Broker will know them by name. They make a one-time-only offer of a 30% discount, saying that it is a gift from someone who recognizes strength when they see it.

#### TAPESTRY OPTION

The Broker is a title assumed by the agents of a local underworld figure, who could be the head of any criminal faction in your world.



ITEM	STOCK	PRICE
Identify a magical weapon (Acts as the <i>identify</i> spell but they can only identify weapons.)	Unlimited	50 gp
<i>Javelin of Lightning</i>	1d4	1,000 gp
+1 Weapon (any)	1d4 - 1	1,000 gp + price of the weapon
+2 Weapon (any)	1d4 - 1	6,000 gp + price of the weapon
<i>Dagger of Venom</i>	1	6,000 gp
<i>Berserker Axe</i>	1	1,500 pp
<i>Dragon Slayer Longsword</i>	1	2,000 pp
<i>Frost Brand Shortsword</i>	1	5,000 pp
<i>Scimitar of Sharpness</i>	1	5,000 pp
<i>Oathbow</i>	1	5,000 pp
<i>Dancing Sword, Scimitar</i>	1	5,000 pp
<i>Flame Tongue Spear</i>	1	6,500 gp
<i>Mace of Disruption</i>	1	9,000 gp

*\*Any of the +1,+2, or +3 items can be replaced with any weapons of your choice.*

## MAGICAL ITEMS

AMARA BALFIL (*She/Her*) • HIGH ELF

Amara is high-born and she lets you know it. She is immediately suspicious of any character shabbily dressed, as she is paranoid about thieves. She tries to keep her eye on everything, regardless of the fact that Tia and Mia themselves keep a keener eye on all the merchant tents. She loves collecting magical items from a number of vendors in the different cities she frequents. She suffers the occasional trip to A Trip Away Inn, finding that the tavern can provide customers with the coin necessary to deal with her. She is lavishly clothed in a brightly colored dress, and wears gemmed rings and a gaudy necklace she is also very protective of. All her jewelry appear to be quite expensive.

## DISCOUNT

Amara will offer a meager 5% discount to any character that can prove to her that they are also high-born.

ITEM	STOCK	PRICE (MASTER CRAFTED PRICE)
Cast <i>identify</i> spell on an item.	3/day	60 gp
<i>Dust of Sneezing and Choking</i>	1d4	250 gp
<i>Dust of Dryness</i>	1d4	325 gp
<i>Gem of Brightness</i>	2	500 gp
<i>Deck of Illusions</i>	2	800 gp
<i>Bead of Force (single bead)</i>	1d6	1,500 gp
<i>Feather Token (Anchor)</i>	1	2,000 gp
<i>Feather Token (Bird)</i>	1	2,000 gp
<i>Feather Token (Fan)</i>	1	2,000 gp
<i>Feather Token (Swan Boat)</i>	1	2,000 gp
<i>Feather Token (Tree)</i>	1	2,000 gp
<i>Feather Token (Whip)</i>	1	2,000 gp
<i>Dimensional Shackles</i>	1d4	2,500 gp
<i>Chime of Opening</i>	1d4 - 2	3,000 gp
<i>Handy Haversack</i>	1	3,000 gp
<i>Folding Boat</i>	1	6,000 gp
<i>Gem of Seeing</i>	1	8,000 gp
<i>Rope of Entanglement</i>	1	1,000 pp
<i>Crystal Ball</i>	1	5,000 pp





STRYCHNINE

## POISON DEALER

STRYCHNINE (*She/Her*) • TIEFLING

After the adventurers have helped Strychnine, she will open her shop to them. Anytime she is visiting the tavern she will have potions available for sale, based on the chart below. Strychnine can also be negotiated with and commissioned to create potions for the party, based on the GM's preference. We suggest any extremely rare potions sell for at least 15,000gp.

ITEM	QUANTITY	PRICE/DOSE
<i>Assassin's blood</i>	1d6	150 gp
<i>Truth Serum</i>	1d6	150 gp
<i>Crawler Mucus</i>	1d4 + 2	200 gp
<i>Drow Poison</i>	1d4 + 2	200 gp
<i>Serpent Venom</i>	1d4 + 2	200 gp
<i>Malice</i>	1d4	250 gp
<i>Pale Tincture</i>	1d4	250 gp
<i>Corpse Eater</i>	1d4	250 gp
<i>Essence of Ether</i>	1d4	300 gp
<i>Oil of Taggit</i>	1d4	400 gp
<i>Burnt othur fumes</i>	1d4	500 gp
<i>Living Death</i>	1d4	600 gp
<i>Torpor</i>	1d4	600 gp
<i>Calming Cantor</i>	1d4	800 gp
<i>Wyvern Poison</i>	1d4	1,200 gp
<i>Midnight Tears</i>	1d4	1,500 gp
<i>Mark of the Arbiter</i>	1d4 - 1	1,500 gp
<i>Purple Worm Poison</i>	1d4 - 1	2,000 gp



AEVERYS

## NECROMANCER

AEVERYS (*They/Them*) • HALF-ELF

If the players are able to gain Aevery's trust, they are willing to open their library and necromantic knowledge to the party.

ITEM	STOCK	PRICE
Scroll Case	1d10 + 3	1 gp
Blank Spellbook	1d10 + 4	50 gp
<i>Scroll of Animate Dead</i>	1d4	125 gp
<i>Scroll of False Life</i>	1d4	125 gp
<i>Scroll of Blindness/Deafness</i>	1d4 + 1	300 gp
<i>Scroll of Gentle Repose</i>	1d4	300 gp
<i>Scroll of Revivify</i>	1d4 - 1	600 gp
<i>Scroll of Speak with Dead</i>	1d4 + 1	600 gp
<i>Scroll of Contagion</i>	1d4	2,600 gp
<i>Scroll of Raise Dead</i>	1d4 - 1	2,600 gp
<i>Scroll of Circle of Death</i>	1d4 - 1	2,000 pp
<i>Scroll of Create Undead</i>	1d4 - 1	2,000 pp
<i>Scroll of Eyebite</i>	1d4 - 2	2,000 pp
<i>Scroll of Finger of Death</i>	1d4 - 2	2,500 pp
<i>Scroll of Clone</i>	1d4 - 3	3,000 pp

# PLAYER-RUN STALLS

## SO YOU WANT TO START A BUSINESS

One of the opportunities offered to players at A Trip Away Inn is the chance to open their own business. Flip is willing to rent a tent to the party, as long as they make good on the rent payments in a timely manner. They'll also provide a vendor, intended to allow them to fill out the stock of their shop, but as the GM it will be your responsibility to help the players fill the shop, with other items from throughout your game world. Ultimately, the maximum price the players can reasonably expect to receive from an item is up to the GM.

In addition, this shop offers plenty of opportunities for role play. Feel free to use this location as a jumping off point for dramatic events or adventure prompts. You could have your villain burn the stall to the ground and make an example of your shopkeeper, or maybe your shopkeeper runs off with all of the player's gold to pay the ransom for a kidnapped spouse or child.

## HOW IT WORKS

To run a shop at A Trip Away Inn you will need a few things to get started: a place to sell your goods; items to sell; and someone to sell them.

## RENTAL FEE

Flip will rent a single stall to the party based on their level. Flip collects this payment on the first day of the week. Renting a stall also grants you access to Flip's secret meeting room, offering you a place for negotiations or any bargaining that may need to be done. If at any point you cannot pay for your stall, you can keep your items but must find a place to store them. The tents, of course, are for paying vendors only. Flip can collect your rental fee from your shopkeeper using your profits, or you can choose to leave the shopkeeper enough money to pay the upkeep.

PARTY LEVEL	STALL RENTAL PRICE / WEEK
1-4	250 gp
5-10	500 gp
11-16	750 gp
17-20	1000 gp

## SHOP STOCK

Player-run stalls are made up of a stock of items you either buy, acquire, or craft. Fill your shop with 20 different items of your choice, which creates a table to roll on whenever you make a sale. You must offer 20 different items at the beginning of each week, but each item can have a quantity of up to 5. Your shopkeeper can order new items in your absence to keep the shop running, using either your profits or money you've left for them to continue re-stocking. This allows you to choose items to restock your shop if you haven't returned to A Trip Away Inn.

## FLIP'S DISTRIBUTOR/MAGIC ITEM PRICES

Flip will allow you access to their distributor once a week to fill out your shop inventory. However if they discover that you are taking any of the items for yourself at cost, they will no longer offer this service. You can order any items from the chart below at the discounted cost, and set a price for these items no higher than 100% of their listed cost. You must list items in your shop inventory in ascending order based on price.

If the party is selling items they've found, the GM will determine a maximum price for the item to be sold. Magic items' maximum price is determined by their rarity.

MAXIMUM MAGIC ITEM PRICES	
RARITY	MAXIMUM PRICE
Common	250 gp
Uncommon	500 gp
Rare	5,000 gp
Very Rare	5,000 gp
Legendary	50,000 gp

FLIP'S DISTRIBUTOR*	
ITEM	COST (DISCOUNT COST)
Abacus	3 gp (1 gp)
Chain (10 ft.)	8 gp (2 gp)
Amulet	10 gp (3gp)
Rod (Arcane Focus)	15 gp (8 gp)
Crystal (Arcane Focus)	20 gp (5 gp)
Fine Clothes	25 gp (7gp)
Orb (Arcane Focus)	30 gp (40 gp)
Component Pouch	35 gp (12 gp)
Ring Mail	40 gp (15 gp)
Blank Spellbook	50 gp (18 gp)
Studded Leather Armor	55 gp (23 gp)
Antitoxin	60 gp (25 gp)
1.5 lbs of gold	75 gp (35 gp)
Chain Mail	85 gp (38 gp)
Magnifying Glass	110 gp (50 gp)
Splint Mail	210 gp (100gp)
1 lb of Platinum	600 gp (225 gp)
Sextant	700 gp (300 gp)
Spyglass	1,200 gp (500 gp)

*\*These items are a suggestion, and the GM can add or remove items on offer through Flip's vendor at any time.*

## NPC SHOPKEEPERS

You will need to hire someone to run the shop while you are off adventuring. Different shopkeepers offer different bonuses to potential profits and losses. The chart below offers a number of different archetypes to choose from. The players may change their shopkeeper at the start of each week, but that will require an awkward talk with the shopkeeper you're firing. All shopkeepers must be paid at the beginning of each week, or they will refuse to continue working in your shop. Each shopkeeper costs 30 gp a week, and offers a boon and a bane.

NPC SHOPKEEPERS				
SHOPKEEPER	BOON	BANE	CUSTOMER DIE	MISHAP DIE
The Charismatic Keeper	You may choose to re-roll up to 3 dice that do not result in either a sale or a mishap.	Add 1 to the result of your first 2 rolls on the mishap table.	D12	D12
The Watcher	Your sales are successful on a result of 4, 5, or 6.	You must re-roll 1 of your successful sales. It remains successful only on a result of 5 or 6.	D8	D8
The Good Heart	Your shopkeeper's kind nature allows them to head off most problems before they happen. You can re-roll up to 2 results of 1 in your dice pool.	The first full-priced sale you make is always made at half your listed price.	D10	D12
The Fast Talker	Multiply your weekly customers by 5 instead of 4.	Your shopkeeper's tendency to continue rambling to try to force a sale can become off-putting. You only make a sale on a result of 6 in your dice pool.	D10	D10
The Upseller	If an item is out of stock, you instead sell the next most expensive item rather than the cheaper item.	2 results of 5 on your sales dice are discarded.	D10	D12



## WEEKLY PROFIT

Once a week you will determine how successful your shop has been. At the end of each week in which your shop is open, you will assemble a dice pool representing your customers for the week, determine how many sales you've made, and whether there were any mishaps along the way. The party must return to the shop to pick up their profits. The shopkeeper will keep the money until you return.

## DETERMINING SUCCESSFUL SALES

To determine how many sales you make in a week, you must assemble a dice pool of d6s. The number of dice you roll is determined by rolling your shopkeeper's customer die and multiplying the result by 4.

Once you have assembled your dice pool, roll your d6s. A result of 5 or 6 counts as a sale. Each result of 1 requires you to roll once on the mishap table. You must roll all of your mishaps before rolling for sales.

## MAKING A SALE

A result of 5 or 6 in your dice pool counts as a successful sale. For every successful sale, roll once with a d20 on your shop inventory, gaining an amount of gold equal to the price you set. You then subtract 1 from the quantity of that item. If there are no more of that item left, you move down the shop inventory towards the cheapest item, until you reach the next item that is still in stock. If there are no items below, then move up to the next item in your stock list, headed towards the most expensive.

## MISHAPS

A result of 1 on any of the dice in your dice pool requires you to make a roll on the mishap table. Which die you roll when rolling on this table is determined by the shopkeeper you have employed in your shop that week. The result of each mishap is determined by the table below.

## SPECIAL EVENTS

During a week in which the Circus Gambit is being run your shop starts the week with 5 successful sales. In a week in which the circus has come to town, your shop starts with 10 successful sales. A GM can choose to add successful sales during events of their own creation.

DIE ROLL	MISHAP
1 - 2	Roll one of your successful sales, but instead of a d20 roll a d12.
3 - 4	Roll one of your successful sales, but instead of a d20 roll a d10.
5	Roll one of your successful sales, but instead of a d20 roll a d8.
6	Roll one of your successful sales, but instead of a d20 roll a d6.
7	Roll one of your successful sales, but instead of a d20 roll a d4.
8	Damaged item. Roll one of your successful sale dice and sell the item for 25% of the requested price.
9	Swindled by a customer. Roll one of your successful sale dice. Your shopkeeper sells the item for 50% of the requested price.
10	On second thought. Reroll one of your successful sales, only making the sale on a result of 6.
11	A random item is stolen. Roll a d20 and follow the rules for a sale, but do not gain any gold and remove one from the quantity of that item.
12	Your most expensive item left in stock is stolen. Remove 1 from the quantity of the most expensive item remaining.

