

Based on this [blog post](#)

-usually 4-6 different items

-very nice

-often mobile

1. Hannah

Sword Saleswoman

(1) Fire Sword, (1) Sword that Glows When Orcs Are Near, (2) Silver Swords, (1) Two Hander Sword, (2) Jagged Longswords (fragile, deal extra damage on crits).

2. Marru (secretly a skeleton)

Tomb-breaking Dealer

(3) prybars, (1) canopic jar that preserves its contents, (1) hand of glory, (1) rope that acts like a trained snake

3. Vetch (disgraced practitioner)

Drug Merchant

(1) wisp sniffers that allows an extra wisp, (2) opium, (1) absinthe, (2) adderall, (1) censer-tree narcomanta, (1) Gigre of Broad Backs- become very strong, cannot cut hair, consume grapes, must answer challenges. Touching stone is a mortal sin.

4. James the Condor

Tailor and Leatherer

(1) studded leather suit, (1) moleskin whip that explodes dirt, (1) olive satchel +1 equipment slot, (2) pairs of silent shoes, (1) climbing harness with built-in rope retractor

5. Silver

Sea-Magic Peddler

(2) scroll of dowse, (1) amulet of avalanche of crabs, (1) talisman of gills, (1) scroll of water to grease, (1) scroll of avalanche of crabs, (3) angler jerky that makes you glow if you eat it.

6. Hansa the Snoop

Thieve's Fence. Will buy stolen items, no questions asked.

(1) Thief's rope 40', (2) deadly spasm poison, (1) misericorde that leaves no mark, (1) dubiously acquired plaited reed armor, (1) dubiously acquired tefillim of magic missile

7. Ned

Prosthetics Salesman

(1) ambi-hand, (1) a bone hand that opens to reveal a knife, (1) a mechanical right arm, (1) magitech horse leg, (1) left wand-arm of feather fall, (2) mechanism repair kit