

# MERCHANTS OF THE MULTIVERSE



COMPATIBLE WITH

**MCC  
RPG**

B.AU

# Merchants of The Multiverse

Scarcity and surplus, supply and demand; whether it be need of guzzoline, water, or super-tech, the world will continue to operate off these adages after civilization falls. We've created this zine to help fill in those gaps for your post-apocalyptic game, primarily for use in Mutant Crawl Classics, but these rules can be easily adapted for use with other post-apocalypse or science-fantasy setting.



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**Jo'saan:** He's one cool camel manimal. He always wears a fez, shades, and a leather jacket. He travels atop his Stride Bug, a 30-foot tall insect whose body resembles a giant, armored flea with stilt-like legs. Jo'ssan has a knack for finding the most desperate customers and can lose even a master tracker on an open plain. He often gives out complimentary fez hats with each sale.



## **Escort/ Protect Adventures**

1. **Voot** – He's about to make a pilgrimage to an old grove in the Fungal Jungle and needs some extra protection. Last time a Gigantopithecus showed up.
2. **Baeshra**– He really needs to rest up (he's hungover), but some bandits (Temporal Police) are after him. Hide and protect him for a while and he'll make it worth your while.
3. **Baeshra**– He needs a lil' backup while he makes a deal. Accompany him into the past! Or the future! His memory is kinda hazy.
4. **Phnor** – Humbly requests the PCs to serve as security for a wedding. One of the high daughters of Oceania is marrying Prince Biljut of the Frog Men. Some do not want this wedding to proceed and will stop at nothing to continue the Fish-Frog Wars.
5. **Q'uad'ya'khaff** – He needs to enter one of his rare "hibernation" phases. The region around his favorite den has gotten a little wilder since the last time he used it. His energy is waning and needs you to clear it up.
6. **The Dreamer** – Protect him while he performs a ritual to summon a dream haunter. Some other things might come through the passage during that ritual too though.
7. **Jo'ssan**– Some old rivals of Jo'ssan have kidnapped his mother. Go save Mama 'San from the clutches of Flint Frankstone, Kool Kat, Violencia Slim, and the Muskrat Man.
8. **Pah'di** – She booked a gig ages ago, but since the booking, the venue has become a sketchy place. Can you make sure everything is safe for all the fans before they arrive?

## **The Rules of Acquisition**

Merchants will sell artifacts for a price, based on a multitude of factors, though it all boils down to supply and demand. The following equation is meant to assist Judges in creating prices for any artifact that may be in your game.

Merchants will buy items based on this equation at 40% of cost, though prices can be negotiated up to 60% at max. They will sell at -/+ 20% of Credit Cost depending on negotiations and other applicable factors, though it is rarely worth selling anything for less than 250 credits. Of course, merchants often meet impoverished individuals who desperately desire antiquities of the ancients and may offer heavy discounts for services rendered.

Any given merchant will generally have 1d3 thousand credits, or rather miscellaneous items worth of credits, at any given time.

## **Trade Value Equation**

TL = Tech level

CM = Complexity Modifier

BC = Base Cost =  $TL \times CM \times 100$

C = Consumable = .75

P = Permanent = 1

L = Lesser Artifact = .75

G = Greater Artifact = 1.25

R = Rare = 1.5

$BC \times (C \text{ or } P) \times (L \text{ or } G) \times (1 \text{ or } R) = \text{Average Trade Value}$

# Merchant Inventory

Roll 1d100 four times to determine a merchant's current inventory.

d100	Name and description			
	Power	Tech Level	Complexity Modifier	Trade Value
1-2	C-Cells (1d3)			
	n/a	4	2	600
3-4	F-Cell			
	n/a	4	2	1000
5-6	<b>Cloning Copier:</b> Photocopies are functionally similarly to the original albeit 2-D and instantly destroyable by water. Photocopies can perform all actions that the original was capable of, but at -2d. They have ¼ the HD of the original, take 1/2 bludgeoning, but x2 slashing damage.			
	C-Cell (10 uses) F-Cell (20 uses) Q-Cell (U)	5	5	2500
7-8	<b>Blue Lipstick (1d10+5uses):</b> One application cleanses all food and water of impurities for a single meal. Grants a d30 Fort save if anything poisonous or diseased was ingested.			
	Self	4	1	400
9-10	<b>Organic Armor:</b> A pungent fungus in the form of armor. AC: +6, Check penalty: current AC - 1, Fumble: d8, Special: absorbs ½ hp dmg, AC reduces by 1 for every 5 pts of dmg absorbed; regrows 1d3 AC each day up to max of 6.			
	Self	3	3	1600

## **Communities of Terra A.D.**

**The Automan Favelas:** This confounding town is comprised of shoddily crafted and repaired buildings, seemingly from a multitude of ancient eras. The robotic inhabitants of the village claim to be famous historical figures, such as Ghandi Khan, Elvis of Arc, and Queen Elizabeth Monroe the IV. These confused robots survive through scavenged replacement parts, which in turn resulted in mismatched appearances and even more mismatched personalities.

Rulership is hotly contested by a strange amalgamation of all of history's greatest rulers and businessmen. They are in constant need of power cells, repair parts, and therapy. They have a surplus of knowledge chips relating to ancient trade skills such as candle making, blacksmithing, and farming, as well as some museum pieces, such as fabric looms and butter churners.

**Captain's Rock:** No one knows how a crashed cruise liner came to rest atop a mesa in the glow deserts, but now a diverse community calls it home. They've turned it into a hanging garden that provides food for all its residents. A few solar panels still produce electricity for the ship and can even recharge a few C-Cells a month. A simple pulley-elevator allows travel to the desert floor and scouts use wing-gliders to search the desert for supplies.

This aerie commune is primarily concerned with not outgrowing its food supply. They desire resilient plant species and small, farmable cattle for their limited area. Its residents fear the return of the Yvox who terrorized their community long ago and nearly destroyed it all before a lone mutant sacrificed himself to save them.