



DUNGEONS AND DRAGONS SHOPS

WHEN A PLAYER ASKS YOU "WHAT IS THIS MERCHANT SELLING?", FEAR NO MORE, THIS BOOK AS EVERYTHING YOU NEED.

by David Dias

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BLACKSMITH / ARMORY



The sounds and smells of a blacksmith's work are evident while approaching the shop. Hot soot fills your lungs and the sounds of crafting rings through the air as you enter. Chests of equipment line the walls, with shields and swords displayed prominently. An ash covered apprentice enters from a fire lit room to greet you.

WEAPONS

Item Name	Damage	Damage Type	Properties	Sell	Buy	Village	Town	City
<i>Simple Melee Weapons</i>								
Dagger	1d4	Piercing	Thrown (Range 20/60), Versatile (1d8)	2 gp	1 gp	x	x	x
Handaxe	1d6	Slashing	Light, Thrown (Range 20/60)	5 gp	25 sp	x	x	x
Javelin	1d6	Piercing	Thrown (Range 30/120)	5 sp	25 sp		x	x
Light Hammer	1d4	Bludgeoning	Bludgeoning, Light, thrown (range 20/60)	2 gp	1 gp	x	x	x
Sickle	1d4	Slashing	Light	1 gp	5 sp	x	x	x
Spear	1d6	Piercing	Thrown (range 20/60) versatile (1d8)	1 gp	5 sp	x	x	x
<i>Martial Melee Weapons</i>								
Battleaxe	1d8	Slashing	Versatile (1d10)	10 gp	5 gp		x	x
Flail	1d8	Bludgeoning		10 gp	5 gp		x	x
Glaive	1d10	Slashing	Heavy, Reach, Two-handed	20 gp	10 gp			x
Greataxe	1d12	Slashing	Heavy, Two-handed	30 gp	15 gp			x
Greatsword	2d6	Slashing	Heavy, Two-handed	50 gp	25 gp			x
Halberd	1d10	Slashing	Heavy, Reach, Two-handed	20 gp	10 gp			x
Lance	1d12	Piercing	Reach, Special	10 gp	5 gp			x
Longsword	1d8	Slashing	Versatile (1d10)	15 gp	7 gp		x	x
Maul	2d6	Bludgeoning	Heavy, Two-handed	10 gp	5 gp		x	x
Morningstar	1d8	Piercing		15 gp	7 gp		x	x
Pike	1d10	Piercing	Heavy, Reach, Two-handed	5 gp	25 sp	x	x	x
Rapier	1d8	Piercing	Finesse	25 gp	12 gp			x
Scimitar	1d6	Slashing	Finesse, Light	25 gp	12 gp		x	x
Shortsword	1d6	Piercing	Finesse, Light	10 gp	5 gp	x	x	x
Trident	1d6	Piercing	Thrown (Range 20/60), Versatile (1d8)	5 gp	25 sp			x
War Pick	1d8	Piercing		5 gp	25 sp		x	x
Warhammer	1d8	Bludgeoning	Versatile (1d10)	15 gp	7 gp		x	x

ARMOR

Item Name	Armor Class	Type	Stealth	Requirement	Sell	Buy	Village	Town	City
<i>Light Armor</i>									
Studded Leather Armor	12+Dex	Light			45 gp	22 gp			x
<i>Medium Armor</i>									
Chain Shirt	13 + Dex(2)	Medium			50 gp	25 gp	x	x	x
Scale Mail	14 + Dex(2)	Medium	Disadvantage		50 gp	25 gp		x	x
Breastplate	14 + Dex(2)	Medium			400 gp	200 gp	x	x	x
Half Plate	15 + Dex(2)	Medium	Disadvantage		750 gp	375 gp			x
<i>Heavy Armor</i>									
Ring Mail	14	Heavy	Disadvantage		30 gp	15 gp		x	x
Chain Mail	16	Heavy	Disadvantage	Str 13	75 gp	32 gp	x	x	x
Splint	17	Heavy	Disadvantage	Str 15	200 gp	100 gp		x	x
Plate	18	Heavy	Disadvantage	Str 15	1500 gp	750 gp			x
<i>Shield</i>									
Shield	+2				10 gp	5 gp	x	x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
<i>Ammunition</i>					
Arrows (20)	1 gp	5 sp	x	x	x
Crossbow Bolts (20)	1 gp	5 sp		x	x
Ball Bearings (1000)	1 gp	5 sp		x	x
Bell	1 gp	5 sp	x	x	x
Block and Tackle	1 gp	5 sp	x	x	x
Chain (10 feet)	5 gp	25 sp	x	x	x
Caltrops (Bag of 20)	1 gp	5 sp		x	x
Crowbar	2 gp	1 gp	x	x	x
Grappling Hook	2 gp	1 gp		x	x
Hammer	1 gp	5 sp	x	x	x
Sledge Hammer	2 gp	1 gp	x	x	x
Hunting Trap	5 gp	25 sp	x	x	x
Lamp	5 sp	25 cp	x	x	x
Lantern, Bullseye	10 gp	5 gp			x
Lantern, Hooded	5 gp	25 sp		x	x
Lock	10 gp	5 gp	x	x	x
Manacles	2 gp	1 gp		x	x
Mirror, Steel	5 gp	25 sp		x	x
Pick, Miner's	2 gp	1 gp	x	x	x
Piton	5 cp	2 cp	x	x	x
Pot, Iron	2 gp	1 gp	x	x	x
Ram, Portable	4 gp	2 gp			x
Spikes, Iron (10)	1 gp	5 sp	x	x	x
Whetstone	1 cp	1 cp	x	x	x

TRADE GOODS

Item Name	Sell	Buy	Village	Town	City
Iron (1 lb.)	1 sp	1 sp	x	x	x
Copper (1 lb.)	5 sp	5 sp	x	x	x
Silver (1 lb.)	5 gp	5 gp	x	x	x
Gold (1 lb.)	50 gp	50 gp		x	x
Platinum (1 lb.)	500 gp	500 gp			x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Mason's Tools	10 gp	5 gp		x	x
Smith's Tools	20 gp	10 gp	x	x	x
Tinker's Tools	50 gp	25 gp			x
<i>Musical Instrument</i>					
Horn	3 gp	15 sp			x

SERVICE

Item Name	Sell	Village	Town	City
Silver	100 gp		x	x



ADVENTURING SUPPLIES



Near the center of town you find a general store with a weather worn sign out front. Inside the shop it is tidy, but full, the smells of oil, rope, animals and saltier food fill the air. A small cat is sleeping on the counter while the shop keep is haggling with one of the locals. He gives you a small wave as you being to look around the shop.

WEAPONS

Item Name	Damage	Damage Type	Properties	Sell	Buy	Village	Town	City
<i>Simple Melee Weapons</i>								
Club	1d4	Bludgeoning	Light	1 sp	5 cp	x	x	x
Dagger	1d4	Piercing	Finesse, Light, Thrown (range 20/60)	2 gp	1 gp	x	x	x
Greatclub	1d8	Bludgeoning	Two-handed	2 sp	1 sp	x	x	x
Handaxe	1d6	Slashing	Light, Thrown (range 20/60)	5 gp	25 sp	x	x	x
Light Hammer	1d4	Bludgeoning	Light, Thrown (range 20/60)	2 gp	1 gp	x	x	x
Quarterstaff	1d6	Bludgeoning	Versatile (1d8)	2 sp	1 sp	x	x	x
<i>Simple Ranged Weapons</i>								
Light Crossbow	1d8	Piercing	Ammunition (range 80/320), Loading, Two-handed	25 gp	12 gp		x	x
Dart	1d4	Piercing	Finesse, Thrown (range 20/60)	5 cp	2 cp	x	x	x
Shortbow	1d6	Piercing	Ammunition (range 80/320), Two-handed	25 gp	12 gp	x	x	x
Sling	1d4	Bludgeoning	Ammunition (range 30/120)	1 sp	5 cp	x	x	x
<i>Martial Melee Weapons</i>								
Whip	1d4	Slashing	Finesse, Reach	2 gp	1 gp	x	x	x
<i>Martial Ranged Weapons</i>								
Blowgun	1	Piercing	Ammunition (range 25/100), Loading	10 gp	5 gp	x		
Hand Crossbow	1d6	Piercing	Ammunition (range 30/120), Light, Loading	75 gp	32 gp		x	x
Heavy Crossbow	1d10	Piercing	Ammunition (range 100/400), Heavy, Loading, Two-handed	50 gp	25 gp			x
Longbow	1d8	Piercing	Ammunition (range 150/600), Heavy, Two-handed	50 gp	25 gp	x	x	x

ARMOR

Item Name	Cost	Armor Class	Type	Stealth	Requirement	Sell	Buy	Village	Town	City
<i>Light Armor</i>										
Padded	11+Dex	Light		Disadvantage		5 gp	25 sp		x	x
Leather	11+Dex	Light				10 gp	5 gp		x	x
Studded Leather Armor	12+Dex	Light				45 gp	22 gp			x
<i>Medium Armor</i>										
Hide	12 + Dex(2)	Medium				10 gp	5 gp	x	x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
<i>Ammunition</i>					
Arrows (20)	1 gp	5 sp	x	x	x
Blowgun Needles (50)	1 gp	5 sp	x	x	x
Crossbow Bolts (20)	1 gp	5 sp		x	x
Sling Bullets (20)	4 cp	2 cp	x	x	x
Backpack	2 gp	1 gp	x	x	x
Bedroll	1 gp	50 sp	x	x	x
Blanket	5 sp	25 cp	x	x	x
Block and Tackle	1 gp	50 sp	x	x	x
Book	25 gp	12 gp		x	x
Bottle, Glass	2 gp	1 gp	x	x	x
Bucket	5 cp	2 cp	x	x	x
Candle	1 cp	1 cp		x	x
Case, Crossbow Bolt	5 gp	25 sp		x	x
Case, Map or Scroll	1 gp	5 sp	x	x	x
Chain (10 feet)	5 gp	25 sp	x	x	x
Chest	5 gp	25 sp		x	x
Climber's Kit	25 gp	12 gp		x	x
Clothes, Traveler's	2 gp	1 gp	x	x	x
Component Pouch	25 gp	12 gp		x	x
Crowbar	2 gp	1 gp	x	x	x
Fishing Tackle	1 gp	5 sp	x	x	x
Flask or Tankard	2 cp	1 cp	x	x	x
Grappling Hook	2 gp	1 gp		x	x
Hammer	1 gp	5 sp	x	x	x
Healer's Kit	5 gp	25 sp		x	x
Hourglass	25 gp	12 gp		x	x
Hunting Trap	5 gp	25 sp	x	x	x
Ink (1 ounce)	10 gp	5 gp		x	x
Ink Pen	2 cp	1 cp		x	x
Jug or Pitcher	2 cp	1 cp	x	x	x
Ladder (10-foot)	1 sp	5 cp	x	x	x
Lantern, Bullseye	10 gp	5 gp		x	x
Lantern, Hooded	5 gp	25 sp	x	x	x
Magnifying Glass	100 gp	50 sp		x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Manacles	2 gp	1 gp		x	x
Mess Kit	2 sp	1 sp		x	x
Steel Mirror	5 gp	25 sp	x	x	x
Oil (Flask)	1 sp	5 cp	x	x	x
Paper (one sheet)	2 sp	1 sp			x
Parchement (one sheet)	1 sp	5 cp	x	x	x
Miner's Pick	2 gp	1 gp	x	x	x
Piton	5 cp	2 cp	x	x	x
Pole (10-foot)	5 cp	2 cp	x	x	x
Pot, Iron	2 gp	1 gp	x	x	x
Pouch	5 sp	2 sp	x	x	x
Quiver	1 gp	25 sp	x	x	x
Rope, Hempen (50 feet)	1 gp	5 sp	x	x	x
Rope, Silk (50 feet)	10 gp	5 gp			x
Sack	1 cp	1 cp	x	x	x
Shovel	2 gp	1 gp	x	x	x
Signal Whistle	5 cp	2 cp		x	x
Spikes, Iron (10)	1 gp	5 sp	x	x	x
Spyglass	1000 gp	500 gp			x
Two-Person Tent	2 gp	1 gp		x	x
Tinderbox	5 sp	25 cp	x	x	x
Torch	1 cp	1 cp	x	x	x
Vial	1 gp	5 sp	x	x	x
Waterskin	2 sp	1 sp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Cartographer's Tools	15 gp	7 gp		x	x
Tinker's Tools	50 gp	25 gp		x	x
Herbalism Kit	5 gp	25 sp		x	x
Navigator's Tools	25 gp	12 gp	x	x	x



GENERAL STORE



Near the center of town you find a small shop with lots of common items lying around. You open the door and a small dog is sleeping on the floor. You enter and manage to see the shop's owner measuring some rope length. He gives you a small wave as you begin to look around and says, "Hi there friend, anything you need?".

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Abacus	2 gp	1 gp		x	x
Barrel	2 gp	1 gp	x	x	x
Basket	4 sp	2 sp	x	x	x
Blanket	5 sp	25 cp	x	x	x
Bottle, Glass	2 gp	1 gp	x	x	x
Bucket	5 cp	2 cp	x	x	x
Candle	1 cp	1 cp		x	x
Chain (10 feet)	5 gp	25 sp	x	x	x
Chalk (1 piece)	1 cp	1 cp	x	x	x
Chest	5 gp	25 sp		x	x
Clothes, Common	5 sp	25 cp	x	x	x
Clothes, Traveler's	2 gp	1 gp		x	x
Crowbar	2 gp	1 gp	x	x	x
Fishing Tackle	1 gp	5 sp	x	x	x
Flask or Tankard	2 cp	1 cp	x	x	x
Hammer	1 gp	5 sp	x	x	x
Ink (1 ounce)	10 gp	5 gp		x	x
Ink Pen	2 cp	1 cp		x	x
Jug or Pitcher	2 cp	1 cp	x	x	x
Ladder (10-foot)	1 sp	5 cp	x	x	x
Lantern, Hooded	5 gp	25 sp	x	x	x
Lock	10 gp	5 gp	x	x	x



ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Mess Kit	2 sp	1 sp		x	x
Steel Mirror	5 gp	25 sp	x	x	x
Oil (Flask)	1 sp	5 cp	x	x	x
Paper (one sheet)	2 sp	1 sp			x
Parchement (one sheet)	1 sp	5 cp	x	x	x
Miner's Pick	2 gp	1 gp	x	x	x
Piton	5 cp	2 cp	x	x	x
Pole (10-foot)	5 cp	2 cp	x	x	x
Pot, Iron	2 gp	1 gp	x	x	x
Pouch	5 sp	2 sp	x	x	x
Rope, Hempen (50 feet)	1 gp	5 sp	x	x	x
Rope, Silk (50 feet)	10 gp	5 gp		x	x
Sack	1 cp	1 cp	x	x	x
Sealing Wax	5 sp	25 cp		x	x
Shovel	2 gp	1 gp	x	x	x
Soap	2 cp	1 cp	x	x	x
Spikes, Iron (10)	1 gp	5 sp	x	x	x
Two-Person Tent	2 gp	1 gp		x	x
Tinderbox	5 sp	25 cp	x	x	x
Torch	1 cp	1 cp	x	x	x
Vial	1 gp	5 sp	x	x	x
Waterskin	2 sp	1 sp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Mason's Tools	10 gp	5 gp	x	x	x
Painter's Supplies	10 gp	5 gp		x	x
Potter's Tools	10 gp	5 gp	x	x	x
<i>Gaming Set</i>					
Dice Set	1 sp	5 cp	x	x	x
Playing Card Set	5 sp	25 cp	x	x	x

TRADE GOODS

Item Name	Sell	Buy	Village	Town	City
1 lb. of wheat	1 cp	1 cp	x	x	x
1 lb. of flour	2 cp	1 cp	x	x	x
1 lb. of salt	5 cp	2 cp	x	x	x
1 lb. of ginger	1 gp	5 sp		x	x
1 lb. of cinnamon	2 gp	1 gp		x	x
1 lb. of pepper	2 gp	1 gp		x	x
1 lb. of saffron	15 gp	7 gp			x

JEWELER/STONECUTTER



A very small shop with big windows is found on one of the roads leading away from the town center. Looking inside you can see a man with a monocle looking at some stones and writing down some values on a piece of parchment. You open the door and the shop's owner doesn't take his eyes from the stones and says, "Looking for anything in particular?"

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Exquisite Necklace/Amulet	5 gp	25 sp	x	x	x
Mundane Necklace/Amulet	5 sp	25 cp	x	x	x
<i>Arcane Focus</i>					
Crystal	10 gp	5 gp		x	x
Orb	20 gp	10 gp			x
Exquisite Earrings	5 gp	25 sp	x	x	x
Mundane Earrings	4 sp	2 sp	x	x	x
Jewelry	Gem Value+50 gp	1 sp	x	x	x
Exquisite Ring	3 gp	15 sp	x	x	x
Mundane Ring	3 sp	15 cp	x	x	x
Signet Ring	5 gp	25 sp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Jeweler's Tools	25 gp	12 gp	x	x	x

SERVICES

Item Name	Sell	Village	Town	City
Gemstone Appraisal (3 gems)	5 gp	x	x	x
Resizing Jewelry	10 gp	x	x	x
Stonecutting	Gem Value*0.25 gp		x	x

TRADE GOODS

Item Name	Sell	Buy	Village	Town	City
1 lb. of copper	5 sp	25 cp	x	x	x
1 lb. of silver	5 gp	25 sp	x	x	x
1 lb. of gold	50 gp	25 gp		x	x
1 lb. of platinum	500 gp	250 gp			x

GEM VALUES

Item Name	Price
Azurite	10 gp
Banded Agate	10 gp
Blue Quartz	10 gp
Eye Agate	10 gp
Hematite	10 gp
Lapis Lazuli	10 gp
Malachite	10 gp
Moss Agate	10 gp
Obsidian	10 gp
Rhodochrosite	10 gp
Tiger Eye	10 gp
Turquoise	10 gp
Bloodstone	50 gp
Carnelian	50 gp
Chalcedony	50 gp
Chrysoprase	50 gp
Citrine	50 gp
Jasper	50 gp
Moonstone	50 gp
Onyx	50 gp
Quartz	50 gp
Sardonyx	50 gp
Star Rose Quartz	50 gp
Zircon	50 gp
Amber	100 gp

GEM VALUES

Item Name	Price
Amethyst	100 gp
Chrysoberyl	100 gp
Coral	100 gp
Garnet	100 gp
Jade	100 gp
Jet	100 gp
Pearl	100 gp
Spinel	100 gp
Tourmaline	100 gp
Alexandrite	500 gp
Aquamarine	500 gp
Black Pearl	500 gp
Blue Spinel	500 gp
Peridot	500 gp
Topaz	500 gp
Blue Sapphire	1000 gp
Emerald	1000 gp
Fire Opal	1000 gp
Opal	1000 gp
Star Ruby	1000 gp
Star Sapphire	1000 gp
Yellow Sapphire	1000 gp
Black Sapphire	1000 gp
Diamond	1000 gp
Jacinth	1000 gp
Ruby	1000 gp

LEATHERWORKER



The leatherworker's shop smell is noticeable before even entering the building. You open the door and the smell of cured leather hits you hard, almost making you want to turn around, but you continue to the shop's owner. He doesn't look at you as you approach.

WEAPONS

Item Name	Damage	Damage Type	Properties	Sell	Buy	Village	Town	City
<i>Simple Ranged Weapons</i>								
Sling	1d4	Bludgeoning	Ammunition (range 30/120)	1 sp	5 cp	x	x	x
<i>Martial Melee Weapons</i>								
Whip	1d4	Slashing	Finesse, Reach	2 gp	1 gp	x	x	x
<i>Martial Ranged Weapons</i>								
Net		Bludgeoning	Special, Thrown (range 5/15)	1 gp	5 sp	x	x	x

ARMOR

Item Name	Cost	Armor Class	Type	Stealth	Requirement	Sell	Buy	Village	Town	City
<i>Light Armor</i>										
Padded Leather Armor	11+Dex	Light		Disadvantage		5 gp	25 sp	x	x	x
Leather Armor	11+Dex	Light				10 gp	5 gp	x	x	x
Studded Leather Armor	12+Dex	Light				45 gp	22 gp		x	x
<i>Medium Armor</i>										
Hide Armor	12 + Dex(2)	Medium				10 gp	5 gp	x	x	x
<i>Shield</i>										
Shield	+2					10 gp	5 gp		x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Waterskin	2 sp	1 sp	x	x	x
Pouch	5 sp	25 cp	x	x	x
Quiver	1 gp	5 sp		x	x
Sack	1 cp	1 cp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Cobbler's Tools	5 gp	25 sp	x	x	x
Leatherworker's's Tools	5 gp	25 sp	x	x	x
<i>Musical Instrument</i>					
Bagpipes		30 gp			x
Drums		6 gp		3 gp	x

TACK, HARNESS, AND DRAWN VEHICLES

Item Name	Sell	Buy	Village	Town	City
Bit and Bridle	2 gp	1 gp	x	x	x
<i>Saddle</i>					
Exotic	60 gp	30 gp			x
Military	20 gp	10 gp		x	x
Pack	5 gp	25 sp	x	x	x
Riding	10 gp	5 gp		x	x
Saddlebags	4 gp	2 gp	x	x	x

WOODWORKER / BOWYER



This fletcher's shop is quite the establishment. A tall spinning wheel is in the corner for crafting string and in another corner many logs sit, soon to be whittled into bows. With feathers and old quivers full of new arrows hanging, the shop feels lived-in and warm. The old fletcher greets you kindly as you approach.

WEAPONS

Item Name	Damage	Type	Properties	Sell	Buy	Village	Town	City
<i>Simple Melee Weapons</i>								
Club	1d4	Bludgeoning	Light	1 sp	5 cp	x	x	x
Greatclub	1d8	Bludgeoning	Two-handed	2 sp	1 sp	x	x	x
<i>Simple Ranged Weapons</i>								
Light Crossbow	1d8	Piercing	Ammunition (range 80/320), Loading, Two-handed	25 gp	14 gp	x	x	x
Dart	1d4	Piercing	Finesse, Thrown (range 20/60)	5 cp	2 cp	x	x	x
Shortbow	1d6	Piercing	Ammunition (range 80/320), Two-handed	25 gp	12 gp	x	x	x
Sling	1d4	Bludgeoning	Ammunition (range 30/120)	1 sp	5 cp	x	x	x
<i>Martial Ranged Weapons</i>								
Blowgun	1	Piercing	Ammunition (range 25/100), Loading	10 gp	5 gp	x	x	x
Hand Crossbow	1d6	Piercing	Ammunition (range 30/120), Light, Loading	75 gp	37 gp			x
Heavy Crossbow	1d10	Piercing	Ammunition (range 100/400), Heavy, Loading, Two-handed	50 gp	25 gp		x	x
Longbow	1d8	Piercing	Ammunition (range 150/600), Heavy, Two-handed	50 gp	25 gp	x	x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Abacus	2 gp	1 gp		x	x
<i>Ammunition</i>					
Arrows (20)	1 gp	5 sp	x	x	x
Blowgun Needles (50)	1 gp	5 sp	x	x	x
Crossbow Bolts (20)	1 gp	5 sp		x	x
Bow String	1 sp	5 cp	x	x	x
Bucket	5 cp	2 cp	x	x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Case, Crossbow Bolt	5 gp	25 sp		x	x
Case, Map or Scroll	1 cp	1 cp		x	x
<i>Druidic Focus</i>					
Totem	1 gp	5 sp	x	x	x
Wooden Staff	5 gp	25 sp	x	x	x
Yew Wand	10 gp	5 gp	x	x	x
Flask or Tankard	2 cp	1 cp	x	x	x
Ladder (10-foot)	1 sp	5 cp	x	x	x
Pole (10-foot)	5 cp	2 cp	x	x	x
Torch	1 cp	1 cp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Carpenter's Tools	8 gp	4 gp	x	x	x
<i>Musical Instrument</i>					
Dulcimer	25 gp	12 gp		x	x
Flute	2 gp	1 gp	x	x	x
Lute	35 gp	17 gp		x	x
Lyre	30 gp	15 gp		x	x
Pan Flute	12 gp	6 gp	x	x	x
Shawn	2 gp	1 sp	x	x	x
Viol	30 gp	15 sp		x	x

TACK, HARNESS, AND DRAWN VEHICLES

Item Name	Sell	Buy	Village	Town	City
Carriage	100 gp	50 gp		x	x
Cart	15 gp	7 gp	x	x	x
Chariot	250 gp	120 gp			x
Sled	20 gp	10 gp	x	x	x
Wagon	35 gp	17 gp	x	x	x

SHADY DEALER



Near the center of the town you find a strange looking guy wearing a long cloak. You figure he might be selling some illegal stuff. He is looking at you as you approach.

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Acid (Vial)	25 gp	12 gp		x	x
Antitoxin (Vial)	50 gp	25 gp		x	x
Caltrops (bag of 20)	5 sp	25 cp	x	x	x
Clothes, Costume	5 gp	25 sp			x
Manacles	2 cp	1 cp			x
Oil, Flask	1 sp	5 cp	x	x	x
Poison, Basic (vial)	100 gp	50 gp	x	x	x
Ram, Portable	4 gp	2 gp			x
Spikes, Iron (10)	1 gp	5 sp			x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Disguise Kit	25 gp	12 gp		x	x
Forgery Kit	15 gp	7 gp	x	x	x
<i>Gaming Set</i>					
Dice Set	1 sp	5 cp	x	x	x
Playing Card Set	5 sp	25 cp	x	x	x
Poisoner's Kit	50 gp	25 gp	x	x	x
Thieves' Tools	25 gp	12 gp	x	x	x

TAILOR/TEXTILES



A small shop found in the corner of the town center has a few dresses, and common clothes on racks outside the storefront. You open the door and the shop's owner is trying to insert a small thread through a needle. He doesn't look at you as you approach.

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Backpack	2 gp	1 gp	x	x	x
Basket	4 sp	2 sp	x	x	x
Bedroll	1 gp	5 sp	x	x	x
Blanket	5 sp	25 cp	x	x	x
Clothes, Common	5 sp	25 cp	x	x	x
Clothes, Costumes	5 gp	25 sp			x
Clothes, Fine	15 gp	7 gp		x	x
Clothes, Traveler's	2 gp	1 gp	x	x	x
Component Pouch	25 gp	17 gp			x
Pouch	5 sp	25 cp	x	x	x
Robes	1 gp	25 sp		x	x
Sack	1 cp	1 cp	x	x	x
Rope, Silk (50 feet)	10 gp	5 gp		x	x
Two-person Tent	2 gp	1 gp		x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Weaver's Tools	1 gp	5 sp	x	x	x

TRADE GOODS

Item Name	Sell	Buy	Village	Town	City
1 sq. yd. of canvas	1 sp	5 cp	x	x	x
1 sq. yd. of cotton cloth	5 sp	25 cp	x	x	x
1 sq. yd. of linen	5 gp	25 sp	x	x	x
1 sq. yd. of silk	10 gp	5 gp		x	x



POTION SHOP



A mixture of smells from what seems to be a potion shop wafts through the air and can be smelled from meters away. Looking inside you can see a strange man mixing all kinds of liquids together. You open the door and the shop's owner can't even see you in the middle of all the smoke from his creation.

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Acid Vial	25 gp	12 gp	x	x	x
Alchemist Fire	50 gp	25 gp		x	x
Antitoxin	50 gp	12 gp	x	x	x
Bottle, Glass	2 gp	1 gp	x	x	x
Candle	1 gp	5 sp	x	x	x
Component Pouch	25 gp	12 gp			x
Flask	2 cp	1 cp	x	x	x
Healer's Kit	5 gp	25 sp		x	x
Ink (1 ounce bottle)	10 gp	5 gp	x	x	x
Ink Pen	2 cp	1 cp	x	x	x
Jug	2 cp	1 cp	x	x	x
Oil (flask)	1 sp	5 cp	x	x	x
Perfume (vial)	5 gp	25 sp		x	x
Poison, Basic (vial)	100 gp	50 sp		x	x
Oil Flask	1 sp	5 cp	x	x	x
Perfume Vial	5 gp	25 sp	x	x	x
Basic Poison	100 gp	50 gp	x	x	x
Vial	1 gp	5 sp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Alchemist's Supplies	50 gp	25 gp		x	x
Brewer's Supplies	20 gp	10 gp	x	x	x
Glassblower's Tools	30 gp	15 gp			x
Poisoner's Kit	50 gp	25 gp		x	x
Herbalistm Kit	5 gp	25 sp	x	x	x

MISCELLANEOUS

Item Name	Sell	Village	Town	City
Spell Components	See Spell	x	x	x

CONSUMABLES

Item Name	Sell	Buy	Village	Town	City	Rarity
<i>Potions</i>						
Potion of Healing	50 gp	25 gp	x	x	x	Common
Philter of Love	90 gp	45 gp		x	x	Uncommon
Potion of Poison	100 gp	50 gp		x	x	Uncommon
Elixir of Health	120 gp	60 gp			x	Rare
Potion of Fire Breath	150 gp	75 gp		x	x	Uncommon
Potion of Greater Healing	150 gp	75 gp		x	x	Uncommon
Potion of Climbing	180 gp	90 gp	x	x	x	Common
Potion of Heroism	180 gp	90 gp			x	Rare
Potion of Invisibility	180 gp	90 gp			x	Very Rare
Potion of Mind Reading	180 gp	90 gp			x	Rare
Potion of Water Breathing	180 gp	90 gp		x	x	Uncommon
Potion of Animal Friendship	200 gp	100 gp		x	x	Uncommon
Potion of Diminution	270 gp	135 gp			x	Rare
Potion of Growth	270 gp	135 gp		x	x	Uncommon
Potion of Gaseous Form	300 gp	150 gp			x	Rare
Potion of Resistance	300 gp	150 gp		x	x	Uncommon
Potion of Speed	400 gp	200 gp			x	Very Rare
Potion of Superior Healing	450 gp	225 gp			x	Very Rare
Potion of Flying	500 gp	250 gp			x	Very Rare
Potion of Clairvoyance	960 gp	480 gp			x	Rare
Potion of Vitality	960 gp	480 gp			x	Very Rare
Potion of Supreme Healing	1350 gp	675 gp			x	Very Rare
Potion of Invulnerability	3840 gp	1920 gp			x	Rare

ATTENTION

I recommend not making every potion available at all times. You can randomize or pick some from the list.



TEMPLE/FAITH SUPPLIES



The temple ahead of you looks beautiful. It has a garden in the front with a couple of small ponds filled with small red fish. The door is open, and you can see the priest praying near the altar with incense burning at his side. When he hears your footsteps echo through the Temple, he turns to you and smiles.

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Alm's Box	5 gp	25 sp	x	x	x
Bell	1 gp	5 sp		x	x
Book	25 gp	12 gp		x	x
Scripture Book	25 gp	12 gp	x	x	x
Candle	1 cp	1 cp	x	x	x
Censer	5 gp	25 sp	x	x	x
Chalk (1 piece)	1 cp	1 cp	x	x	x
Flask	2 cp	1 cp	x	x	x
Healer's Kit	5 gp	25 sp		x	x
Holy Symbol					
Amulet	5 gp	25 sp	x	x	x
Emblem	5 gp	25 sp	x	x	x
Reliquary	5 gp	25 sp	x	x	x
Flask of Holy Water	25 gp	12 gp	x	x	x
Incense (1 block)	1 cp	1 cp	x	x	x
Ink (1 ounce bottle)	10 gp	5 gp		x	x
Ink Pen	2 cp	1 cp		x	x
Lamp	5 sp	25 cp	x	x	x
Hooded Lantern	5 gp	25 sp			x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Flask Oil	1 sp	5 cp	x	x	x
Paper (1 sheet)	2 sp	1 sp			x
Parchment (1 sheet)	1 sp	5 cp		x	
Perfume Vial	5 gp	25 sp			x
Potion of Healing	50 gp	25 gp		x	x
Rations (1 day)	5 sp	25 cp	x	x	x
Torch	1 cp	1 cp	x	x	x
Vial	1 gp	5 sp	x	x	x
Waterskin	2 sp	1 sp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Calligrapher's Tools	10 gp	5 gp		x	x
Herbalist Kit	5 gp	25 sp		x	x
<i>Musical Instrument</i>					
Flute	2 gp	1 gp			x
Lyre	30 gp	15 gp			x
Horn	3 gp	15 sp			x

SERVICES

Item Name	Cost	Village	Town	City
<i>Spellcasting</i>				
Cure Wounds (Level 1)	10 gp	x	x	x
Gentle Repose (Level 2)	50 gp	x	x	x
Lesser Restoration (Level 2)	50 gp	x	x	x
Remove Curse (Level 3)	100 gp		x	x
Revivify (Level 3)	400 gp			x
Raise Dead (Level 5)	1000 gp			x

PRIEST'S AVAILABLE SPELL SLOTS PER DAY

Priest's Hit Dice	Spell Save DC	Cantrips					
		Known	1st	2nd	3rd	4th	5th
5	13	4	4	3	2		
6	13	4	4	3	3		
7	13	4	4	3	3	1	
8	13	4	4	3	3	2	
9	14	4	4	3	3	3	2
10	14	5	4	3	3	3	2

SPELLS

CURE WOUNDS

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

GENTLE REPOSE

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

LESSER RESTORATION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

REMOVE CURSE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 days

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

REVIVIFY

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

RAISE DEAD

5th-level necromancy

Casting Time: 1 action

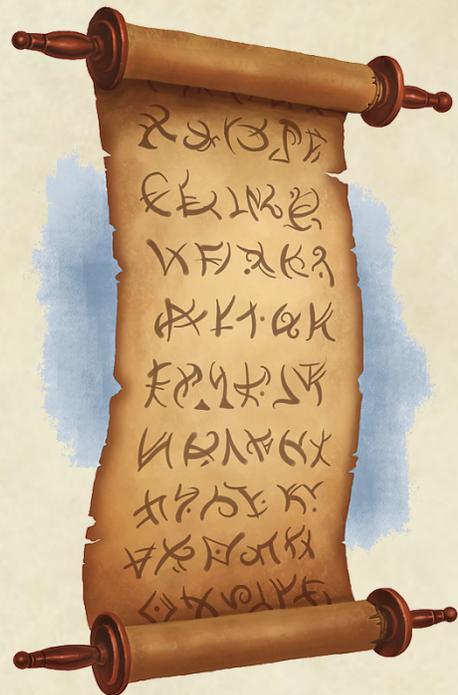
Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.



ARCANE SHOP



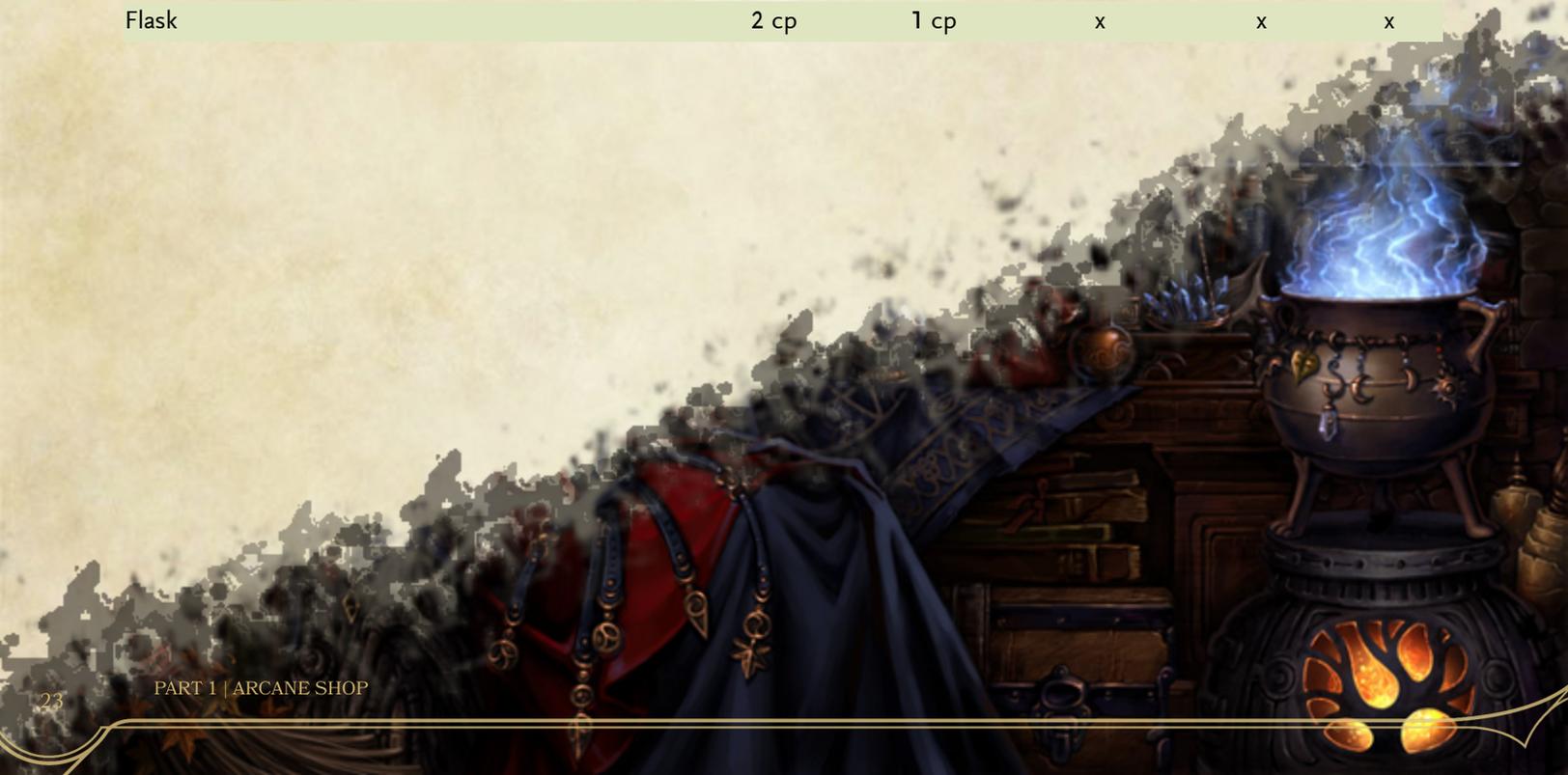
Strange Bubbling sounds from a cauldron, mystical glyphs scrawled through the air, rune covered staves and wands covering the walls and counter are what to see when you enter this shop. A strange practitioner with a tall hat is waving a wand and casting spells on a dead mouse while manning the counter.

WEAPONS

Item Name	Damage	Damage Type	Properties	Sell	Buy	Village	Town	City
<i>Simple Melee Weapons</i>								
Quarterstaff	1d6	Bludgeoning	Versatile (1d8)	2 sp	1 sp	x	x	x

ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Abacus	2 gp	1 gp		x	x
Alchemist's Fire (flask)	50 gp	25 gp		x	x
<i>Arcane Focus</i>					
Crystal	10 gp	5 gp	x	x	x
Orb	20 gp	10 gp		x	x
Rod	10 gp	5 gp	x	x	x
Staff	5 gp	25 sp	x	x	x
Wand	10 gp	5 gp	x	x	x
Book	25 gp	12 gp		x	x
Bottle, Glass	2 gp	1 gp	x	x	x
Candle	1 cp	1 cp			x
Case, Map or Scroll	1 gp	5 sp	x	x	x
Component Pouch	25 gp	12 gp	x	x	x
<i>Druidic Focus</i>					
Sprig of Mistletoe	1 gp	5 sp	x	x	x
Totem	1 gp	5 sp		x	x
Wooden Staff	5 gp	25 sp	x	x	x
Yew Wand	10 gp	5 gp	x	x	x
Flask	2 cp	1 cp	x	x	x



ADVENTURING GEAR

Item Name	Sell	Buy	Village	Town	City
Hourglass	25 gp	12 gp			x
Oil (flask)	1 sp	5 cp	x	x	x
Ink (1 ounce)	10 gp	5 gp	x	x	x
Ink Pen	2 cp	1 cp	x	x	x
Paper (1 sheet)	2 sp	1 sp		x	x
Parchement (1 sheet)	1 sp	5 cp	x	x	x
Pouch	5 sp	25 cp	x	x	x
Robes	1 gp	5 sp		x	x
Sealing Wax	5 sp	25 cp	x	x	x
Spellbook	50 gp	25 gp	x	x	x
Vial	1 gp	5 sp	x	x	x

TOOLS

Item Name	Sell	Buy	Village	Town	City
<i>Artisan's Tools</i>					
Calligrapher's Tools	25 gp	14 gp		x	x
<i>Musical Instrument</i>					
Lute	15 gp	7 gp		x	x
Lyre	25 gp	14 gp			x

MAGIC ITEMS

Item Name	Sell	Buy	Village	Town	City
<i>Spell Scrolls</i>					
Common (Cantrip)	10 gp	5 gp	x	x	x
Common (Level 1)	60 gp	30 gp	x	x	x
Uncommon (Level 2)	120 gp	60 gp		x	x
Uncommon (Level 3)	200 gp	100 gp		x	x
Rare (Level 4)	320 gp	160 gp			x
Rare (Level 5)	640 gp	320 gp			x

SERVICES

Item Name	Sell	Village	Town	City
Magic Appraisal (Identify)	100 gp	x	x	x

MISCELLANEOUS

Item Name	Sell	Village	Town	City
Spell Components	See Spell	x	x	x

INN / TAVERN



As you enter the tavern through the heavy wooden door, you're welcomed by the smell of alcohol and the aromas of roasted meats. The bartender is quite busy, but still manages to welcome you with a smile.

FOOD

Item Name	Sell	Village	Town	City
<i>Squalid</i>				
Humble Pie (tripe or cow heel)	3 cp	x	x	x
Green Chili Stew	3 cp	x	x	x
Grilled Snake and Macadamia	3 cp	x	x	x
Frogs on Skewers	3 cp	x	x	x
Lizard Gruel with Nutbread	3 cp	x	x	x
Crisped Worm Skewers and Potatoes	3 cp	x	x	x
<i>Poor</i>				
Mushroom Stew with Corn Bread	6 cp	x	x	x
Leg of Mutton and Goose Eggs	6 cp	x	x	x
Squash and Fish Soup	6 cp	x	x	x
Rabbit and Baked Pumpkin	6 cp	x	x	x
Bread-bowl Stew	6 cp	x	x	x
Bog-beetle Dumplings	6 cp	x	x	x
Barbecued Gopher Legs on a Stick	6 cp	x	x	x
<i>Modest</i>				
Grilled Wild Boar Chops	3 sp	x	x	
Broiled Salmon and Potatoes	3 sp	x	x	
Roast Chicken and Potatoes	3 sp	x	x	x
Smoked Sausage, Goose Eggs and Dates	3 sp	x	x	x
Cheese Pie and Onion Soup	3 sp	x	x	
Rabbit Stew and Willow Crackers	3 sp	x	x	x



FOOD

Item Name	Sell	Village	Town	City
<i>Comfortable</i>				
Honey Braised Boar Ribs	8 sp	x	x	x
Buffaloaf and Honeyed Corn	8 sp	x	x	x
Rack of Lamb Platter	8 sp	x	x	x
Pork Chop and Curds	8 sp	x	x	x
Elven Bread	8 sp	x	x	x
Baked Loin of Pork with Gravy	8 sp	x	x	x
Beef Steak and Kidney Pie	8 sp	x	x	x
<i>Wealthy</i>				
Smoked Salmon and Wild Berries	2 gp		x	x
Chocolate Covered Ants and Roast Pelican	2 gp			x
Barbecued Tiger Fish and Papaya	2 gp			x
Roast Chicken with Thyme	2 gp		x	x
Stuffed Trout, Cabbage, Succotash and Plum Pudding	2 gp			x
Braised Beef and Pears with Ginger	2 gp		x	x
<i>Aristocratic</i>				
Roast Stag in Antler Sauce	4 gp			x
Poached and Peppered Quail Eggs	4 gp			x
Spiced Monkey Tail and Cashews	4 gp			x
Lobster in Tomato Cream Sauce	4 gp			x
Crab-stuffed Lobster Tail	4 gp			x
Roast Pheasant in Oyster Sauce	4 gp			x

DRINK

Item Name	Sell	Village	Town	City
<i>Cheap</i>				
Grog	2 cp	x	x	x
Goblin Spit Ale	2 cp	x	x	x
Turnip Wine	2 cp	x	x	x
<i>Ale</i>				
Dwarven Ale	4 sp	x	x	x
Spiced Ale	4 sp	x	x	x
King's Ale	4 sp	x	x	x
Trollbane Ale	4 sp	x	x	x
<i>Wine</i>				
Desert Star Wine	2 sp	x	x	x
Wight Wine	2 sp	x	x	x
Rice wine	2 sp	x	x	x
<i>Fine Wine</i>				
Fey Wine	10 gp		x	x
Wild Orchid Wine	10 gp		x	x
Lotus Leaf Wine	10 gp			x
Stonesulder Wine	10 gp			x

DRINK

Item Name	Sell	Village	Town	City
<i>Assorted Other Drinks</i>				
Cactus Spirits	4 sp	x	x	x
Berry Brandy	2 gp		x	x
Bacon Beer	2 sp	x	x	x
Scorpionweed Reserve	10 gp			x
Honeysuckle Mead	2 gp		x	x
Lemon Mead	2 sp	x	x	x

TRADE GOODS

Item Name	Sell	Buy	Village	Town	City
1 lb. of wheat	1 cp	1 cp	x	x	x
1 lb. of flour	2 cp	1 cp	x	x	x
1 lb. of salt	5 cp	2 cp	x	x	x
1 lb. of ginger	1 gp	5 sp		x	x
1 lb. of cinnamon	2 gp	1 gp		x	x
1 lb. of pepper	2 gp	1 gp		x	x
1 lb. of saffron	15 gp	7 gp			x

LODGING

Item Name	Sell	Village	Town	City
<i>Inn Stay (per day)</i>				
Squalid	7 cp	x	x	x
Poor	1 sp	x	x	x
Modest	5 sp		x	x
Comfortable	8 sp		x	x
Wealthy	2 gp			x
Aristocratic	4 gp			x

SERVICES

Item Name	Sell	Village	Town	City
<i>Coach Cab</i>				
Between towns	3 cp (per mile)	x	x	x
Within a city	1 cp (per mile)			x
<i>Hireling</i>				
Skilled	2 gp (per day)			x
Untrained	2 sp (per day)		x	x
Messenger	2 cp (per mile)		x	x
Road or Gate Toll	1 cp		x	x
Ship's Passage	1 sp (per mile)		x	x

STABLES AND FARM ANIMALS



The smell of animals permeates the air from a long distance off. As you approach you can see a couple of pigs eating from their trough, as well as some goats and cows eating fresh grass. A boy is trying to teach a big dog how to sit while a middle age female is giving some carrots to a brown horse while petting him.

MOUNTS & OTHER ANIMALS

Item Name	Price	Village	Town	City
Camel	50 gp	x	x	x
Chicken	2 cp	x	x	x
Cow	10 gp	x	x	x
Donkey or Mule	8 gp	x	x	x
Elephant	200 gp			x
Goat	1 gp	x	x	x
Pony	30 gp	x	x	x
Horse, draft	50 gp	x	x	x
Horse, riding	75 gp		x	x
Mastiff	25 gp		x	x
Ox	15 gp	x	x	x
Pig	3 gp	x	x	x
Sheep	2 gp	x	x	x
Warhorse	400 gp			x

TACK, HARNESS

Item Name	Price	Village	Town	City
Bit & bridle	2 gp	x	x	x
Carriage	100 gp		x	x
Cart	15 gp	x	x	x
Chariot	250 gp			x
<i>Saddle</i>				
Pack	5 gp	x	x	x
Riding	10 gp		x	x
Military	20 gp			x
Exotic	60 gp			x
Saddlebags	4 gp	x	x	x
Sled	20 gp	x	x	x
Wagon	35 gp	x	x	x

SERVICES

Item Name	Price	Village	Town	City
<i>Coach Cab</i>				
Between towns	3 cp (per mile)	x	x	x
Within a city	1 cp (per mile)			x
Barding	20 gp		x	x
Feed (per day)	5 cp	x	x	x
Stabling (per day)	5 sp	x	x	x

DOCK AND SHIPYARD



Cargo being unloaded and reloaded into the ships at port, people yelling, animals in cages ready to be bought is what you first see when you get to the dock. A beautiful Galley is being built with the supervision of a man with a parchment and quill in his hand. An old woman sitting on the ground asks you if you want to buy any of her goods.

VESSEL

Item Name	Price	Village	Town	City
Rowboat	50 gp	x	x	x
Keelboat	3,000 gp	x	x	x
Sailing Ship	10,000 gp		x	x
Longship	12,000 gp		x	x
Warship	25,000 gp			x
Galley	30,000 gp			x
Man-of-war	50,000 gp			x

TRADE GOODS

Item Name	Price	Village	Town	City
<i>Goods</i>				
1 lb of wheat	1 cp	x	x	x
1 lb of flour	2 cp	x	x	x
1 lb of salt	5 cp	x	x	x
1 sq. yd. of canvas	1 sp	x	x	x
1 sq. yd. of cotton cloth	5 sp	x	x	x
1 lb of ginger	1 gp	x	x	x
1 lb of cinnamon	2 gp	x	x	x
1 lb of pepper	2 gp	x	x	x
1 lb of cloves	3 gp	x	x	x
1 sq. yd. of linen	5 gp	x	x	x
1 sq. yd. of silk	10 gp		x	x
1 lb of saffron	15 gp			x
<i>Animals</i>				
1 Chicken	2 cp	x	x	x
1 goat	1 gp	x	x	x
1 sheep	2 gp	x	x	x
1 cow	10 gp	x	x	x
1 pig	3 gp	x	x	x
1 ox	15 gp		x	x

SERVICES

Item Name	Price	Village	Town	City
Ship's Passage	1 gp (per mile)		x	x

ITEMS DESCRIPTIONS

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

AMMUNITION.

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

FINESSE.

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

HEAVY.

Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

LIGHT.

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

LOADING.

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

RANGE.

A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

REACH.

This weapon adds 5 feet to your reach when you attack with it.

THROWN.

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

TWO-HANDED.

This weapon requires two hands to use.

VERSATILE.

This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin. In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus. An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

SPECIAL WEAPONS

Weapons with special rules are described here.

LANCE.

You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

NET.

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

ACID.

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

ALCHEMIST'S FIRE.

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

ANTITOXIN.

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

ARCANE FOCUS.

An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item—designed to channel the power of arcane spells.

BALL BEARINGS.

As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

BLOCK AND TACKLE.

A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

BOOK.

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures.

CALTROPS.

As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

CANDLE.

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

CASE, CROSSBOW BOLT.

This wooden case can hold up to twenty crossbow bolts.

CASE, MAP OR SCROLL.

This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

CHAIN.

A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

CLIMBER'S KIT.

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

COMPONENT POUCH.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

CROWBAR.

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

DRUIDIC FOCUS.

A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus, as described in chapter 10.

FISHING TACKLE.

This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

HEALER'S KIT.

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

HOLY SYMBOL.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

HOLY WATER.

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage. A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

HUNTING TRAP.

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

LAMP.

A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

LANTERN, BULLSEYE.

A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

LANTERN, HOODED.

A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

LOCK.

A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.

MAGNIFYING GLASS.

This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

MANACLES.

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

MESS KIT.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

OIL.

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

POISON, BASIC.

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

POTION OF HEALING.

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

POUCH.

A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

QUIVER.

A quiver can hold up to 20 arrows.

RAM, PORTABLE.

You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

RATIONS.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

ROPE.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

SCALE, MERCHANT'S.

A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

SPELLBOOK.

Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

SPYGLASS.

Objects viewed through a spyglass are magnified to twice their size.

TENT.

A simple and portable canvas shelter, a tent sleeps two.

TINDERBOX.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

TORCH.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

TOOLS

ARTISAN'S TOOLS.

These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

DISGUISE KIT.

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

FORGERY KIT.

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

GAMING SET.

This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

HERBALISM KIT.

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

MUSICAL INSTRUMENT.

Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

NAVIGATOR'S TOOLS.

This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

POISONER'S KIT.

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

THIEVES' TOOLS.

This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

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