

Shop Rules



Rules for Running a Store

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SHOP RULES



ello and welcome to my shop rules!

The shop rules are meant to be used as the basis for a campaign, not just as a downtime activity. These rules are best for a group of adventurers who enjoy searching for treasure, hunting monsters, and building up a ridiculous amount of wealth through their adventures. Instead of constantly working towards a BBEG or other overlying end goal and going on adventures that specifically contribute to that goal, this campaign gives the DM a way to have many different, mostly unrelated adventures for the players but still gives them a constant sense of progression to work towards. Along with that, the rules give the DM opportunities to spark curiosity in their players about the shop itself and its origins.

However, that's just how I plan to use these rules. You might have a different way of using them, or you may just use bits and pieces. If a player is running a shop as a downtime activity, the Shop Encounters, History of the Shop, and Secrets of the Shop tables may be beneficial to you.

I am also currently working on rules for harvesting body parts from dead creatures which can be applied to **any** creature, homebrew or official, which will be quite comprehensive! It will be very useful for a campaign like this. I was originally going to release it with this, but I wanted to make it more comprehensive.

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OVERVIEW

In this supplement for the fifth edition of Dungeons and Dragons, you will find the following:

- Rules for running a shop as the basis for a Dungeons and Dragons campaign, where your players can sell items and treasure they acquire on their adventure
- Tables for the shop which include possible ideas for the history of the shop, the fate of its previous owner, possible encounters that could happen while running the shop, and secrets that could be hidden within the shop

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SHOP RULES

SELLING STUFF

The adventurers will, naturally, be getting a great deal of treasure in their travels. However, selling it themselves probably wouldn't be a fun time - I have yet to find a tabletop roleplaying game that makes being a cashier exciting. Here are some ways to get around this that I recommend you make available to your players:

- Adventurers will be harvesting many materials from the creatures they fight in their travels. These materials likely won't be bought by the common villager, but they will certainly be bought by bigger companies who can use them to make other supplies. The adventurers will probably want to establish a trade network of sorts, having certain buyers that they can sell the things they harvest from creatures to in bulk. This makes it much easier to convert materials into money in a way that is still realistic.
 - These buyers are likely going to want the adventurers to get certain stuff, leading to possible quests.
- Consider that selling certain things to certain buyers may have consequences. For example, if the characters sell basilisk eyes to the general of an army, they may see the war shift in power, since the enemies of the nation they are selling to have recently been turning to stone on the battlefield.
- Magic Items could be sold in the store, but rare, very rare, and of course legendary magic items will probably need to be sold by the players themselves. I recommend referencing the Downtime Activity of "Selling a Magic Item" on page 129 of the DMG for this.

MANAGING THE SHOP

Believe it or not, running a shop isn't free - you have some fees to pay. This is covered in the DMG, page 127, in the "Recurring Expenses" Table. According to this table, a shop costs 2 gp a day to operate. I would recommend having your players pay this expense monthly, adding on debt should they fail to pay it off entirely. This fee shouldn't be a big deal for your adventurers later on in the campaign.

HIRING EMPLOYEES

Items like gems, paintings, and other pieces of treasure can likely be sold in the store itself. However, that doesn't mean it'll be fun for the adventurers to sell them themselves. Luckily, there are already rules for hirelings in 5e, so I would just use those.

To keep things simple, with one skilled hireling, the adventurers can sell 1d10 items in a day. For every additional skilled hireling, add another d10. For every untrained hireling, add 1d6. According to the Player's Handbook, skilled hirelings should be paid 2 gp a day and untrained hirelings should be paid 2 sp a day. I would recommend including this cost with the monthly expenses to keep things simple.

Naturally, the adventurers can be counted as employees if they are in the shop. However, you should encourage them not to do so when they have the ability to pay their own employees. If they are managing the shop, who's out doing the adventuring?

I'd recommend having the store come with an employee or two who has already been paid for a month's worth of work. This will help the players get started out.

STORAGE

Storing items is definitely going to be a concern when the players are trying to sell everything they come across. A bag of holding is an easy work around to this, but you should probably give them some more options, like the ability to teleport stuff back to the shop through a magical item. As for having storage at the shop itself, I'd recommend having a large basement area that can be used for this purpose. That could also open up some opportunities for adventure - after all, basements are mysterious places.

As for storing anything that is prone to rotting, I've got a handy spell for you:

REFRIGERATE

2nd-level conjuration (ritual)

Casting Time: 1 minute

Range: Up to an area of 100 square ft

Components: V, S, M (a bit of ice)

Duration: Until dispelled

Classes: Cleric, Druid, Sorcerer, Wizard

When you activate the spell, your finger glows with magical light. Trace this light around the walls where you would like the spell to be in effect. Once you have completed a full shape, the area within the line you've drawn becomes noticeably frigid. This acts as refrigeration, meaning any item that needs to be conserved using the cold can be stored here without spoiling.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, for every additional level, the area increases by 100 square feet.

I'd recommend giving this spell out as a spell scroll, perhaps one found in a secret compartment of the shop or given to the adventurers by a potential customer.

HISTORY OF THE SHOP

A shop like this doesn't just appear out of nowhere. Part of the fun of this campaign for the players will be learning about the origins of the shop and its owner, especially if you use the Secrets of the Shop rule. Two tables are shown here, one for the previous purpose of the building, and one for the history of the shop's previous owner. You can roll on these tables, choose ideas from them, or just use them as inspiration for your own ideas.

You may choose to say the building was just a normal shop, or you may decide it had no previous owner and the adventurers are making it a shop. Or the players may be making the shop themselves, in which case, it probably will have no history. I personally don't recommend this as it takes away from some of the possibilities for adventure that the history brings, but it's up to you.

Consider leaving the players some clues in the shop that will help them figure out whether the previous owner is alive or not. If they are alive, leave some clues as to his current location and let the players try to figure out the mystery of where the previous owner is now. If he is dead, leave some clues as to how he died and perhaps allow a conflict that was not resolved by the previous owner's death to open up a possibility for adventure.

d8 Previous Owner's History

- 1 The owner was assassinated in the building by an assassin hired by someone the owner was indebted to.
- 2 The owner handed the store over to one of the players as inheritance.
- 3 The owner was drafted in a war and eventually went missing in action.
- 4 The owner is currently being held prisoner in another plane of existence.
- 5 The owner was a spellcaster who killed himself and his other employees by accidentally creating an effect similar to the *cloudkill* spell in an experiment gone wrong.
- 6 The owner was killed by a creature he was hunting.
- 7 The owner has been forced into slavery after being captured by an intelligent aberration while adventuring.
- 8 The owner has become a monk, choosing to spend the rest of his life in a distant monastery.

d8 Building's History

- 1 The building used to be a shop selling common adventuring supplies.
- 2 The building used to be the barracks of an army during distant times of war.
- 3 The building used to be a pawn shop which was cursed by a wizard who was angered after being conned by the previous owner of the building.
- 4 The building used to be the gathering place for a cult, still teeming with dark energy.
- 5 The building used to be (or still is) inhabited by multiple Doppelgangers (or another creature with the ability to shapeshift) pretending to be a common race.
- 6 The building used to be a tavern, made to mask the operations of a brothel in the basement.
- 7 The building used to be a casino with a bad reputation for conning customers.
- 8 The building used to simply be someone's house, whether it was the previous owner's, a friend of the previous owner, or something else entirely, perhaps much more nefarious.

OPTIONAL RULE: SECRETS OF THE SHOP

The shop the players find could have some fun mysteries to discover that could open up new possibilities for adventures. When preparing the shop, choose some items from the table below to add possibilities for things the adventurers could find in the shop, or roll twice on it.

d20 Secret

- 1 Hidden under a rug in the shop are the runes for a teleportation circle leading to a mystical location.
- 2 Etched onto a wall behind a painting is a map to the site of buried treasure.
- 3 One of the many chests for storage is a non-hostile mimic, becoming friendly to the players in return for food.
- 4 A magical box under the floorboards of the shop can only be opened using a command word which happens to be the answer to a riddle etched into the box.
- 5 A trapdoor in the floor of the basement opens itself when the players reach a certain level, revealing a mysterious dungeon beneath.
- 6 A Ghost of the shop's former owner haunts the shop, its unfinished business being something related to the success of the shop.
- 7 In a secret compartment of the counter, the players find a small journal detailing expensive transactions with a mysterious figure.
- 8 A shelf in the store can be tilted to reveal a secret passageway to a small shrine to a god or goddess.
- 9 A coffin lays under many empty boxes and chests. Opening it reveals a skeleton, which immediately animates and obeys the commands of the first person it sees, believing them to be its master. If not given a command, it begins cleaning the room it was found in. It may or may not attack the first customer it sees.
- 10 A portal to another plane can be found in the storeroom, requiring a certain rare item to open.
- 11 Moving a painting reveals a dartboard painted onto the wall. Hitting it in the center causes a concealed trapdoor to open.
- 12 Multiple binders full of records of the store's previous sales can be found in the desk. Looking through them with a watchful eye reveals a spell scroll tucked away in one, with a note attached to it saying "Sell later."
- 13 The shop feels particularly uncomfortable for a certain race, perhaps due to the previous owner's prejudice or a strange magical effect or curse.
- 14 A door leading to a hidden closet reveals itself only on the night of a full moon.
- 15 Blood drips from the ceiling on the night of a particular holiday.
- 16 A customer comes at the same time on the same day of every week, looking at one shelf no matter its contents for exactly an hour, then leaving without saying or buying anything.
- 17 A humanoid of an exotic race comes to the shop one day and asks to speak to someone who does not currently work at the shop, but he is insistent that this is where a person told him to meet him a very long time ago. The person he is looking for may be the previous owner of the shop or someone else entirely.
- 18 A humanoid who does not work at the shop shows up one day and begins acting like an employee, becoming very confused when nobody recognizes him.
- 19 The windows in the shop randomly open themselves during the night.
- 20 Touching a jewel-shaped insignia etched into the wall near a shelf causes a random Wild Magic effect to occur (which is not destructive to the shop).

LAYOUT OF THE SHOP

The layout of the shop should be informed by its history as defined above. As a general rule, make sure you include space for each of the following:

- A main shop area, where customers will come to purchase items. It should have multiple shelves and a desk.
- A basement or similar storage area, which the adventurers can use to place stock they aren't planning to directly sell for any reason.
- A backroom of some sort for general utility, giving employees a place to take a lunch break and provide some extra space to the players in case it is needed for any reason.

The following are optional rooms that the shop could have. Consider letting the players use their money to build these rooms. Naturally, this is not an exhaustive list, but just some ideas.

- A bedroom or bedrooms for the player characters and possibly some of the employees.
- A planning room where the players can make decisions and plan for their next outing.
- An office where the manager (whether this is a player or an NPC) can work out the finances of the shop, hold interviews, and have meetings with potential buyers of certain items.
- A workshop for the Artificer to experiment with his magical item creation and for the Wizard to experiment with his spells.

SHOP ENCOUNTERS

Running a shop brings with it some fun possibilities for social interactions. If the players spend time in their shop or in the area of their shop, consider rolling on this table for random encounters. I wouldn't recommend having these encounters happen while the players can't participate, as this punishes the players for doing what they should be doing - adventuring.

d20 Encounter

- 1 A man comes into the shop attempting to sell a fake replica of a relatively well-known magical item to you.
- 2 2d4 Bandits and possibly a Bandit Captain attempt a burglary on the shop.
- 3 A man on the run from a gang of 2d4 Bandits runs into the shop and slams the door behind him to hide.
- 4 A drunk man stumbles into the shop, believing it's his home.
- 5 A customer leaves a valuable trinket in the shop and comes looking for it 1d4 days later.
- 6 A Doppelganger enters the shop, pretending to be an employee.
- 7 1d4 ravens peck at the window constantly, only leaving once the players give them something shiny. They return 1d4 days later with a shiny trinket as a gift to the players.
- 8 A kitten wanders into the store. If the players take it in, it later reveals that it was a Wild-Shaped Druid looking to escape an angry mob looking for him.
- 9 Someone demands a ridiculous discount on an item, and when refused, they begin swinging their fists or weapon at the players or target them with harmful magic.
- 10 Someone comes to buy an interesting item for sale, accidentally revealing his plans to use it in an evil plot against one of his enemies.
- 11 The skeleton of a monster the players previously hunted appears to enact revenge.
- 12 A wizard accidentally shifts into the middle of the shop from another plane, coat tail smouldering.
- 13 A mute Orc comes into the shop, attempting to communicate that it is looking for work by showing the players a "Help Wanted" poster the players may or may not have actually posted.
- 14 A beggar comes into the shop and refuses to leave until given a silver piece. If given a silver piece, he returns the next day with 1d4 more beggars.
- 15 A spellcaster enters the shop attempting to sell a fancy carpet to the players. If a player gets close to the rug to examine it, the rug reveals itself to be a Rug of Smothering, and it begins to smother the player who looked too closely at it as the spellcaster attempts to steal something.
- 16 A group of activists protests outside the shop in response to something the players are selling.
- 17 A Gray Ooze appears in the basement of the shop.
- 18 A well-known wanted criminal wanders into the shop, either as a customer or someone looking for work.
- 19 An army recruiter attempts to coax the players into joining an army or guard that relates to the city.
- 20 A beggar hired by a rival shop owner sits in front of your door, refusing to leave because he had been paid a gold piece to sit there.