

# References

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# Players and their Characters

## Retard

Character Name:

Class / Race:

Character Sheet:

Status: Alive

Times gone down: **1**

## Drem

Character Name:

Class / Race:

Character Sheet:

Status: Alive

Times gone down: **0**

## Snowrunner

Character Name:

Class / Race:

Character Sheet:

Status: Alive

Times gone down: **0**

## Ritto

Character Name:

Class / Race:

Character Sheet:

Status: Alive

Times gone down: **0**

# Pope

Character Name:

Class / Race:

Character Sheet:

Status: Alive

Times gone down: 3

# FiZi

Character Name: **Kristof Fordrunner**

Class / Race: **Ranger / Wood Elf**

Character Sheet: <https://dicecloud.com/character/c3h7nctXTGdKZbeKv>

Status: **Alive**

Times gone down: **0**

# Terry

Character Name:

Class / Race:

Character Sheet:

Status: Alive

Times gone down: **1**

# House Rules

## Critical fails

Upon rolling a 1 something bad will happen. Roll 1d4 against the below list:

1. Friendly Fire (full damage)
2. Drop weapon
3. Fall over
4. Provoke attack

## The term "Bloodied"

This means the creature being attacked is at or below 50% hitpoints. Do the math chuds.

# Shop Catalog

## Blacksmith/Armory

Hard Sell (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500)  
Selling Cap (daily) at 2000 gp (Cheap: 1500 gp, Expensive: 3000 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Armor]							
Light Armor							
Studded Leather	45 gp	33 gp	68 gp				X
Medium Armor							
Chain Shirt	50 gp	38 gp	75 gp	X	X	X	X
Scale Mail	50 gp	38 gp	75 gp			X	X
Breastplate	400 gp	300 gp	600 gp	X	X	X	X
Half Plate	750 gp	562 gp	1125 gp				X
Heavy Armor							
Ring Mail	30 gp	22 gp	45 gp		X	X	X
Chain Mail	75 gp	56 gp	113	X	X	X	X
Splint	200 gp	150 gp	300 gp			X	X
Plate	1500 gp	1125 gp	2250 gp				X
Shield							
Shield	10 gp	7 gp	15 gp	X	X	X	X
[Weapons]							
Simple Melee Weapons							
Dagger	2 gp	1 gp	3 gp	X	X	X	X
Handaxe	5 gp	3 gp	8 gp	X	X	X	X

Javelin	5 sp	3 gp	8 gp			X	X
Light Hammer	2 gp	1 gp	3 gp			X	X
Mace	5 gp	3 gp	8 gp		X	X	X
Sickle	1 gp	7 sp	2 gp			X	X
Spear	1 gp	7 sp	2 gp	X	X	X	X
<i>Martial Melee Weapons</i>							
Battleaxe	10 gp	7 gp	15 gp	X	X	X	X
Flail	10 gp	7 gp	15 gp			X	X
Glaive	20 gp	15 gp	30 gp			X	X
Greataxe	30 gp	22 gp	45 gp		X	X	X
Greatsword	50 gp	38 gp	75 gp	X	X	X	X
Halberd	20 gp	15 gp	30 gp			X	X
Lance	10 gp	7 gp	15 gp				X
Longsword	15 gp	11 gp	22 gp	X	X	X	X
Maul	10 gp	7 gp	15 gp			X	X
Morningstar	15 gp	11 gp	22 gp			X	X
Pike	5 gp	3 gp	8 gp		X	X	X
Rapier	25 gp	18 gp	38 gp				X
Scimitar	25 gp	18 gp	38 gp			X	X
Shortsword	10 gp	7 gp	15 gp	X	X	X	X
Trident	5 gp	3 gp	8 gp				X
War Pick	5 gp	3 gp	8 gp			X	X
Warhammer	15 gp	11 gp	22 gp		X	X	X
<b>[Adventuring Gear]</b>							
Ball Bearings (bag of 1,000)	1 gp	7 sp	2 gp		X	X	X
Bell	1 gp	7 sp	2 gp		X	X	X
Block and Tackle	1 gp	7 sp	2 gp			X	X

Chain (10 feet)	5 gp	3 gp	8 gp	X	X	X	X
Crowbar	2 gp	1 gp	3 gp	X	X	X	X
Grappling Hook	2 gp	1 gp	3 gp			X	X
Hammer	1 gp	7 sp	2 gp	X	X	X	X
Hammer, Sledge	2 gp	1 gp	3 gp		X	X	X
Hunting Trap	5 gp	3 gp	8 gp		X	X	X
Lamp	5 sp	3 sp	8 sp		X	X	X
Lantern, Bullseye	10 gp	7 gp	15 gp				X
Lantern, Hooded	5 gp	3 gp	8 gp			X	X
Lock	10 gp	7 gp	15 gp		X	X	X
Manacles	2 gp	1 gp	3 gp			X	X
Mirror, Steel	5 gp	3 gp	8 gp			X	X
Pick, Miner's	2 gp	1 gp	3 gp		X	X	X
Piton	5 cp	3 cp	8 cp		X	X	X
Pot, Iron	2 gp	1 gp	3 gp		X	X	
Spikes, Iron	1 gp	7 sp	2 gp			X	X
Whetstone	1 cp	1 cp	2 cp	X	X	X	X
<b>[Tools]</b>							
<i>Artisan's Tools</i>							
Carpenter's Tools	8 gp	6 gp	12 gp		X	X	X
Mason's Tools	10 gp	7 gp	15 gp			X	X
Smith's Tools	20 gp	15 gp	30 gp	X	X	X	X
Tinker's Tools	50 gp	38 gp	75 gp				X
<i>Musical Instrument</i>							
Horn	3 gp	2 gp	5 gp				X

# Fletcher/Bowyer

Hard Sell (daily) at 500 gp (Cheap: 375 gp, Expensive: 750)

Selling Cap (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Weapons]							
Simple Ranged Weapons							
Crossbow, Light	25 gp	18 gp	38 gp		X	X	X
Shortbow	25 gp	18 gp	38 gp	X	X	X	X
Martial Ranged Weapons							
Crossbow, Hand	75 gp	56 gp	113 gp			X	X
Crossbow, Heavy	50 gp	38 gp	75 gp		X	X	X
Longbow	50 gp	38 gp	75 gp	X	X	X	X
[Adventuring Gear]							
Ammunition							
Arrows (20)	1 gp	7 sp	2 gp	X	X	X	X
Crossbow Bolts (20)	1 gp	7 sp	2 gp		X	X	X
Case, Crossbow Bolt	1 gp	7 sp	2 gp		X	X	X
Quiver	1 gp	7 cp	2 gp	X	X	X	X

# Leatherworker

Hard Sell (daily) at 500 gp (Cheap: 375 gp, Expensive: 750)

Selling Cap (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Armor]							
Light Armor							
Leather	10 gp	7 gp	15 gp	X	X	X	X
Studded Leather	45 gp	33 gp	68 gp		X	X	X
Medium Armor							
Hide	10 gp	7 gp	15 gp	X	X	X	X
Shield							
Shield	10 gp	7 gp	15 gp			X	X
[Weapons]							
Simple Ranged Weapons							
Sling	1 sp	7 cp	2 sp		X	X	X
[Adventuring Gear]							
Waterskin	2 sp	1 sp	3 sp	X	X	X	X
[Tools]							
Artisan's Tools							
Cobbler's Tools	5 gp	3 gp	8 gp		X	X	X
Leatherworker's Tools	5 gp	3 gp	8 gp	X	X	X	X
Musical Instrument							
Bagpipes	30 gp	22	45				X
Drum	6 gp	4 gp	9 gp			X	X

# Temple/Faith Supplies

Hard Sell (daily) at 375 gp (Cheap: 281 gp, Expensive: 500)

Selling Cap (daily) at 750 gp (Cheap: 562 gp, Expensive: 1000 gp)

Trade goods accepted.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Alms Box	5 gp	3 gp	8 gp		O	O	O
Bell	1 gp	7 sp	2 gp			X	X
Blanket	5 sp	3 sp	8 sp		X	X	X
Book, Scripture	25 gp	18 gp	38 gp	X	X	X	X
Candle	1 cp	1 cp	2 cp	X	X	X	X
Case, Map or Scroll	1 gp	7 sp	2 gp			X	X
Censer	5 gp	3 gp	8 gp		O	O	O
Chalk (1 piece)	1 cp	1 cp	2 cp		X	X	X
Flask	2 cp	1 cp	3 cp	X	X	X	X
Healer's Kit	5 gp	3 gp	8 gp			X	X
Holy Symbol							
Amulet	5 gp	3 gp	8 gp	X	X	X	X
Emblem	5 gp	3 gp	8 gp	X	X	X	X
Reliquary	5 gp	3 gp	8 gp	X	X	X	X
Holy Water (flask)	25 gp	18 gp	38 gp	X	X	X	X
Incense (1 block)	1 cp	1 cp	2 cp		O	O	O
Ink (1 ounce bottle)	10 gp	7 gp	15 gp			X	X

Ink Pen	2 cp	1 cp	3 cp			X	X
Lamp	5 sp	3 sp	8 sp		X	X	X
Lantern, Hooded	5 gp	3 sp	8 sp				X
Oil (flask)	1 sp	7 cp	2 sp	X	X	X	X
Paper (one sheet)	2 sp	1 sp	3 sp				X
Parchment (one sheet)	1 sp	7 cp	2 sp			X	
Perfume (vial)	5 gp	3 gp	8 gp				X
<i>Potion of Healing</i>	50 gp	38 gp	75 gp				X
Rations (1 day)	5 sp	3 sp	8 sp		X	X	X
Torch	1 cp	1 cp	2 cp	X	X	X	X
Vial	1 gp	7 sp	2 gp	X	X	X	X
Waterskin	2 sp	1 sp	3 sp		X	X	X
<b>[Tools]</b>							
<i>Artisan's Tools</i>							
Calligrapher 's Supplies	10 gp	7 gp	15 gp			O	O
Herbalism Kit	5 gp	3 gp	8 gp			X	X
<i>Musical Instrument</i>							
Flute	2 gp	1 gp	3 gp				O
Lyre	30 gp	22 gp	45 gp				O
Horn	3 gp	2 gp	5 gp				O
<b>[Services]</b>							
<i>Spellcasting</i>							
<i>Cure Wounds (lvl 1)</i>	10 gp	7 gp	15 gp	X	X	X	X
<i>Gentle Repose (lvl 2)</i>	50 gp	38 gp	75 gp		X	X	X

<i>Lesser Restoration (lvl 2)</i>	50 gp	38 gp	75 gp	X	X	X	X
<i>Remove Curse (lvl 3)</i>	100 gp	75 gp	150 gp		X	X	X
<i>Revivify (lvl 3)</i>	400 gp	375 gp	450 gp		X	X	X
<i>Raise Dead (lvl 5)</i>	1000 gp	<div> <div>An "O" instead of an "X" indicates only clergy and proven devout members of their associated religion may purchase these items</div> <div>875 gp</div> </div>	1250 gp		X	X	X

# Spellcaster Availability

Locale	Available Spellcasters
Limited	1 Acolyte. No expendable components available, subtract costs of materials if provided. Roll d%; 1-15 is a Commoner (either a pious merchant, or a charlatan posing as a healer) instead of an Acolyte; 80-100 is a Priest instead of an Acolyte, with additional hit dice and caster level equal to 1d4-1.
Rural	1d4 Acolytes, and 1 Priest with additional hit dice and caster level equal to 1d4-1. Expendable components available at a 25% chance, subtract costs of materials if provided.
Urban	2d8+3 Acolytes, and 1d2 Priest with additional hit dice and caster level equal to 1d6-1. Expendable components available at a 55% chance, subtract costs of materials if provided.
Premium	3d10+2 Acolytes, and 1d4 Priests with additional hit dice and caster level equal to 1d6-1. Expendable components available at a 75% chance, subtract costs of materials if provided.

# Priest's Available Spell Slots per Day (cleric spell list)

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

## General Store

Hard Sell (daily) at 375 gp (Cheap: 281 gp, Expensive: 500)

Selling Cap (daily) at 750 gp (Cheap: 562 gp, Expensive: 1000 gp)

Trade goods accepted.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Abacus	2 gp	1 gp	3 gp			X	X
Barrel	2 gp	1 gp	3 gp		X	X	X
Blanket	5 sp	3 sp	8 sp	X	X	X	X
Bottle, glass	2 gp	1 gp	3 gp		X	X	X
Bucket	5 cp	3 cp	8 cp		X	X	X
Candle	1 cp	1 cp	2 cp	X	X	X	X
Chest	5 gp	3 gp	8 gp			X	X

Clothes, Common	5 sp	3 sp	8 sp		X	X	X
Clothes, Fine	15 gp	11 gp	23 gp				X
Flask or Tankard	2 cp	1 cp	3 cp	X	X	X	X
Hammer	1 gp	7 sp	2 gp		X	X	X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp	X	X	X	X
Ink Pen	2 cp	1 cp	3 cp		X	X	X
Jug or Pitcher	2 cp	1 cp	3 cp	X	X	X	X
Ladder (10-foot)	1 sp	7 cp	2 sp		X	X	X
Lantern, Hooded	5 gp	3 gp	8 gp			X	X
Lamp					X	X	X
Lock	10 gp	7 gp	15 gp			X	X
Mess Kit	2 sp	1 sp	3 sp		X	X	X
Mirror, Steel	5 gp	3 gp	8 gp		X	X	X
Paper (one sheet)	2 sp	1 sp	3 sp			X	X
Parchment (one sheet)	1 sp	7 cp	2 sp	X	X	X	
Pick, Miner's	2 gp	1 gp	3 gp		X	X	X
Pot, Iron	2 gp	1 gp	3 gp	X	X	X	X
Pouch	5 sp	3 sp	8 sp		X	X	X
Rope, Hempen (50 feet)	1 gp	7 sp	2 gp		X	X	X
Rope, Silk (50 feet)	10 gp	7 gp	15 gp				X
Sack	1 cp	1 cp	2 cp	X	X	X	X
Scale, Merchant's	5 gp	3 gp	8 gp			X	X
Shovel	2 gp	1 gp	3 gp		X	X	X
Signet Ring	5 gp	3 gp	8 gp			X	X
Soap	2 cp	1 cp	3 cp			X	X

Vial	1 gp	7 sp	2 gp			X	X
<b>[Tools]</b>							
<i>Artisan's Tools</i>							
Carpenter's Tools	15 gp	11 gp	23 gp	X	X	X	X
Cobbler's Tools	25 gp	18 gp	38 gp		X	X	X
Cook's Utensils	50 gp	38 gp	75 gp	X	X	X	X
Glassblower's Tools	30 gp	22 gp	45 gp				X
Leatherworker's Tools	5 gp	3 gp	8 gp			X	X
Mason's Tools	10 gp	7 gp	15 gp	X	X	X	X
Potter's Tools	10 gp	7 gp	15 gp		X	X	X
Smith's Tools	20 gp	7 gp	15 gp				X
Weaver's Tools	1 gp	7 sp	2 gp		X	X	X
Woodcarver's Tools	1 gp	7 sp	2 gp	X	X	X	X

# Adventuring Supplies

Hard Sell (daily) at 750 gp (Cheap: 562 gp, Expensive: 1125)

Selling Cap (daily) at 1500 gp (Cheap: 1125 gp, Expensive: 2260 gp)

Trade goods accepted.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
<b>[Armor]</b>							
<i>Light Armor</i>							

Padded	5 gp	3 gp	8 gp			X	X
Leather	10 gp	7 gp	15 gp			X	X
Studded Leather	45 gp	33 gp	68 gp				X
<i>Medium Armor</i>							
Hide	10 gp	7 gp	15 gp		X	X	X
<b>[Weapons]</b>							
<i>Simple Melee Weapons</i>							
Club	1 sp	7 cp	2 sp		X		
Dagger	2 gp	1 gp	3 gp	X	X	X	X
Greatclub	2 sp	1 sp	3 sp		X	X	
Handaxe	5 gp	3 gp	8 gp	X	X	X	X
Light Hammer	2 gp	1 gp	3 gp		X	X	X
Quarterstaff	2 sp	1 sp	3 sp		X	X	
<i>Simple Ranged Weapons</i>							
Crossbow, Light	25 gp	18 gp	38 gp			X	X
Dart	5 cp	3 cp	8 cp		X	X	X
Shortbow	25 gp	18 gp	38 gp	X	X	X	X
Sling	1 sp	7 cp	2 sp		X	X	
<i>Martial Melee Weapons</i>							
Whip	2 gp	1 gp	3 gp		X	X	X
<i>Martial Ranged Weapons</i>							
Blowgun	10 gp	7 gp	15 gp		X		
Crossbow, hand	75 gp	56 gp	113 gp			X	X
Crossbow, heavy	50 gp	38 gp	75 gp				X
Longbow	50 gp	38 gp	75 gp	X	X	X	X

<b>[Adventuring Gear]</b>							
<i>Ammunition</i>							
Arrows (20)	1 gp	7 sp	2 gp	X	X	X	X
Blowgun Needles (50)	1 gp	7 sp	2 gp		X		
Crossbow Bolts (20)	1 gp	7 sp	2 gp	X		X	X
Sling Bullets (20)	4 cp	3 cp	6 cp		X	X	
Backpack	2 gp	1 gp	3 gp	X	X	X	X
Bedroll	1 gp	7 sp	2 gp	X	X	X	X
Blanket	5 sp	3 sp	8 sp	X	X	X	X
Block and Tackle	1 gp	7 sp	2 gp			X	X
Bottle, glass	2 gp	1 gp	3 gp	X	X	X	X
Candle	1 cp	1 cp	2 cp			X	X
Case, Crossbow Bolt	1 gp	7 sp	2 gp			X	X
Case, Map or Scroll	1 gp	7 sp	2 gp		X	X	X
Chain (10 feet)	5 gp	3 gp	8 gp			X	X
Chest	5 gp	3 gp	8 gp		X	X	X
Climber's Kit	25 gp	18 gp	38 gp			X	X
Clothes, Traveler's	2 gp	1 gp	3 gp	X	X	X	X
Crowbar	2 gp	1 gp	3 gp	X	X	X	X
Flask or Tankard	2 cp	1 cp	3 cp	X	X	X	X
Grappling Hook	2 gp	1 gp	3 gp	X		X	X
Hammer	1 gp	7 sp	2 gp	X	X	X	X
Healer's Kit	5 gp	3 gp	8 gp				X
Hourglass	25 gp	18 gp	38 gp				X

Hunting Trap	5 gp	3 gp	8 gp		X	X	X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp				X
Ink Pen	2 cp	1 cp	3 cp			X	X
Jug or Pitcher	2 cp	1 cp	3 cp	X	X	X	X
Ladder (10-foot)	1 sp	7 cp	2 sp			X	X
Lantern, Bullseye	10 gp	7 gp	15 gp			X	X
Lantern, Hooded	5 gp	3 gp	8 gp	X	X	X	X
Lock	10 gp	7 gp	15 gp				X
Mess Kit	2 sp	1 sp	3 sp			X	X
Mirror, Steel	5 gp	3 gp	8 gp			X	X
Paper (one sheet)	2 sp	1 sp	3 sp				X
Parchment (one sheet)	1 sp	7 cp	2 sp		X	X	
Pick, Miner's	2 gp	1 gp	3 gp		X	X	X
Piton	5 cp	3 cp	8 cp		X	X	X
Pole (10-foot)	5 cp	3 cp	8 cp		X	X	X
Pot, Iron	2 gp	1 gp	3 gp	X	X	X	X
Pouch	5 sp	3 sp	8 sp	X	X	X	X
Quiver	1 gp	7 sp	2 gp	X	X	X	X
Rations (1 day)	5 sp	3 sp	8 sp			X	X
Rope, Hempen (50 feet)	1 gp	7 sp	2 gp	X	X	X	X
Rope, Silk (50 feet)	10 gp	7 gp	15 gp				X
Sack	1 cp	1 cp	2 cp	X	X	X	X
Shovel	2 gp	1 gp	3 gp	X	X	X	X
Signal Whistle	5 cp	3 cp	8 cp			X	X
Signet Ring	5 gp	3 gp	8 gp				X

Spyglass	1000 gp	750 gp	1500 gp			X	X
Tent, Two-person	2 gp	1 gp	3 gp	X	X	X	X
Tinderbox	5 sp	3 sp	8 sp	X	X	X	X
Torch	1 cp	1 cp	2 cp	X	X	X	X
Vial	1 gp	7 sp	2 gp	X	X	X	X
Waterskin	2 sp	1 sp	3 sp	X	X	X	X
<b>[Tools]</b>							
<i>Artisan's Tools</i>							
Cartographer's Tools	15 gp	11 gp	23 gp			X	X
Jeweler's Tools	25 gp	18 gp	38 gp				X
Tinker's Tools	50 gp	38 gp	75 gp			X	X
Herbalism Kit	5 gp	3 gp	8 gp			X	X
Navigator's Tools	25 gp	18 gp	38 gp	X	X	X	X

# Water-side Theme

(can apply to either a General Store or an Adventuring Supplies Shop)

<b>[Weapons]</b>							
<i>Simple Melee Weapons</i>							
Spear	1 gp	7 sp	2 gp		X	X	X
<i>Martial Ranged Weapons</i>							
Net	1 gp	7 sp	2 gp	X	X	X	X
<b>[Adventuring Gear]</b>							

Fishing Tackle	1 gp	7 sp	2 gp	X	X	X	X
<b>[Waterborne Vehicles]</b>							
Rowboat	50 gp	38 gp	75 gp		X	X	X
<b>[Trade Goods]</b>							
<div> <div>(can apply to either a General Store or an Adventuring Supplies Shop)</div> <div>5 cp</div> </div>		3 cp	8 cp	X	X	X	X
1 lb. of Fishing Bait							

# Magical Theme

<b>[Adventuring Gear]</b>							
<i>Arcane Focus</i>							
Crystal	10 gp	7 gp	15 gp			X	X
Orb	20 gp	15 gp	30 gp				X
Rod	10 gp	7 gp	15 gp		X	X	X
Staff	5 gp	3 gp	8 gp	X	X	X	X
Wand	10 gp	7 gp	15 gp	X	X	X	X
Component Pouch	25 gp	18 gp	38 gp	X	X	X	X
<i>Potion of Healing</i>	50 gp	38 gp	75 gp			X	X
Spellbook	50 gp	38 gp	75 gp		X	X	X

# Shady Dealer Theme

(can apply to either a General Store or an Adventuring Supplies Shop)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Acid (vial)	25 gp	18 gp	38 gp	X	X	X	X
Antitoxin (vial)	50 gp	38 gp	75 gp	X	X	X	X
Caltrops (bag of 20)	1 gp	7 sp	2 gp			X	X
Clothes, Costume	5 gp	3 gp	8 gp				X
Manacles	2 gp	1 gp	3 gp				X
Oil (flask)	1 sp	7 cp	2 sp	X	X	X	X
Poison, Basic (vial)	100 gp	75 gp	150 gp	X	X	X	X
Ram, Portable	4 gp	3 gp	6 gp				X
Spikes, Iron (10)	1 gp	7 sp	2 gp				X
[Tools]							
Disguise Kit	25 gp	18 gp	38 gp			X	X
Forgery Kit	15 gp	11 gp	23 gp		X	X	X
Gaming Set							
Dice Set	1 sp	7 cp	2 sp	X	X	X	X
Playing Card Set	5 sp	3 sp	8 sp		X	X	X
Poisoner's Kit	50 gp	38 gp	75 gp	X	X	X	X
Thieves' Tools	25 gp	18 gp	38 gp	X	X	X	X

# Art and Games Theme

(can apply to either a General Store or an Adventuring Supplies Shop)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Tools]							
Artisan's Tools							
Calligrapher 's Supplies	10 gp	8 gp	15 gp			X	X
Glassblower 's Tools	30 gp	22 gp	45 gp				X
Painter's Supplies	10 gp	8 gp	15 gp	X	X	X	X
Potter's Tools	10 gp	8 gp	15 gp			X	X
Weaver's Tools	1 gp	7 sp	2 gp		X	X	X
Woodcarver' s Tools	1 gp	7 sp	2 gp		X	X	X
Disguise Kit	25 gp	18 gp	38 gp				X
Gaming Set							
Dice Set	1 sp	7 cp	2 sp	X	X	X	X
Dragonches s Set	1 gp	7 sp	2 gp				X
Playing Card Set	5 sp	3 sp	8 sp		X	X	X
Three- Dragon Ante Set	1 gp	7 sp	2 gp			X	X
Musical Instrument							
Bagpipes	30 gp	22 gp	45 gp				X
Drum	6 gp	4 gp	9 gp		X	X	X
Dulcimer	25 gp	18 gp	38 gp			X	X
Flute	2 gp	1 gp	3 gp	X	X	X	X
Lute	35 gp	26 gp	53 gp		X	X	X
Lyre	30 gp	22 gp	45 gp	X	X	X	X
Horn	3 gp	2 gp	5 gp			X	X
Pan Flute	12 gp	9 gp	18 gp		X	X	X
Shawn	2 gp	1 gp	3 gp			X	X

Viol	30 gp	22 gp	45 gp				X
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# Tailor/Textiles

Hard Sell (daily) at 375 gp (Cheap: 281 gp, Expensive: 500)

Selling Cap (daily) at 750 gp (Cheap: 562 gp, Expensive: 1000 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive )	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Weapons]							
[Adventuri ng Gear]							
Backpack	2 gp	1 gp	3 gp		X	X	X
Basket	4 sp	3 sp	6 sp	X	X	X	X
Bedroll	1 gp	7 sp	2 gp		X	X	X
Blanket	5 sp	3 sp	8 sp	X	X	X	X
<div>continued from "Tailor/Textiles" section...</div> <div>Clothes, Common</div>	5 sp	3 sp	8 sp	X	X	X	X
Clothes, Costume	5 gp	3 gp	8 gp				X
Clothes, Fine	15 gp	11 gp	23 gp			X	X
Clothes, Traveler's	2 gp	1 gp	3 gp		X	X	X
Component Pouch	25 gp	18 gp	38 gp				X
Pouch	5 sp	3 sp	8 sp	X	X	X	X
Robes	1 gp	7 sp	2 gp		X	X	X
Sack	1 cp	1 cp	2 cp	X	X	X	X
Tent, Two-person	2 gp	1 gp	3 gp			X	X

<b>[Tools]</b>							
<i>Artisan's Tools</i>							
Weaver's Tools	1 gp	7 sp	2 gp	X	X	X	X

# Jeweler/Stonecutter

Hard Sell (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500)

Selling Cap (daily) at 2000 gp (Cheap: 1500 gp, Expensive: 3000 gp)

Item Name		Cost (Normal )	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
<b>[Adventuring Gear]</b>								
Amulet/Necklace, Exquisite		5 gp	3 gp	8 gp	X	X	X	X
Amulet/Necklace, Mundane		5 sp	3 sp	8 sp	X	X	X	X
<i>Arcane Focus</i>								
Crystal		10 gp	8 gp	15 gp			X	X
Orb		20 gp	15 gp	30 gp				X
Earrings, Exquisite		4 gp	3 gp	6 gp	X	X	X	X
Earrings, Mundane		4 sp	3 sp	6 sp	X	X	X	X
Jewelry	Gem value +50 gp		+38 gp	+75 gp	X	X	X	X
Ring, Exquisite		3 gp	2 gp	5 gp	X	X	X	X
Ring, Mundane		3 sp	2 sp	5 sp	X	X	X	X
Signet Ring		5 gp	3 gp	8 gp		X	X	X
<b>[Tools]</b>								
<i>Artisan's Tools</i>								
Jeweler's Tools		25 gp	18 gp	38 gp		X	X	X
<b>[Services]</b>								
Gemstone Appraisal (3 gems)		5 gp	3 gp	8 gp	X	X	X	X
Resizing Jewelry		10 gp	8 gp	15 gp		X	X	X

Set Gem (<100 gp value)		45 gp	34 gp	68 gp		X	X	X
Set Gem (100-1K gp value)		75 gp	56 gp	113 gp		X	X	X
Set Gem (1K+ gp value)		150 gp	113 gp	225 gp		X	X	X
Stonecutting	Gem value x0.25		(n/a)	(n/a)			X	X
<b>[Miscellaneous]</b>								
10 gp Gemstones		10 gp	7 gp	15 gp	X	X	X	X
50 gp Gemstones		50 gp	38 gp	75 gp	X	X	X	X
100 gp Gemstones		100 gp	75 gp	150 gp		X	X	X
500 gp Gemstones		500 gp	375 gp	750 gp			X	X
1000 gp Gemstones		1000 gp	750 gp	1500 gp				X
5000 gp Gemstones		5000 gp	<div> Jewelry with stones already set (including rings, amulets, earrings, etc.), are readily available based on the gemstone availability, at the DM's discretion. Suggestions for gemstone values and descriptions are available in the DMG on page 134. </div>	7500 gp				X
				3750 gp				

## Gemstone Availability

Selection	Gemstones Available	d%
<b>Poor</b>	Less than ten 10gp gemstones, and a single 50gp gemstone	1-40
<b>Fair</b>	Less than twenty 10gp gemstone, less than ten 50gp gemstones, and two 100gp gemstones	41-80

Moderate	Six of every basic 10gp gemstone, less than twenty 50gp gemstones, less than ten 100gp gemstones, three 500gp gemstones, and one gemstone of greater value than 500gp	81-90
Wide	Twelve of every basic 10gp gemstone, Six of every basic 50gp gemstone, less than twenty 100gp gemstones, less than ten 500gp gemstones, four gemstones of greater value than 500gp	91-100

# Potion Shop

Hard Sell (daily) at 500 gp (Cheap: 375 gp, Expensive: 750)

Selling Cap (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500 gp)

Selling Cap (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Acid (vial)	25 gp	18 gp	38 gp		X	X	X
Alchemist's Fire (flask)	50 gp	38 gp	75 gp			X	X
Antitoxin (vial)	50 gp	38 gp	75 gp	X	X	X	X
Bottle, glass	2 gp	1 gp	3 gp	X	X	X	X
Component Pouch	25 gp	18 gp	38 gp		X	X	X
Flask	2 cp	1 cp	3 cp	X	X	X	X
Healer's Kit	5 gp	3 gp	8 gp			X	X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp				X
Jug	2 cp	1 cp	3 cp	X	X	X	X
Oil (flask)	1 sp	7 cp	2 sp		X	X	X
Perfume (vial)	5 gp	3 gp	8 gp				X
Poison, Basic (vial)	100 gp	75 gp	150 gp	X	X	X	X
Potion of Healing	50 gp	38 gp	75 gp	X	X	X	X

Vial	1 gp	7 sp	2 gp	X	X	X	X
<b>[Tools]</b>							
<i>Artisan's Tools</i>							
Alchemist's Supplies	50 gp	38 gp	75 gp			X	X
Brewer's Supplies	20 gp	15 gp	30 gp	X	X	X	X
Cook's Utensils	1 gp	7 sp	2 gp			X	X
Poisoner's Kit	50 gp	38 gp	75 gp		X	X	X
<b>[Magic Items]</b>							
<i>Potions</i>							
Common	50 gp	38 gp	75 gp	X	X	X	X
Uncommon	250 gp	175 gp	375 gp	X	X	X	X
Rare	2500 gp	1750 gp	3750 gp			X	X
<b>[Miscellaneous]</b>							
Spell Components	See Spell	(x0.75)	(x1.5)	X	X	X	X

# Potion Availability

Selection	Potion Names	d%
Poor	(C) Healing, Climbing, (U) Water Breathing, (R) Gaseous Form	1-25
Fair	(U) Greater Healing, Resistance, (R) Elixir of Health, Diminution	26-50
Moderate	(U) Animal Friendship, Growth, Potion of Poison (disguised), (R) Heroism, Superior Healing, Frost/Stone Giant Strength, Clairvoyance	51-80
Wide	(U) Oil of Slipperiness, Philter of Love, Fire Breath, (R) Oil of Etherealness, Fire Giant Strength, Invulnerability, Mind Reading,	81-100

# Arcane Shop

Hard Sell (daily) at 750 gp (Cheap: 562 gp, Expensive: 1125)

Selling Cap (daily) at 1500 gp (Cheap: 1125 gp, Expensive: 2260 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
<b>[Weapons]</b>							
<i>Simple Melee Weapons</i>							
Quarterstaff	2 sp	1 sp	3 sp	X	X	X	X
<b>[Adventuring Gear]</b>							
Abacus						X	X
<i>Arcane Focus</i>							
Crystal	10 gp	7 gp	15 gp	X	X	X	X
Orb	20 gp	15 gp	30 gp			X	X
Rod	10 gp	7 gp	15 gp		X	X	X
Staff	5 gp	3 gp	8 gp	X	X	X	X
Wand	10 gp	7 gp	15 gp	X	X	X	X
Bottle, glass	2 gp	1 gp	3 gp		X	X	X
Candle	1 cp	1 cp	2 cp	X	X	X	X
Case, Map or Scroll	1 gp	7 sp	2 gp		X	X	X
Component Pouch	25 gp	18 gp	38 gp				
<i>Druidic Focus</i>							
Sprig of Mistletoe	1 gp	7 sp	2 gp	X	X	X	X
Totem	1 gp	7 sp	2 gp			X	X
Wooden Staff	5 gp	3 gp	8 gp	X	X	X	X
Yew Wand	10 gp	7 gp	15 gp		X	X	X
Hourglass	25 gp	18 gp	38 gp				X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp		X	X	X
Ink Pen	2 cp	1 cp	3 cp		X	X	X
Paper (one sheet)	2 sp	1 sp	3 sp			X	X

Parchment (one sheet)		1 sp	7 cp	2 sp		X	X	X
Pouch		5 sp	3 sp	8 sp		X	X	X
Robes		1 gp	7 sp	2 gp			X	X
Spellbook		50 gp	38 gp	75 gp		X	X	X
Vial		1 gp	7 sp	2 gp		X	X	X
[Tools]								
Artisan's Tools								
Alchemist's Supplies		50 gp	38 gp	75 gp		X	X	X
Calligrapher's Supplies		10 gp	7 gp	15 gp			X	X
Musical Instrument								
Lute		35 gp	26 gp	53 gp			X	X
Lyre		30 gp	22 gp	45 gp				X
[Magic Items]								
Spell Scrolls								
Common (Cantrip)		50 gp	38 gp	75 gp	X	X	X	X
Common (Level 1)		100 gp	75 gp	150 gp	X	X	X	X
Uncommon (Level 2)		250 gp	187 gp	375 gp			X	X
Uncommon (Level 3)		500 gp	375 gp	750 gp			X	X
Rare (Level 4)		2500 gp	1875 gp	3750 gp				X
Rare (Level 5)		5000 gp	3750 gp	7500 gp				X
[Services]								
Magic Appraisal ( <i>Identify</i> )		100 gp	75 gp	150 gp	X	X	X	X
[Miscellaneous]								
Spell Components	See Spell		(x0.75)	(x1.5)		X	X	X

# Spell Scroll Availability

Selection	Offensive Spells	Support Spells	d%
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<b>Poor</b>	(0) Shocking Grasp, (1) Burning Hands, (2) Melf's Acid Arrow, (3) Lightning Bolt, (4) Ice Storm, (5) Hold Monster	(0) Mending, (1) Alarm, (2) Magic Weapon, (3) Haste, (4) Mordenkainen's Faithful Hound, (5) Bigby's Hand	1-25
<b>Fair</b>	(0) Fire Bolt, (1) Magic Missile, (2) Flaming Sphere, (3) Fire Ball, (4) Wall of Fire, (5) Cone of Cold <i>(includes poor availability list)</i>	(0) Mage Hand, (1) Tensor's Floating Disc, (2) Invisibility, (3) Fly, (4) Stoneskin, (5) Teleportation Circle <i>(includes poor availability list)</i>	26-60
<b>Moderate</b>	(0) Acid Splash, Chill Touch, (1) Chromatic Orb, Sleep, (2) Hold Person, Scorching Ray, (3) Bestow Curse, Slow, (4) Phantasmal Killer, Confusion, (5) Cloudkill, Conjure Elemental <i>(includes poor/fair availability list)</i>	(0) Light, Message, (1) Detect Magic, Jump, (2) Darkness, Levitate, (3) Dispel Magic, Water Breathing, (4) Arcane Eye, Greater Invisibility (5) Scrying, Telekinesis <i>(includes poor/fair availability list)</i>	61-80
<b>Wide</b>	(0) Friends, Minor Illusion, Poison Spray, (1) Color Spray, Ray of Sickness, Tasha's Hideous Laughter, (2) Blindness/Deafness, Cloud of Daggers, Ray of Enfeeblement, (3) Hypnotic Pattern, Sleet Storm, Vampiric Touch (4) Conjure Minor Elementals, Fire Shield, Otiluke's Resilient Sphere, (5) Dominate Person, Gaes, Planar Binding <i>(includes poor/fair/moderate availability list)</i>	(0) Blade Ward, Dancing Lights, Prestidigitation, (1) Feather Fall, Identify, Mage Armor, (2) See Invisibility, Arcane Lock, Knock, (3) Leomund's Tiny Hut, Magic Circle, Tongues, (4) Dimension Door, Leomund's Secret Chest, Polymorph, (5) Legend Lore, Rary's Telepathic Bond, Wall of Stone <i>(includes poor/fair availability list)</i>	81-95
<b>Full</b>	(All Wizard Spells Level 1-5 and cantrips)	(All Wizard Spells Level 1-5 and cantrips)	96-100

# Useful Links

## D&D 5e Compendium Tool

<http://radai.github.io/dnd5tools/>

# Modules

Collection of the modules we've played once they've been completed

- Session 2017-06-13 to 2017-06-27 - Seven Wedding Module
  - Lillian Audio (1) (2)